

# BALEWIND VORTEX

## DESCRIPTION

A Balewind Vortex consists of a single model. It is a swirling vortex of magical energy that can be summoned by a wizard as a platform from which to cast powerful spells.

## SCENERY RULES

The following rules are used for this scenery (do not roll on the Scenery Table on the *Warhammer Age of Sigmar* rules sheet).

Do not set up this model at the start of the game – it is set up during the battle as described below.

**Balewind Call:** If you have a Balewind Vortex model, **WIZARD HEROES** in your army know the Summon Balewind Vortex spell in addition to any others they know, provided that they are not also a **MONSTER**.

## SUMMON BALEWIND VORTEX

Summon Balewind Vortex has a casting value of 7. If successfully cast, remove the caster and set up a Balewind Vortex where they stood. You and your opponent must then move any models so that none are within 3" of the Balewind Vortex if possible to do so. Then, place the caster on the upper platform. If this spell is cast, it does not count towards the number of spells the wizard can attempt to cast in a turn.

## HINTS & TIPS

A degree of common sense is required when moving models out of the way of a summoned Balewind Vortex – you should try to move as few models as possible, and move them as short a distance as possible.

**Roiling Vortex of Magic:** Models cannot move within 3" of a Balewind Vortex while a **WIZARD** is atop it, nor can they charge the **WIZARD**. In addition, you can add 1 to the casting and unbinding rolls made for a **WIZARD** atop a Balewind Vortex, and double the range of any spells they attempt to cast.

**Held Aloft:** A **WIZARD** atop a Balewind Vortex cannot move. However, at the start of your hero phase, a **WIZARD** atop a Balewind Vortex can banish it and return to the ground. If it does so, remove the Balewind Vortex from the battlefield until it is summoned again.

KEYWORDS

SCENERY, BALEWIND VORTEX