# ELEMENTALISTS

References:
*M08_3_Elementali.pdf*

The Elemental Druids are the supreme masters of the elements and are able to control the Elemental Spirits, summoning them from their world, the *plane astrale,* into the *plane materiel* we know as ours.

Availability:

- Elemental Druids are available as:

| Name | QUA | TYP | STR | RES | WOR | ARM | WEA | MOV | SAV | TER | BAD | PTS | UPG | MIN | MAX |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| Samurai Elementalist | Vet | D/F | - | - | 1 | lt | hw | 20 | 7 | no | night | 11+M | - | - | - |
| Triton Elementalist | Vet | Fan | - | - | 1 | lt | hw | 20 | 7 | no | no | 64+M | - | - | - |

Gems:

- Each Elemental Druid must have a magic gem to summon elementals.

| Gem | Colour | Element | Amulet Cost |
|---|---|---|---|
| Turquoise | Light Blue | Air | 110p |
| Sapphire | Blue | Water | 55p |
| Ruby | Red | Fire | 75p |
| Yellow Topaz | Yellow or Brown | Earth | 50p |

- 4 different classes of Elementals may be summoned:
  - Major Elemental
    - The most powerful class, fight as individuals.
  - Medium Elemental
    - Individuals
  - Elemental Warriors Major, Elemental Warriors Minor
    - Smaller sized Elementals
    - Organized in units and so powerful in number.

Summoned Elementals:

- ❏ Summoning the powerful elemental entities from the *plane astrale* into this world is dangerous. If the druid is weakened they may not be able to control the Elementals or be able to dismiss them back to the *plane astrale*.
- ❏ The druid may only summon Elementals for which he holds an appropriate gem.
- ❏ Summoning spells are cast during the movement phase.
- ❏ Once summoned the druid will command the Elemental in subsequent movement phases.

The Summoning:

- ❏ Select and name an Elemental/Elemental Unit to attempt to summon.
- ❏ The druid chooses a number of D6 to roll, bearing in mind the cost below.
- ❏ If the result is less than the value of the requested elemental(s):
    - ❏ The druid must make a save or die.
    - ❏ No priest or spells may intervene in this process — the druid alone must save himself from the angered Elementals.
    - ❏ If failed, the druid is lost, dragged back into the *plane astrale* and the army must make a Command Test.
- ❏ The cost in Magic Points, in all cases, amounts to the total of the dice.
- ❏ If the result of the roll is equal or greater than the value of the Summoned:
    - ❏ Miniatures representing them are placed in contact with the druid.
    - ❏ Both they and the druid are considered to have performed their movement.

Controlling Elementals:

- ❏ Each movement phase the druid must make an Elemental Check.
    - ❏ This is the same magical process as summoning.
        - ❏ The druids choice of D6.
        - ❏ Magic cost of the total rolled.
        - ❏ Match or exceed the Elemental value to pass.
    - ❏ If the roll is failed, the druid may attempt a saving throw:
        - ❏ No priest or spells may intervene in this process — the druid alone must save himself from the angered Elementals.
        - ❏ If failed:
            - ❏ The Elemental will return to the *plane astrale* dragging the unfortunate druid with them.
            - ❏ The army must make a Command Test.
        - ❏ If passed, the Elemental is persuaded to remain, however the struggle has consumed both the druid and the Elemental's opportunity to move this turn. They may both, however, fight as normal.
    - ❏ If passed, the Elementals fight for their summoner.

Removing Elementals:

- ❏ If the druid routs or fails an Elemental Check, the elemental will disappear back to their dimension in the movement phase — the druid may then move as normal that phase.

## **Major Elemental** *(base size 7.5 x 7.5cm)*

| Name | QUA | TYP | STR | RES | WOR | ARM | WEA | MOV | SAV | TER | BAD | PTS | UPG | MIN | MAX |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| Elemental | El | Fan | +9 | -5 | 8 | xh | t&c | 50 | 6+4w | yes | - | - | - | - | - |

## **Medium Elemental** *(base size 5 x 5cm)*

| Name | QUA | TYP | STR | RES | WOR | ARM | WEA | MOV | SAV | TER | BAD | PTS | UPG | MIN | MAX |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| Elemental | El | Fan | +4 | -4 | 5 | h | t&c | 40 | 6+2w | yes | - | - | - | - | - |

