

HURAKAN WINDMAGE

Such is the mastery of the Windmages that they are carried at all times upon the winds they call their allies. They coax the aelementors to carry their fellow Hurakan into the air whilst visiting the gale-force wrath of Hyshian tempests upon their enemies.



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Aspiragillum	3"	2	3+	3+	-1	D3

DESCRIPTION

A Hurakan Windmage is a single model armed with an Aspiragillum.

FLY: This model can fly.

ABILITIES

Fan of Redirection: *The fan carried by a Windmage can be used to brush aside enemy missiles, redirecting them into the ground or even nearby foes.*

Add 1 to save rolls for attacks made with missile weapons that target this model. In addition, if the unmodified save roll for an attack made

with a missile weapon that targets this model is 6, after all of the attacking unit's attacks have been resolved, you can inflict 1 mortal wound on 1 enemy unit within 9" of this model that is visible to it.

Windleap: *Windmages often accompany Windchargers into battle, allowing the cavalry archers to perform soaring leaps right over the heads of their enemies.*

If a friendly **WINDCHARGERS** unit starts a move wholly within 6" of this model, when it makes that move, that unit has a Move characteristic of 16" and can fly.

MAGIC

This model is a **WIZARD**. It can attempt to cast 1 spell in your hero phase and attempt to unbind 1 spell in the enemy hero phase. It knows the Arcane Bolt, Mystic Shield and Windblast Vortex spells.

Windblast Vortex: *The caster calls forth a vortex that they can send roaring towards the foe at will.*

Windblast Vortex has a casting value of 5. If successfully cast, in your next shooting phase, you can pick 1 enemy unit within 9" of the caster and roll a dice. On a 2+, that enemy unit suffers D3 mortal wounds.

KEYWORDS

ORDER, AELF, LUMINETH REALM-LORDS, AELEMENTIRI, HURAKAN, HERO, WIZARD, WINDMAGE