

BATTELMAGE



MELEE WEAPONS

Battlemage's Staff

Range

2"

Attacks

1

To Hit

4+

To Wound

3+

Rend

-1

Damage

D3

DESCRIPTION

A Battlemage is a single model. All Battlemages specialise in mastering one of the Lore of Magic – Heavens, Bright, Amethyst, White, Gold, Grey, Amber or Jade. They are adorned with the trappings and arcana associated with that Lore. All Battlemages carry a Battlemage's Staff.

ABILITIES

Magic Specialisation: When setting up this model, you can pick one of the following schools of magic for the Battlemage to specialise in: Heavens, Bright, Amethyst, White, Gold, Grey, Amber or Jade.

MAGIC

A Battlemage can attempt to cast one spell in each of your hero phases, and attempt to unbind a spell in each enemy hero phase. All Battlemages know the Arcane Bolt and Mystic Shield spells. A Battlemage also knows one more spell depending upon his magical specialisation:

Specialisation	Spell
Heavens	Chain Lightning
Bright	Fireball
Amethyst	Soul Steal
White	Light of Battle
Gold	Final Transmutation
Grey	Mystifying Miasma
Amber	Wildform
Jade	Lifesurge

CHAIN LIGHTNING

Lightning bursts from the wizard's fingertips and arcs towards the enemy with crackling fury. Chain Lightning has a casting value of 6. If successfully cast, pick a visible enemy unit within 18". That unit suffers D3 mortal wounds. Then, roll a dice for every other enemy unit within 6" of the original target; on a 6 the lightning has leapt to that unit and it also suffers D3 mortal wounds.

FIREBALL

The wizard conjures a ball of flame and hurls it at his foes. Fireball has a casting value of 5. If successfully cast, pick a visible enemy unit within 18" and roll a dice. On a 1 or a 2 that unit suffers a mortal wound, on a 3 or a 4 it suffers D3 mortal wounds and on a 5 or a 6 it suffers D6 mortal wounds.

SOUL STEAL

The wizard extends a hand and leeches his victim's souls from their bodies. Soul Steal has a casting value of 5. If successfully cast, pick a visible enemy unit within 18". You and your opponent then both roll a dice; add the caster's Bravery to your dice roll and add the Bravery of the target to your opponent's. If your score is the highest, the enemy unit suffers a number of mortal wounds equal to the difference in the scores (for example, if your score was 10 and your opponent's 8, the unit suffers 2 mortal wounds).

LIGHT OF BATTLE

The wizard infuses his allies with Light energies, filling them with courage. Light of Battle has a casting value of 4. If successfully cast, pick a unit within 18". That unit does not need to take battleshock tests until your next hero phase. The magical aura surrounding that unit also ennoble nearby allies until your next hero phase; other units from your army within 6" of this unit in the battleshock phase add 1 to their Bravery.

FINAL TRANSMUTATION

With a gesture the wizard transmutes the flesh of his foe into unliving metal. Final Transmutation has a casting value of 6. If successfully cast, pick a visible enemy unit within 18". Your opponent then picks any model in that unit and rolls a dice; if the result is more than that model's remaining number of wounds, it is transformed into a gleaming golden statue and slain.

MYSTIFYING MIASMA

The wizard creates a fog that numbs his foes' battle skills. Mystifying Miasma has a casting value of 6. If successfully cast, pick a visible enemy unit within 18". Until your next hero phase your opponent must subtract 1 from all hit rolls for that unit.

WILDFORM

With a roar the wizard infuses his allies' battle spirits with the savage strength of wild creatures. Wildform has a casting value of 6. If successfully cast, pick a unit within 18". Until your next hero phase you can add 1 to all wound rolls for that unit in the combat phase.

LIFESURGE

The wizard infuses his allies with healing energies. Lifesurge has a casting value of 5. If successfully cast, pick a unit within 18". One model in that unit heals D3 wounds. In addition, until your next hero phase the energies of this spell persist; roll a dice each time a model in the unit suffers a wound or mortal wound. On a 6, that wound is instantly healed and is ignored.

KEYWORDS

ORDER, HUMAN, COLLEGIATE ARCANE, HERO, WIZARD, BATTELMAGE