## **Major Warrior Elemental** *(base size 4 x 4cm)*

| Name | QUA | TYP | STR | RES | WOR | ARM | WEA | MOV | SAV | TER | BAD | PTS | UPG | MIN | MAX |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| Elemental | El | Fan | +2 | -2 | 2 | m | t&c | 30 | 7 | yes | - | - | - | 4 | 10 |

## **Minor Warrior Elemental** *(base size 2.5 x 2.5cm)*

| Name | QUA | TYP | STR | RES | WOR | ARM | WEA | MOV | SAV | TER | BAD | PTS | UPG | MIN | MAX |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| Elemental | El | Fan | +1 | -1 | 1 | m | t&c | 30 | no | yes | - | - | - | 5 | 20 |

Notes:

- Summoned elementals always behave under the Attack order.

Air Elementals:

- All have light armour (ignoring what is written in the profile).
- Are considered flying units.
- May carry infantry characters:
    - At the start of the move, the character must be in contact with the Elemental.
    - If the Elemental is lost before landing, so the is the character.
    - On landing the character may be positioned in contact with the elemental.
    - Carried characters may not move again that turn.

Water Elementals:

- All have light armour (ignoring what is written in the profile).
- May pass through any terrain without penalty.
- Extinguish fires caused by fire Elementals in terrain they pass through.
- If their army wins exploration:
    - They gain a lake in their setup area.
    - Water elementals may appear there.
    - Water Druids in contact with the lake gain +1 to spells and +1 to saves.

Fire Elementals:

- All have light armour (ignoring what is written in the profile).
- Gain +2 to hit.
- Gain +2 to wound.
- If enter woodlands, it will catch fire and unless extinguished, burn down after 3 turns to be removed from the table.
- Burning woodland is hostile terrain; See Companion, p40

Earth Elementals:

- All have extra-heavy armour (ignoring what is written in the profile).
- Gain +2 to resistance.
- No penalty for any terrain which is not water.
- Movement reduced to 20cm (ignoring what is written in the profile).

Heartbeat (Spell of Air)

- This spell allows a druid to pit the clouds to create lightning that falls on his enemies.
- It is cast in the shooting phase.
- Requires LOS to a target within 30cm.
- Roll druid's choice of number of dice.
- Cost:
    - Total of dice rolled.
- Result and Effects:
    - Each die which meets its target number causes a hit.
        - Requires 6+ for light/unarmoured.
        - 5+ for medium/heavy armour.
        - 4+ for extra-heavy armour.
    - Characters may attempt to save each hit.
    - If any dice were duplicates:
        - Make a saving roll.
        - If failed, druid is immobilised and may fight/move/shoot/magic no more this turn.

Influence the Weather (Spell of Air)

- This spell allows a Druid Elemental to influence weather patterns to the benefit or disadvantage of troops on the battlefield.
- May be cast at any time.
- Cost:
    - ▫ 4D6 MP for each weather condition created or removed.
- Effects:

| | |
|---|---|
| *Heavy rain* | Water features are considered 6cm wider. Ponds, swamps and marshes will be considered impassable. Units with missile weapons suffer a -1 to hit because of reduced visibility. |
| *Strong wind* | All models have their movement reduced to 2.5 cm. |
| *Thick fog* | The visibility is reduced to 30 cm., And prejudice with throwing weapons at that distance will suffer a -1 to hit. |
| *Thunderstorm* | Additional modifier of -1 to all morale (threats, reactions, change formation, change orders, influence, command). |

Whirlwind (Spell of Air)

- A Druid on top of a tower can evoke deadly tornadoes that are unleashed against enemy units.
- Cast in shooting phase.
- Throws 1D6 for each whirlwind to be evoked.
- Whirlwind models occupy a 4x4 cm base and begin in contact with the druid.
- Tornadoes move 30cm towards the nominated target in a straight line.
- All contacted units (friendly & foe) are attacked.
- Cost:
    - □□ The cost is the sum of the dice rolled.
- Effects:
    - Each unit is attacked with a val 6, strength +3 handgun.
    - Each druid involved in the cast must make a saving throw.

