

ARCHMAGE ON DRAGON



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Magestaff	2"	1	4+	3+	-1	D3
Sorcerous Blade	1"	3	4+	4+	-	1
Dragon's Claws	2"	☼	4+	3+	-1	2
Dragon's Fearsome Jaws	3"	3	4+	☼	-2	D6

DAMAGE TABLE			
Wounds Suffered	Move	Claws	Fearsome Jaws
0-3	14"	6	2+
4-6	12"	5	3+
7-9	10"	4	3+
10-12	8"	3	4+
13+	6"	2	4+

DESCRIPTION

An Archmage on Dragon is a single model. Archmages wield a Magestaff. Some also carry an Arcane Tome, to aid them in casting spells, while others instead prefer to wield a Sorcerous Blade alongside their Magestaff to smite their foes in combat. Almost every Archmage also carries a Talisman of Arcane Power to aid him in dispelling the fell sorceries of his foes.

An Archmage's Dragon mount devours enemies in its Fearsome Jaws and tears them apart with its Claws. The Dragon can also unleash a deadly torrent of Dragonfire to immolate its foes.

FLY

An Archmage on Dragon can fly.

ABILITIES

Talisman of Arcane Power: You can add 1 to any unbinding rolls for an Archmage on Dragon with a Talisman of Arcane Power.

Dragonfire: A Dragon can unleash a blast of Dragonfire in your shooting phase. When it does so, pick a visible unit within 12" and roll a dice; on a 1 or 2 that unit suffers a mortal wound, on a 3 or 4 that unit suffers D3 mortal wounds, and on a 5 or 6 that unit suffers D6 mortal wounds.

MAGIC

An Archmage on Dragon is a wizard. He can attempt to cast one spell in each of your own hero phases, and attempt to unbind two spells in each enemy hero phase. An Archmage with an Arcane Tome can attempt to cast two different spells in each of your hero phases instead of just one, and attempt to unbind two spells in each enemy hero phase. An Archmage on Dragon knows the Arcane Bolt, Mystic Shield and Drain Magic spells.

DRAIN MAGIC

The Archmage conjures a vortex of anti-magic, dispelling enemy conjurations and banishing daemons from the battlefield. Drain Magic has a casting value of 4. If successfully cast, select a visible unit within 18". Any spells that are affecting that unit immediately cease. Furthermore, if that unit is a **DAEMON** unit, it suffers D3 mortal wounds as the magic sustaining their forms is ripped away and dissipated by the vortex.

KEYWORDS

ORDER, AELF, DRAGON, ELDRITCH COUNCIL, HERO, WIZARD, MONSTER, ARCHMAGE