

LORD KROAK



| MELEE WEAPONS | Range | Attacks | To Hit | To Wound | Rend | Damage |
|---------------------------------|-------|---------|--------|----------|------|--------|
| Ancient Spirits' Spectral Claws | 3" | 2D6 | 3+ | 3+ | -1 | 1 |

DESCRIPTION

Lord Kroak is a single model, a long-dead and mummified slann seated upon a mystical stone palanquin. Any foes who dare approach are swarmed by the ancient spirits that surround him and torn asunder by their Spectral Claws.

FLY

Lord Kroak can fly.

ABILITIES

Dead for Innumerable Ages: Lord Kroak's physical form is ancient, withered and preserved only by his indomitable spirit. As such, he is immune to all but the most devastating attacks – those which can temporarily divorce his consciousness from his corpse.

In the battleshock phase of each turn, roll a dice and add the number of wounds that Lord Kroak suffered during the turn. If the result is higher than his Bravery, he is 'slain'. Otherwise, any wounds he has suffered are immediately healed. If an ability or rule would cause him to be slain outright, he is not; instead, he suffers D6 mortal wounds.

MAGIC

Lord Kroak is a wizard. He can attempt to cast four spells in each of your own hero phases, and attempt to unbind four spells in each enemy hero phase. He knows the Arcane Bolt, Mystic Shield, Celestial Deliverance and Comet's Call spells.

CELESTIAL DELIVERANCE

The spirits surrounding Kroak's palanquin quiver with unfettered force before exploding outwards to bring ruin to the enemies of the seraphon.

Lord Kroak can cast Celestial Deliverance up to three times in the hero phase. It has a casting value of 7 the first time it is cast, 8 the second time and 9 the third time. If it is successfully cast, roll three dice to determine the spirits' reach in inches. Each enemy unit within range suffers D3 mortal wounds. The vengeful spirits reserve a special hatred for **CHAOS DAEMONS**, and tear into them with something akin to glee; as such, these units suffer D6 mortal wounds instead of D3.

COMET'S CALL

His consciousness soaring up to the heavens, Lord Kroak summons a cluster of comets before sending them into the enemy's ranks. Comet's Call has a casting value of 7. If successfully cast, pick up to D3 enemy units, or D6 if the result of the casting roll was 10 or more. Each of these units is struck by a comet and suffers D3 mortal wounds.

COMMAND ABILITY

Impeccable Foresight: Lord Kroak casts his consciousness ahead, reading the threads of destiny as easily as a mortal would read a map. If Lord Kroak uses this ability, roll three dice. For each one that scores 4 or more, Lord Kroak gains an insight into the future. Each insight can be used to re-roll any single dice before your next hero phase.

KEYWORDS

ORDER, CELESTIAL, SERAPHON, SLANN, HERO, WIZARD, LORD KROAK