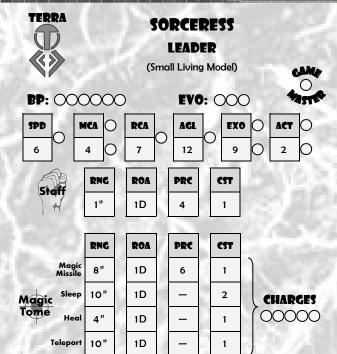


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SPECIAL ABILITIEZ

Leadership 2: While this model is in play you get a +2 to your initiative roll.

Beauty 6: Any model targeting this model must roll a D10. The model succeeds on a roll of 6+ and the attack may continue as normal. If the model fails the roll, the ACT is still used, but the attack does not continue. The model may try to target again.

Meditate: This model may spend 1 ACT to erase 1 marked Charge.

Flight (6): This model may fly up to 6" in any direction—

horizontal, vertical, or diagonal—as a Move Action. While flying, it ignores terrain, obstacles, and other models. The model may land on top of terrain up to 6" high, as long as there's enough flat space for its base. This ability may be used during a Charge (2 ACTs), following all normal Charge rules.

WEAPONZ

Magic Tomes Before each Shoot Action with this weapon, choose which spell is cast and how many Charges will be used.

Magic Missile: For each Charge used with this spell add +1 to RNG and ROA. This spells ROA may be divided among available targets.

\$leep: For each 2 Charges used with this spell, target suffers -1 ACT on it's next turn.

Heals For each Charge used with this spell, target erases 1 marked BP.

Teleport: For each Charge used with this spell, place target up to 3" from its current location.

TALENTZ

Game Master: All enemy models within 10" must reroll all successful die rolls and all friendly models within 10" may reroll all failed die rolls until this models next Activation. In either case the second die roll stands.