

PRISMATIC PALISADE

The crystalline spars of the Prismatic Palisade are formed of pure light, hardened into a barrier that bathes those on the battlefield in the blinding rays of Hysh.

DESCRIPTION

A Prismatic Palisade is a single model.

Summon Prismatic Palisade:

Those enlightened wizards who possess the required insight and purity of mind can draw forth an unbreakable wall of pure Hyshian crystal from the ground, blinding all who gaze upon it.

Summon Prismatic Palisade has a casting value of 5. If successfully cast, set up a Prismatic Palisade model wholly within 18" of the caster.

ABILITIES

Blinding Light: *The radiant beams projected from this barrier confound the aim of all within sight of it.*

At the start of each turn, roll a dice for each unit within 6" of this model. On a 5+ subtract 1 from hit rolls for attacks made by that unit until the end of the turn.

Dazzling Brilliance: *Knowing the impossibility of looking directly upon the Prismatic Palisade, a canny commander will position their forces in such a way as to shield them from the eyes of the enemy.*

A model cannot see another model if an imaginary straight line, 1mm wide, drawn from the centre of its base to the centre of the other model's base passes over this model.

Empowered by Hysh: *The prismatic effect of the palisade's crystal is magnified by the light of Hysh's realmsphere.*

If your battle is taking place in the Realm of Light, add 1 to rolls made to determine if a unit is affected by this model's Blinding Light ability.