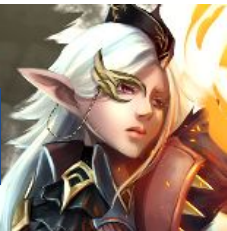


Size	STA	SPD	OFF	DEF	ACC	INT	AG	T	ARM	HP	M
Medium	2	5	9	9	8	16	12	8	3	2	12



Classes

Enchanter. Enchanters may cast Enchantment-Type Spells on allied models without performing a roll.

Mage. When casting a Spell, a Mage may spend an unspent Activation Point to reroll any number of dice. Mana Counters are a resource that represents mana - the energy required for casting Spells. Mana Counters can be spent to cover the price of Conjuration-type Spells or some other powerful Spells. When in the Active role, a Mage can convert any number of its Activation Points into the corresponding number of Mana Counters (replace Activation Points with Mana Counters) and place them in their personal pool. Mana counters are cumulative and do not disappear at the end of the turn!

Traits

Affinity (Fire, Water). A model with this Trait can cast (Fire, Water) Spells. (For example: Fire, Water = fire, water, profane, etc.)

Strategist. This model can use two Stratagems of different names in its Strategic Phase.

Skills

Foresight. When this model becomes the target of an Attack in the Reactive Role and did not declare a Reaction during the Reaction Step, it may instead declare a Reaction during the Action Step of the Activation Sequence, after the Active model has declared its Action.

Inventory

— *no inventory. Relies on spells / class abilities.*

Glossary

Affinity (Fire, Water). A model with this Trait can cast (Fire, Water) Spells. (For example: Fire, Water = fire, water, profane, etc.)

Arcane Shield. Enchanted model gains +4 to its ARM value. This bonus cannot increase a model's ARM value above 6. In addition, Critical Hits scored against this model do not ignore ARM.

Burning Touch. Target gains: Sweep I; Burn 1. This enchanted model may declare Assist Action and remove Bleeding State from an allied model in Base Contact.

Cure. Removes Bleeding, Crippled, Poisoned, and Weakened States from the target.

Cutting Chill. Enchanted model's Melee Attacks gain +2 PW. When the enchanted model hits a target with a Melee Attack, the target becomes Immobilized State.

Deep Freeze. [Mana Cost: 1] While enchanted, the model suffers -3 ARM mod, and cannot declare Movements or Actions other than Idle and Nothing. Attacks against the model have Advantage. At the beginning of the next Strategic Phase (any), the enchanted model may perform a T roll. On a successful roll, the Enchantment is removed. During its Active Role, the enchanted model may declare Assist targeting itself and perform a T roll. On a successful roll, the Enchantment is removed.

Featherlight. Target gains +2 SPD.

Flameskin. A model that attacks the enchanted model and is within 1" suffers a hit with Power (PW) 10 and the Burn (1) trait. If this hit wounds the attacker, this Enchantment is removed.

Foresight. When this model becomes the target of an Attack in the Reactive Role and did not declare a Reaction during the Reaction Step, it may instead declare a Reaction during the Action Step of the Activation Sequence, after the Active model has declared its Action.

Formless Edge. The enchanted model's Melee Attacks gains + 2 RCH and Knockback 2.

Frost. The target becomes Immobilized on Hit until the caster's next Strategic Phase.

Glacier Circle. Frostbite, Targetless By spending 1 Mana, the caster may increase the STK of this Spell by 1. Enemy models within the AoE become Slowed on Hit. Areas within the AoE become Difficult and Dangerous Environments until the caster's next Strategic Phase.

Hasten. During the Strategic phase, the enchanted model may perform a Normal Movement and then remove the enchantment.

Ice Shield. When performing a DMG roll against the enchanted model, the attacker must first perform a DMG roll against ARM 5. If successful, the attacker must then make another roll against the enchanted model's default ARM, but with PW-3.

Ice Spikes. Target becomes Slowed State on Hit, until the caster's next Strategic Phase.

Melting Touch. Target gains: Ignore Armor; Burn 1.

