**Elves**



Special Rule: Foresight

Add +1 to all Elf Initiative rolls.

Signature Unit: Ranger

Once per combat round, each Ranger block may re-roll one of its failed to-hit rolls.  Additionally, Rangers' Combat is increased to A+ when fighting in forests.

Spells

* **Lightening (1)**: cast 2d6 @ F3. Targeting allowed.
* **Fly (1)**: one friendly unit in Wizard hex may **fly** 1d6 hexes. Castles and Havens may not fly. Cast only in Movement Phase.
* **Hail Storm (1)**: cast 4d6 @ F2. No targeting.
* **Forked Lightening (2)**: cast 3d6 @ F3. Targeting allowed.
* **Summon (2)**: brings one *unengaged* friendly *Chaos* unit to Wizard’s hex. This unit may overstack in a battle and fight normally.
* **Chain Lightening (3)**: cast 4d6 @ F3. Targeting allowed.