Walking on Water (Spell of Water):

- □□This spell allows a Druid Elemental Water to enchant a water surface thus allowing troop friends walk on it as if it were a normal soil.
- Cast during movement phase.
- Cost:
    - 1D6 MP
    - + 1D6 per square inch of area to be made solid.
- Method and effects:
    - The Druid must be in base contact with the terrain to be changed.
    - The Druid must roll 1D6 plus one or more other dice to make the magical land. The result is the
    - The water area will be considered as normal for the ground movement of friendly troops, so any troops who pass through this area will not suffer any movement penalty.
    - The effect can be maintained for D6 MP per turn.
    - The Druid may not perform other magic until this spell is abandoned.
    - The Druid may abandon spell at any time.
    - If the druid is killed, the spell is broken.

Water Wall (Spell of Water):

- A Druid in contacted with a lake can use the lake water itself to create a wall of water that will sweep away everything.
- Cast during shooting phase.
- Cost:
    - 1D6 MP per wave.
- Method and Effects:
    - Waves move 30cm towards the nominated target in a straight line.
    - All contacted units (friendly & foe) are attacked.`
    - Each unit is attacked with a val 6, strength +3 handgun.
    - Each druid involved in the casting must make a saving throw.

Divide the Waters (Spell of Water):

- A Druid in contacted with a lake can open the lake's water and make the terrain passable.
- Cast during movement phase.
- Cost:
    - 5D6 MP per turn the lake should be passable.
- Method and Effects:
    - Roll 5D6
    - >=16 for 1 turn of passage.
    - >=32 for 2
    - >=48 for 3...
- When spell expires, any model >50% in the terrain is lost without save opportunity.

Flames of the Dragon (Spell of Fire):

- Range 15cm
- Cost:
    - 6D6 MP
- Effects:
    - 6-10:
        - The spell failed, the blaze will not be successful, and indeed may have backfired the Druid must make a saving throw.
    - 11-30:
        - The fire acts as a short range handgun attack with Value 12, Strength +2, quality of the Druid.
    - 30+:
        - The spell was so powerful that the Druid himself is in danger of being overwhelmed.
        - The druid must make a saving throw.
        - The target is attacked as a short range handgun attack with Value 16, Strength +3, quality of the Druid.

Torrent of Flames (Spell of Fire):

- The druid unleashs a storm of fire to hit his opponents.
- Range 90cm, requires LOS.
- Cast during shooting phase.
- Cost:
    - 2D6 PM + 1 MP per inch (2.5 cm) of range.
- Method and effects:
    - Nominate a target point within 90cm and LOS.
    - All models between the druid & the target point are hit.
    - They die on a D6 roll of 4+.
    - They may attempt a save.

Enchantment of Rolling Rocks (Spell of Earth):

- A druid in contact with rocky ground may send the rocks themselves to fight on their behalf.
- Cast in shooting phase.
- Throws 1D6 for each rock to be rolled.
- Rock models occupy a 4x4 cm base and begin in contact with the druid.
- Rocks move 30cm towards the nominated target in a straight line.
- All contacted units (friendly & foe) are attacked.
- Cost:
    - The cost is the sum of the dice rolled.
- Effects:
    - Each unit is attacked with a val 6, strength +3 handgun, quality unreliable:
        - 1D6:
            - 1-3: -3 to hit.
            - 4-6: +3 to hit.
    - Each druid involved in the cast must make a saving throw.

Forest Creation (Spell of Earth):

- A druid of Earth may create a Magical Forest of Thorns.
- This is the same as the usual druidic power to create forests, except this forest will be difficult terrain.
- The forest will block LOS.
- The druid cannot use other magical powers while maintaining this forest.

Enchantment of Medusa (Spell of Earth):

- Medusae can turn to stone any living thing that look into their eyes.
- Druids can use this effect in two ways:
    - To armour friendly units.
    - To permanently turn to stone warriors of enemy units
- The Druid must have line of sight to the target, and all the miniatures that make up the target must have line of sight on the Druid.
- In both cases, this spell entails a certain risk, because if not well calculated its effect can be opposite to that desired.
- May be cast at any time once per turn.
- Cost:
    - 1D6 per value of the character/unit targetted.
    - + 1MP for every 30 cm of range.
- Effects:
    - If the roll is more than 4 times the total of value of the target, the subject is turned to stone forever:
        - It will remain where it is, forming a natural barrier.
        - Flying units land on anything below them attacking them thus:
            - Value 4  +8 Strength, type Heavy Crossbow.
    - If it is less than or equal to 4 times the total of value, the target acquires an additional resistance of -2 For the duration of 4 rounds of play.