

SORCERERS' COUNCIL



V.0.1

Name [Squad Size]	Base	Cost	Move	Str	Def	Evd	HP	Can Equip	Item Slots	Spell Slots	Activated Abilities	Passive	Keywords
Jusraa Lodos, The All-Pervasive [1]	60mm	333	7"	12	5	5+	7	Staff of Jusraa	1	2	Jusraa Omnipresence / Cast	Spellmastery	SORCERER, LEADER
Elder Seeker, Haurvat [1]	50mm	333	6"	2	6	5+	8	Grimoire of Haurvat	1	2	Haurvat Stasis/ Cast	Overcome	SORCERER, LEADER
Zirsa Vohuu, The Incarnate [1]	40mm	333	12"	2	4	3+	5	Orb of Zirsa	1	2	Zirsa Thousand Images/ Cast	Spellmastery	SORCERER, LEADER
Shaspen, Enigmatic Pilgrim [1]	40mm	333	8"	8	4	4+	4	Blade of Shaspen	1	2	Shaspen Elusive to Death/ Cast	Outlive	SORCERER, LEADER
Bloody Deacon, Lysandra [1]	35mm	333	8"	4	3	4+	5	Scythe of Lysandra	1	2	Lysandra's Hemorrhage/ Cast	Overcome	SORCERER, LEADER
Warmonger, Oriq Ahurmazd [1]	30mm	333	7"	5	4	4+	4	Owl of Oriq	1	2	Oriq Obduracy/ Cast	Outlive	SORCERER, LEADER
Vahista, Dimensional Sage [1]	25mm	333	10"	3	3	2+	4	Mace of Vahista	1	2	Vahista Deceitfulness/ Cast	Outlive	SORCERER, LEADER
Balazar, Infinity Walker [1]	35mm	333	5"	6	4	5+	6	Scepter of Balazar	1	2	Balazar Cruelty/ Cast	Overcome	SORCERER, LEADER

Name [Squad Size]	Base	Range	Move	Str	Def	Evd	HP	Ability
Construct Legion Hitters [1]	30mm	Melee	12"	4	3	3+	2	If this squad successfully deals damage, it can do one additional attack (triggers only twice per turn).
Construct Legion Grunts [1]	25mm	Melee	7"	2	3	5+	1	When this squad is deployed, you may roll 2D6 and add as many Construct Legion Grunts models.
Construct Legion Fighters [1]	35mm	Melee	8"	8	4	3+	4	If this squad has not moved or attacked during its controller turn, add 1 Construct Legion Fighter model at the beginning of your End Phase.
Construct Legion Guardian [1]	60mm	Melee	2"	+2	5	5+	6	Select a friendly SORCERER model within 2" of this squad, that model can't be target of range and melee attacks.
Construct Legion Gunners [1]	60mm	18"	4"	D6+3	4	5+	3	When this squad is deployed, or when a model from this squad is destroyed, you may roll a D6 and add a Construct Legion Gunner model if the result is 5-6. The new Legion Gunners created with this ability should be added to this squad.

Items	Slots Used	Range	Strength (Hit Dice)	Cost	Ability
Staff of Jusraa	1	Melee	+2	0	If this item deals damage to target squad, that squad gets a Crow Mark Counter. (Does not Stack)
Grimoire of Haurvat	1	10"	+1	0	Instead of Attacking, Select an allied Construct Legion Squad in Range. That squad explodes, dealing 8D6 Damage to all enemy units within 8".
Orb of Zirsa	1	4"	+1	0	Instead of Attacking, Select an allied Construct Legion Squad in range, and duplicate it. Remove the duplicate squad at the beginning of your next Starting Phase.
Blade of Shaspen	1	Melee	+4	0	If this item deals damage to target squad, that squad cannot activate any ability until your next Starting phase.
Scythe of Lysandra	1	Melee	+3	0	Reduce item bearer's life by 2 HP. This item's Strength becomes +3d6 instead of +3.
Owl of Oriq	1	6"	+3	0	All Construct Legion Squads' Strength within 3" doubles.
Mace of Vahista	1	Melee	+5	0	During your starting phase, Select a Construct Legion Squad within 6" and place it anywhere on the battlefield that is 6" away from enemy squads.
Scepter of Balazar	1	10"	+3	0	If this item deals damage to target squad, that squad gets a Black Mark Counter.

Spells	Cast Difficulty	Range	Effect
Sting	5	24"	Deals 1 Damage to an enemy squad within range.
Charge	6	8"	Select a Friendly SORCERER squad within range. Double the damage he would deal on his next Sting Spells'.
Denial	6	20"	Select an Enemy Squad within range. That squad can not cast spells during its Spell Phase.
Recover	6	8"	Heal 1 HP to a any Squad within range.
Reinforcements	8	1"	Deploy a Construct Legion Guardians within range, Remove it from play on your next starting phase.
Dominance	9	10"	Select an Enemy Squad. During your opponent's Movement Phase, you may move target enemy squad instead of him.
Witness Devastation	11	-	Deal D6 to all enemy squads in the battlefield, If this spell is succesfull no more allied Squad spells can be casted until next round.
Eternal Conflict	11	-	All Allied squads in the battlefield have an extra attack, If this spell is succesfull no more allied Squad spells can be casted until next round.

Activated Abilities	Effect
Jusraa Omnipresence	You may activate instead of moving. Select an enemy squad and place Jusraa Lodos in melee range of it. During your End Phase, roll a D6. On a result of 5-6, you may place Jusraa Lodos anywhere else on the battlefield.
Haurvat Stasis	You may activate this ability at any time. Select an enemy squad within 15" range and in line of sight. The chosen squad suffers 1 Direct Damage when moving and attacking during the opponent's next turn.
Zirsa Thousand Images	You may activate this ability during your Starting Phase. The spell slots of this squad increase to 6 until the end of the turn. This ability can only be activated once per game.
Shaspen Elusive to Death	You may activate this ability during any End Phase. Remove all wounds suffered by Shaspen during this round.
Lysandra's Hemorrhage	You may activate this ability during your Combat Phase. Select an enemy squad within 8", and deal D3 Direct damage. Remove the same amount of wounds from Bloody Deacon Lysandra.
Oriq Obduracy	You may activate this ability during your Combat Phase. Oriq, gains D6 extra attacks until the end of the turn. This ability can only be activated once per game.
Vahista Deceitfulness	You may activate this ability at any time. You can swap Vahista's location on the battlefield with any other friendly squad.
Balazar Cruelty	You may activate this ability at any time. Select an enemy squad within a 10". Each attack roll that the squad misses during this round results in 1 direct damage to the squad itself. This ability can only be activated once per game.
Cast	Select a Construct Legion Squad. During your Turn, deploy that squad within 4" of this Squad. This ability can only be activated once per game.

Passive	Effect
Spellmastery	On a result of 12 (two sixes) in the Spell Roll, you may remove 1 Wounds from the squad.
Overcome	If this squad's first Spell Roll fails, reduce the difficulty of the next Spell Roll by 1.
Outlive	The first time this model's HP is reduced to 0, and after you have assigned all the Damage of the current attack, instead of being removed, keep it on the battlefield and change its HP to 1.

Status Effects	Effect
Crow Mark	Construct Legion Squads have an extra attack when targeting a squad with a Crow Mark counter.
Black Mark	Sting Spell's difficulty is reduce by 1 if the target has a Black Mark counter.

Wherever these eight appear, carnage or madness soon follows. You will know of their arrival when the silence is shattered by the tolling of the bells, those accursed bells!

