

# BATTLEMAGE

ON GRIFFON

When mounted atop a furious, twin-headed Ghurish Griffon, an Amber Battlemage can lay waste to their foes from afar or strike from on high in a vicious frenzy of stabbing beaks and ripping talons.



## DESCRIPTION

A Battlemage on Griffon is a single model armed with a Beaststaff.

**MOUNT:** This model's Griffon attacks with its Twin Beaks and Razor Claws.

**FLY:** This model can fly.

## ABILITIES

**Amber Battlemage:** *An affinity with Ghur runs through the veins of each of these mages.*

Add 1 to casting rolls for this model if the battle is taking place in Ghur.

**Two-headed:** *This Ghurish cousin to the Azyrite griffon has two razor-beaked heads.*

If the unmodified hit roll for an attack made with Twin Beaks is 6, that attack scores 2 hits on the target instead of 1. Make a wound and save roll for each hit.

## 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, Mystic Shield, Amber Spear and Wildform spells.

**Amber Spear:** *The wizard conjures a magical amber spear that they hurl at the foe with uncanny accuracy.*

Amber Spear has a casting value of 7. If successfully cast, pick 1 point on the battlefield within 18" of the caster that is visible to them and draw an imaginary straight line 1mm wide between that point and the closest part of the caster's base. Roll a dice for each unit that has models passed across by this line. On a 2+, that unit suffers D3 mortal wounds.

**Wildform:** *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

	Range	Attacks	To Hit	To Wound	Rend	Damage
Beaststaff	2"	1	4+	3+	-1	D3
Twin Beaks	2"	4	3+	3+	-1	☀
Razor Claws	2"	☀	4+	3+	-1	2

### DAMAGE TABLE

Wounds Suffered	Move	Twin Beaks	Razor Claws
0-3	15"	3	6
4-6	13"	2	5
7-9	11"	2	4
10-11	9"	1	3
12+	7"	1	2

### KEYWORDS

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