

LUMINARK OF HYSH



MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Searing Beam of Light	30"	1	3+	3+	-2	★
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Battlemage's Staff	2"	1	4+	3+	-1	D3
Acolytes' Arcane Tools	1"	4	5+	5+	-	1
Warhorses' Steel-shod Hooves	1"	4	4+	4+	-	1

DAMAGE TABLE			
Wounds Suffered	Move	Aura of Protection	Searing Beam of Light
0-2	10"	10"	6
3-4	9"	8"	D6
5-6	8"	6"	D6
7-8	7"	4"	D3
9+	6"	2"	D3

DESCRIPTION

A Luminark of Hysh is a single model. The magical lens array mounted upon the battle altar can be used to fire Searing Beams of Light across the battlefield, as well as acting as a focus for magical energy to the benefit of nearby wizards. The Luminark is pulled into battle by two Warhorses that stamp at the enemy with their Steel-shod Hooves, and is manned by Acolytes that protect their charge using Arcane Tools as improvised weapons.

WHITE BATTLEMAGE

Some Luminarks of Hysh are attended by White Battlemages. These gain the Battlemage's Staff melee weapon.

ABILITIES

Locus of Hysh: Add 1 to unbinding rolls for **COLLEGIATE ARCANE WIZARDS** from your army within 10" of any Luminarks of Hysh.

Aura of Protection: Luminarks of Hysh are surrounded by a magical aura that protects those nearby from harm. You can roll a dice each time an **ORDER** model from your army suffers a wound or mortal wound whilst within range of a Luminark's Aura of Protection ability; on a 6 that attack is deflected by the aura and that wound is ignored. The range of this ability is shown in the Damage Table above.

MAGIC

The White Battlemage atop a Luminark 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 Burning Gaze spells.

BURNING GAZE

Bolts of burning light fly from the wizard's eyes, searing all caught in their path. Burning Gaze has a casting value of 6. If successfully cast, pick a visible unit within 18". That unit suffers D3 mortal wounds. Double the number of wounds inflicted if the target has 10 or more models, and triple them if the target has 20 or more.

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KEYWORDS

ORDER, HUMAN, COLLEGIATE ARCANE, LUMINARK OF HYSH

LUMINARK OF HYSH WITH WHITE BATTLEMAGE

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ORDER, HUMAN, COLLEGIATE ARCANE, HERO, WIZARD, LUMINARK OF HYSH