

SLANN STARMASTER

Ancient beings created to serve the Old Ones, the Starmasters are amongst the greatest wizards in all the realms. The powers of the heavens are theirs to command, the energies of the stars wielded to annihilate their enemies.



MELEE WEAPONS

Azure Lightning

Range

3"

Attacks

6

To Hit

4+

To Wound

3+

Rend

-1

Damage

1

DESCRIPTION

A Slann Starmaster is a single model armed with Azure Lightning.

FLY: This model can fly.

ABILITIES

Arcane Vassal: A Slann Starmaster can channel the power of a spell through one of their followers.

When this model attempts to cast a spell, before making the casting roll, you can pick either 1 friendly **SKINK WIZARD** that is within 12" of this model or 1 friendly **ORACLE** anywhere on the battlefield. If you do so and the spell is successfully cast and not unbound, you must measure the range and visibility for the spell from that **SKINK WIZARD** or **ORACLE**.

Foresight: The Starmaster casts his mind into the future, reading the threads of destiny as easily as a mortal would read a map.

At the start of your hero phase, roll 2 dice for this model. For each 4+, you receive 1 command point.

Masters of Order: The slann are among the greatest wizards in existence, and they shape the very stars with their magic.

Add 1 to casting, dispelling and unbinding rolls for this model. In addition, this model can attempt to unbind enemy spells that are cast anywhere on the battlefield and attempt to dispel endless spells anywhere on the battlefield.

KEYWORDS

ORDER, SERAPHON, SLANN, HERO, WIZARD, STARMASTER

MAGIC

This model is a **WIZARD**. It can attempt to cast 3 spells in your own hero phase and attempt to unbind 3 spells in the enemy hero phase. It knows the Arcane Bolt, Mystic Shield and Comet's Call spells.

Comet's Call: *His consciousness soaring up to the heavens, the caster summons a cluster of comets before casting them into the enemy's ranks.*

Comet's Call has a casting value of 7. If successfully cast, you can pick up to D3 different enemy units anywhere on the battlefield. Each of those units suffers D3 mortal wounds (roll separately for each). If the casting roll was 10+, pick up to D6 different enemy units instead of up to D3.

COMMAND ABILITIES

Gift from the Heavens: *At a Starmaster's command, his followers are wrapped in a mantle of Azyrite energy, allowing them to disregard the natural laws that govern the Mortal Realms.*

You can use this command ability in your hero phase. If you do so, pick 1 friendly **SERAPHON** unit wholly within 18" of a friendly model with this command ability. Until your next hero phase, that unit can fly and you can add 1 to save rolls for attacks made with missile weapons that target that unit. You can only use this command ability once per hero phase.