

### TERRA



### SORCERESS

#### LEADER

(Small Living Model)



BP: ○○○○○○

EVO: ○○○

SPD	MCA	RCA	AGL	EXO	ACT
6	4	7	12	9	2



RNG	ROA	PRC	CST
1"	1D	4	1



	RNG	ROA	PRC	CST
Magic Missile	8"	1D	6	1
Sleep	10"	1D	—	2
Heal	4"	1D	—	1
Teleport	10"	1D	—	1

#### CHARGES

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### SPECIAL ABILITIES

**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.

### WEAPONS

**Magic Tome:** 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 spell's ROA may be divided among available targets.

**Sleep:** For each 2 Charges used with this spell, target suffers -1 ACT on its next turn.

**Heal:** 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.

### TALENTS

**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 model's next Activation. In either case the second die roll stands.

