

# AKHELIAN ISHLAEN GUARD

In a slithering serpentine rush, the Akhelian Ishlaen Guard speed across the battlefield to crash headlong into the foe. While the Fangmora Eels lash out with their tails and rip apart the foe with their wicked bites, the riders rain down a flurry of blows with their flashing blades. A helsabre can channel the eel's electric blast into the rider's galv-shield, allowing it to better deflect enemy blows.



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Helsabre	1"	3	3+	3+	-	1
Fangmora's Fanged Maw	1"	1	3+	3+	-	D3
Fangmora's Lashing Tail	2"	D3	3+	3+	-	1

## DESCRIPTION

A unit of Akhelian Ishlaen Guard has 3 or more models. The riders fight with Helsabres in one hand and carry shields with the other. They ride serpentine Fangmora Eels that bite at their enemies with Fanged Maws and batter them with their Lashing Tails.

## COMMAND GROUP

This unit can led by a Lochian Prince, and can have any number of standard bearers and musicians. Add 1 to the Attacks characteristic of a Lochian Prince's Helsabre. You can re-roll battleshock tests for this unit if it includes any standard bearers, and you can re-roll charge rolls for this unit if it includes any musicians.

## FLY

Akhelian Ishlaen Guard can fly.

## ABILITIES

**Biovoltaic Barrier:** *The biovoltaic energy produced by Fangmora Eels is channelled by Ishlaen Guard into a crackling luminescent energy field that protects them from harm.*

Ignore the Rend characteristic of attacks against this unit when making save rolls for this unit. In addition, this unit has a Save characteristic of 3+ instead of 4+ if it made a charge move in the same turn.

KEYWORDS

ORDER, AELF, IDONETH DEEPKIN, AKHELIAN, AKHELIAN GUARD, ISHLAEN GUARD