

SCINARI LORESEEKER



Loreseekers strike a perfect balance between the Tyrionic and the Teclian disciplines, and they find great power in that harmony. They know the secrets of the realms: where to look for esoteric artefacts, and how best to make use of them when they are found.

MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Eclipsian Staff	12"	2	3+	3+	-2	D3
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Loreseeker Blade	1"	4	2+	3+	-1	D3

DESCRIPTION

A Scinari Loreseeker is a single model armed with an Eclipsian Staff and Loreseeker Blade.

ABILITIES

Loreseeker: *Scinari Loreseekers bring the enemy's secrets to light and turn them to the advantage of the Lumineth.*

If an enemy model that bears an artefact of power is slain within 3" of any friendly models with this ability, you receive 1 command point.

Lone Agent: *Scinari Loreseekers employ their skills as independent operatives to great effect upon the field of battle.*

You can add 1 to save rolls for attacks that target this model if it is more than 9" from any friendly models.

In addition, instead of setting up this model on the battlefield, you can place it to one side and say that it is set up as a Lone Agent reserve unit. If you do so, at the start of the first battle round, before determining who has the first turn, you must set up this model on the battlefield anywhere that is more than 3" from any enemy

units and not in your territory. If you set up this model within 6" of an objective that has no enemy units within 6" of it, you gain control of that objective, and your opponent cannot gain control of it while this model is within 6" of it.

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 and Mystic Shield spells.

KEYWORDS

ORDER, AELF, LUMINETH REALM-LORDS, SCINARI, HERO, WIZARD, LORESEEKER