

SKINK STARSEER

Greatest of all the skink priesthood, the Starseers are the most powerful wizards of a constellation after the slann themselves. Their celestial blessings allow them to gaze into the future, influencing the skeins of fate to their masters' unknowable ends.



MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Astral Bolt	18"	2	3+	3+	-1	D3
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Astromancer's Staff	2"	2	4+	3+	-1	D3

DESCRIPTION

A Skink Starseer is a single model armed with an Astromancer's Staff and Astral Bolt.

FLY: This model can fly.

ABILITIES

Cosmic Herald: *Through performing complex star-rituals, these priests can divine – and therefore manipulate – the outcome of a battle.*

At the start of your hero phase, roll a dice for this model. On a 4+, you receive 1 command point.

Astromancer's Staff: *A Starseer's staff contains the power to alter the flow of time.*

At the start of your charge phase, you can pick 1 friendly **SERAPHON** unit wholly within 12" of this model. If you do so, in that phase you can attempt to charge with that unit if it is within 18" of the enemy instead of 12", and you roll 3D6 instead of 2D6 when making the charge roll.

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 Control Fate spells.

Control Fate: *This spell grants the caster a brief chance to influence the destiny of a friend or foe.*

Control Fate has a casting value of 7. If successfully cast, pick 1 unit within 18" of the caster and visible to them. If that unit is an enemy unit, until your next hero phase, subtract 1 from save rolls for attacks that target that unit. If that unit is a friendly **SERAPHON** unit, until your next hero phase, add 1 to save rolls for attacks that target that unit.

KEYWORDS

ORDER, SERAPHON, SKINK, HERO, WIZARD, STARSEER