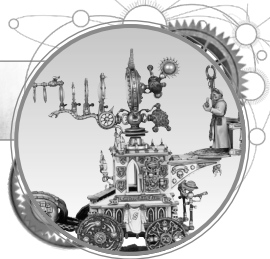


LUMINARK OF HYSH

The Luminark of Hysh is a devastating arcane war machine, capable of focusing light through its aetherquartz optics in order to unleash a beam of soulfire that vaporises everything in its path.



MISSILE WEAPONS

	Range	Attacks	To Hit	To Wound	Rend	Damage
Searing Beam of Light	30"	1	See below			

MELEE WEAPONS

	Range	Attacks	To Hit	To Wound	Rend	Damage
Wizard's Staff	2"	1	4+	3+	-1	D3
Arcane Tools	1"	4	5+	5+	-	1
Steel-shod Hooves	1"	4	4+	4+	-	1

DAMAGE TABLE

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

KEYWORDS

ORDER, HUMAN, CITIES OF SIGMAR, COLLEGIATE ARCANE, LUMINARK OF HYSH

DESCRIPTION

A Luminark is a single model armed with a Searing Beam of Light.

WHITE BATTLEMAGE: This model can include 1 White Battlemage armed with a Wizard's Staff. If it does, this unit has the **HERO** and **WIZARD** keywords. However, if it does, the Look Out, Sir! rule does not apply to this model, and any command traits or artefacts of power only affect attacks made by the White Battlemage.

CREW: This model has a crew of Acolytes that attack with their Arcane Tools. For rules purposes, the crew are treated in the same manner as a mount.

MOUNT: This unit's Warhorses attack with their Steel-shod Hooves.

ABILITIES

Aura of Protection: *Luminarks of Hysh are surrounded by a protective magical aura.*

Roll a dice each time you allocate a wound or mortal wound to a friendly **CITIES OF SIGMAR** model within range of the Aura of Protection ability of any friendly **LUMINARKS OF HYSH**. On a 6+, that wound or mortal wound is negated. The range of the Aura of Protection ability for this model is shown on the damage table.

Locus of Hysh: *The light of Hysh fills the minds of spellcasters nearby, allowing them to utter words of unbinding with pristine clarity.*

Add 1 to unbinding rolls for friendly **COLLEGIATE ARCANE WIZARDS** wholly within 12" of any friendly **LUMINARKS OF HYSH**.

Searing Beam of Light: *As interlocking lenses of aetherquartz click into place, a beam of blinding white light burns forth to immolate all before it.*

Do not use the attack sequence for an attack made with this model's Searing Beam of Light. Instead, pick 1 point on the battlefield within range of this model's Searing Beam of Light that is visible to this model and draw an imaginary straight line 1mm wide between that point and the closest part of this model's base. Roll a dice for each unit that has models passed across by this line. For each roll that is equal to or greater than the Searing Beam of Light value shown on this model's damage table, that unit suffers D3 mortal wounds.

White Battlemage: *These arcane experts have mastered the magical winds of Hysh.*

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

MAGIC

A White Battlemage 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, Burning Gaze and Pha's Protection spells.

Burning Gaze: *Bolts of burning light fly from the wizard's eyes, searing all that they touch.*

Burning Gaze has a casting value of 6. If successfully cast, pick 1 enemy unit within 18" that is visible to the caster. That unit suffers D3 mortal wounds. Double the number of wounds inflicted if that unit has 10 or more models, or triple the number of wounds inflicted if that unit has 20 or more models.

Pha's Protection: *The wizard calls upon the benevolent 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.