Mirror Bubble. When the enchanted model suffers a Hit from a Melee Attack, the attacker must perform an AG roll. If it fails, the attacker suffers a STK 1 Hit with PW equal to its own Attack. Afterwards, this Enchantment is removed.

Protective Currents. Attacks at the enchanted model suffer -4 attacking modifier. If the enchanted model is Hit, this Enchantment is removed, but all enemy models within 3" of the enchanted model suffer a Hit with Knockback 3, but no damage.

Spectral Blade. Target gains: Ignore Armor and Stagger

Strategist. This model can use two Stratagems of different names in its Strategic Phase.

Water Lash. Knockback 2 (applied to all sizes except Colossal and Epic).

Spellcrafts — Art of Enchanting (Level III)

Spell	Lvl	Element	Type	PW	RCH	STK	Effect
Burning Touch	I	Fire	Spell, Enchantment / Melee And Ranged	★	16	1	Target gains: Sweep I; Burn 1. This enchanted model may declare Assist Action and remove Bleeding State from an allied model in Base Contact.
Cutting Chill	I	Water	Spell, Enchantment / Ranged	*	16	1	Enchanted model's Melee Attacks gain +2 PW. When the enchanted model hits a target with a Melee Attack, the target becomes Immobilized State.
Melting Touch	II	Fire	Spell, Enchantment / Ranged	*	16	1	Target gains: Ignore Armor; Burn 1.
Mirror Bubble	II	Water	Spell, Enchantment / Ranged	*	10	1	When the enchanted model suffers a Hit from a Melee Attack, the attacker must perform an AG roll. If it fails, the attacker suffers a STK 1 Hit with PW equal to its own Attack. Afterwards, this Enchantment is removed.
Flameskin	III	Fire	Spell, Enchantment / Ranged	*	16	1	A model that attacks the enchanted model and is within 1" suffers a hit with Power (PW) 10 and the Burn (1) trait. If this hit wounds the attacker, this Enchantment is removed.
Ice Shield	III	Water	Spell, Enchantment / Ranged	—	16	1	When performing a DMG roll against the enchanted model, the attacker must first perform a DMG roll against ARM 5. If successful, the attacker must then make another roll against the enchanted model's default ARM, but with PW-3.

Spellcrafts — Cryomancy (Level III)

Spell	Lvl	Element	Type	PW	RCH	STK	Effect
Cure	I	Water	Spell, Healing / Ranged	—	16	1	Removes Bleeding, Crippled, Poisoned, and Weakened States from the target.
Ice Spikes	I	Water	Spell, Sorcery / Ranged	11	16	3	Target becomes Slowed State on Hit, until the caster's next Strategic Phase.
Frost	II	Water	Spell, Sorcery / Ranged	11	AOE: Spray S	1	The target becomes Immobilized on Hit until the caster's next Strategic Phase.
Water Lash	II	Water	Spell, Sorcery / Melee And Ranged	8	16	STA	Knockback 2 (applied to all sizes except Colossal and Epic).
Deep Freeze	III	Water	Spell, Enchantment / Melee And Ranged	—	10	1	[Mana Cost: 1] While enchanted, the model suffers -3 ARM mod, and cannot declare Movements or Actions other than Idle and Nothing. Attacks against the model have Advantage. At the beginning of the next Strategic Phase (any), the enchanted model may perform a T roll. On a successful roll, the Enchantment is removed. During its Active Role, the enchanted model may declare Assist targeting itself and perform a T roll. On a successful roll, the Enchantment is removed.
Glacier Circle	III	Water	Spell, Sorcery / Ranged	13	Casting Aura, AOE: Circular L	1	Frostbite, Targetless By spending 1 Mana, the caster may increase the STK of this Spell by 1. Enemy models within the AoE become Slowed on Hit. Areas within the AoE become Difficult and Dangerous Environments until the caster's next Strategic Phase.

Stratagems

Active Support (Authority) — Up to two models may become enchanted with one of the Enchantment Spells available to the Leader.

Talented Command (Authority) — Target model gains **Chain Attack**.

Weavers Aura (Authority) — Spell attacks cast by allies gain +2 PW.

Cost: 28 Limit: 1