

SORCERESS ON BLACK DRAGON



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Witch Rod	1"	1	4+	3+	-1	D3
Darkling Sword	1"	3	4+	4+	-	1
Witch Lash	2"	1	3+	4+	-	1
Black Dragon's Claws	2"	✱	4+	3+	-1	2
Black Dragon's Fearsome Jaws	3"	3	4+	✱	-2	D6

Wounds Suffered	DAMAGE TABLE		
	Move	Fearsome Jaws	Claws
0-3	14"	2+	6
4-6	12"	3+	5
7-9	10"	3+	4
10-12	8"	4+	3
13+	6"	4+	2

DESCRIPTION

A Sorceress on Black Dragon is a single model. Most Sorceresses wield a Witch Rod – a magical symbol of their office – but more battle-frenzied Sorceresses prefer to wield a Darkling Sword in its place. Some Sorceresses also wield a Witch Lash to inflict even more pain and misery on their foes. All Sorceresses carry a dagger, which they can use to sacrifice their allies and boost their magical powers. The Black Dragon can rend foes apart with its Claws and swallow men whole in its Fearsome Jaws. Black Dragons can also exhale a deadly Noxious Breath to poison and choke their prey.

FLY

A Sorceress on Black Dragon can fly.

ABILITIES

Blood Sacrifice: In your hero phase, a Sorceress can sacrifice a **DARKLING COVEN** model from your army within 3". If she does, that model is slain, but you can then add 2 to all casting rolls for that Sorceress until the end of the hero phase.

Noxious Breath: In your shooting phase, a Black Dragon can breathe a cloud of noxious gas. If it does so, pick a target unit that is visible and roll one dice for each model in that unit that is within 6". For each roll of 6, that unit suffers a mortal wound.

MAGIC

A Sorceress on Black Dragon is a wizard. She can attempt to cast one spell in each of your own hero phases, and attempt to unbind one spell in each enemy hero phase. She knows the Arcane Bolt, Mystic Shield and Bladewind spells.

BLADEWIND

The Sorceress summons a cloud of ethereal blades to cut her foes to ribbons. Bladewind has a casting value of 6. If successfully cast, pick a visible enemy unit within 18" and roll 6 dice. Compare these with the unit's best To Hit characteristic of any melee weapon it has; each time you rolled lower than this number the unit fails to parry an ethereal blade and suffers a mortal wound.

KEYWORDS

ORDER, AELF, DRAGON, DARKLING COVEN, HERO, WIZARD, MONSTER, SORCERESS