

BATLEMAGE ON GRIFFON



MELEE WEAPONS

	Range	Attacks	To Hit	To Wound	Rend	Damage
Beaststaff	2"	1	4+	3+	-1	D3
Griffon's Twin Beaks	2"	4	3+	3+	-1	*
Griffon's Razor Claws	2"	*	4+	3+	-1	2

DAMAGE TABLE

Wounds Suffered	Move	Twin Beaks	Razor Claws
0-3	15"	3	6
4-6	13"	D3	5
7-9	11"	D3	4
10-11	9"	1	3
12+	7"	1	2

DESCRIPTION

A Battlemage on Griffon is a single model. The Battlemage is armed with a Beaststaff, and rides a twin-headed Griffon to battle, which savages its prey with its Twin Beaks and Razor Claws.

FLY

A Battlemage on Griffon can fly.

ABILITIES

Amber Battlemage: You can add 1 to casting rolls for a Battlemage if the battle is taking place in the Realm of Beasts.

Two Headed: You can re-roll hit rolls of 1 when attacking with a Griffon's Twin Beaks.

MAGIC

A Battlemage can attempt to cast one spell in each of your hero phases, and attempt to unbind one spell in each enemy hero phase. He knows the Arcane Bolt, Mystic Shield and Amber Spear spells.

AMBER SPEAR

The wizard conjures a magical amber spear that he hurls at his foes with uncanny accuracy, punching through the ranks of his foes without effort. Amber Spear has a casting value of 7. If successfully cast, pick a visible model within 18". Draw a straight line between that model and the caster; the target model's unit, and each other unit that this line passes through, suffers D3 mortal wounds.

KEYWORDS

ORDER, HUMAN, GRIFFON, COLLEGIATE ARCANE, MONSTER, HERO, WIZARD, BATLEMAGE