



SORCERESS



MELEE WEAPONS

Witchstaff

Range

2"

Attacks

1

To Hit

4+

To Wound

3+

Rend

-1

Damage

D3

DESCRIPTION

A Sorceress is a single model. A Sorceress carries a Witchstaff and a dagger, which she can use to sacrifice her allies and boost her magical powers.

ABILITIES

Blood Sacrifice: In your hero phase, the 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.

MAGIC

A Sorceress 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 Word of Pain spells.

WORD OF PAIN

As the Sorceress utters a forbidden name, her foes are wracked with agony. Word of Pain has a casting value of 7. If successfully cast, pick a visible unit within 16". That unit suffers a mortal wound. In addition, your opponent must subtract 1 from any hit rolls for that unit until your next hero phase.

KEYWORDS

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