

BATLEMAGE

Masters of the arcane arts, the grizzled Battlemages of the Collegiate Arcane summon lethal storms of magic to lay waste to their foes and shield their comrades from harm with protective enchantments.



Fireball (Aqshy): *The wizard claps their hands, conjuring a small orb of flame that they hurl at the foe.*

Fireball has a casting value of 5. If successfully cast, pick 1 enemy unit within 18" of the caster that is visible to them. If the enemy unit has 1 model, it suffers 1 mortal wound; if it has 2 to 9 models, it suffers D3 mortal wounds; and if it has 10 or more models, it suffers D6 mortal wounds.

Mystifying Miasma (Ulgu): *The wizard creates a numbing fog that causes their foolish foes to listlessly stagger and stumble.*

Mystifying Miasma has a casting value of 4. If successfully cast, pick 1 enemy unit within 18" of the caster that is visible to them. That unit cannot run until your next hero phase. In addition, subtract 2 from charge rolls for that unit until your next hero phase.

Pall of Doom (Shyish): *A cloud of terrifying darkness pours forth and engulfs the wizard's foes.*

Pall of Doom has a casting value of 6. If successfully cast, pick 1 enemy unit within 18" of the caster that is visible to them. Subtract 2 from the Bravery characteristic of that unit until your next hero phase.

Pha's Protection (Hysh): *The wizard calls upon the beneficent Guardians of Light to protect their allies from harm.*

Pha's Protection has a casting value of 5. If successfully cast, pick 1 friendly unit within 18" of the caster that is visible to them. Subtract 1 from hit rolls for attacks that target that unit until your next hero phase.

Shield of Thorns (Ghyran): *At the wizard's command, crawling brambles burst from the ground, forming a living barrier around their allies.*

Shield of Thorns has a casting value of 5. If successfully cast, pick 1 friendly unit within 18" of the caster that is visible to them. Until your next hero phase, any enemy unit that finishes a charge move within 3" of that unit suffers D3 mortal wounds.

Transmutation of Lead (Chamon): *As the wizard gestures at their foes, their weapons and armour become significantly heavier and more cumbersome.*

Transmutation of Lead has a casting value of 7. If successfully cast, pick 1 enemy unit within 18" of the caster that is visible to them. Until your next hero phase, halve the Move characteristic of the unit you picked, rounding up. In addition, if that unit has a Save characteristic of 2+, 3+ or 4+, you can re-roll hit rolls of 1 for attacks that target that unit until your next hero phase.

Wildform (Ghur): *The wizard transforms their allies into swift-moving bestial forms.*

Wildform has a casting value of 5. If successfully cast, pick 1 friendly unit within 12" of the caster that is visible to them. Add 2 to run and charge rolls for that unit until your next hero phase.



MELEE WEAPONS

Wizard's Staff

Range

2"

Attacks

1

To Hit

4+

To Wound

3+

Rend

-1

Damage

D3

DESCRIPTION

A Battlemage is a single model armed with a Wizard's Staff.

ABILITIES

Magic of the Realms: *Battlemages are as varied as the Mortal Realms themselves, and each knows how to harness the arcane might of the land they call home.*

When you select this model to be part of your army, you must choose the realm that your Battlemage comes from. You can choose from the following realms: *Aqshy, Azyr, Chamon, Ghur, Ghyran, Hysh, Shyish* or *Ulgu*. Add 1 to casting rolls for this

model if the battle is taking place in the realm it comes from.

MAGIC

This model is a **WIZARD**. It can attempt to cast 1 spell in your hero phase and attempt to unbind 1 spell in the enemy hero phase. It knows the Arcane Bolt and Mystic Shield spells.

In addition, this model knows the spell from this warscroll that includes the name of the realm it comes from. For example, Battlemages that come from Azyr know Chain Lightning.

Chain Lightning (Azyr): *Lightning bursts from the wizard's fingertips and arcs towards the enemy with crackling fury.*

Chain Lightning has a casting value of 6. If successfully cast, pick 1 enemy unit within 18" of the caster that is visible to them. That unit suffers D3 mortal wounds. Then, roll a dice for every other enemy unit within 6" of the original target. On a 4+, that unit suffers D3 mortal wounds.

KEYWORDS

ORDER, HUMAN, CITIES OF SIGMAR, COLLEGIATE ARCANE, HERO, WIZARD, BATTLEMAGE