

WARSCROLL



ARCHMAGE



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Seerstaff	2"	1	4+	3+	-1	1
Aelven Steed's Swift Hooves	1"	2	4+	5+	-	1

DESCRIPTION

An Archmage is a single model. He wields a mystical Seerstaff that channels his arcane abilities. Almost every Archmage also carries a Talisman of Arcane Power, be it a tome of spells or a magical amulet, to aid them in dispelling the fell sorceries of their foes.

AELVEN STEED

An Archmage can ride an Aelven Steed. If he does so, his Move is increased to 14" and he gains the Swift Hooves attack.

ABILITIES

Talisman of Arcane Power: You can add 1 to any unbinding rolls for an Archmage with a Talisman of Arcane Power.

MAGIC

An Archmage is a wizard. He can attempt to cast one spell in each of your own hero phases, and attempt to unbind one spell in each enemy hero phase. He knows the Arcane Bolt, Mystic Shield and Elemental Shield spells.

ELEMENTAL SHIELD

The Archmage weaves a dome of magical energy around himself and his allies. Elemental Shield has a casting value of 6. If successfully cast, until your next hero phase, you can roll a dice each time the Archmage, or a model in your army within 18" of him, suffers a wound or a mortal wound. On the roll of a 6 that hit is deflected by the magical barrier surrounding the Archmage and is ignored.

KEYWORDS

ORDER, AELF, ELDRITCH COUNCIL, HERO, WIZARD, ARCHMAGE