

Warlock

Cost to Hire:	30pg
Upkeep:	15pg
Rating:	16

Warlocks are mistrusted by most, but when a party needs a magic user and has no other option, they employ one.

Special Rules

Wizard – uses Lesser Rituals (see below). Starts with two randomly generated spells.

Maximum Statistics

Profile	M	WS	BS	S	T	W	I	A	Ld
Human	4	6	6	4	4	3	6	4	9

Equipment

Staff

Warrior Profile

Warlock

M	WS	BS	S	T	W	I	A	Ld
4	2	2	3	3	1	4	1	8

Skills – Academic

Lesser Rituals

1. Supernatural Fire
2. Magical Flight
3. Dread
4. Silver Arrows
5. Luck
6. Flaming Sword

Supernatural Fire – Difficulty 7

Range 18". Cast on a single enemy model. The model takes one S4 hit with the Flaming Attacks special rule.

Magical Flight – Difficulty 7

The caster may immediately make a 12" move anywhere, including into base contact with an enemy, and will count charging.

Dread – Difficulty 7

Range 12". Cast on a single enemy model. The model must take a Fear test. Cannot be cast on a model that is Immune to Fear.

Silver Arrows – Difficulty 7

Range 24". The caster may fire D6+2 S3 arrows against a single enemy model using their BS, but with no penalties.

Luck – Difficulty 6

The caster may re-roll all dice rolls they make until the beginning of their next turn.

Flaming Sword – Difficulty 8

The caster is armed with a Sword that grants +1 A, +2 S, and +2 WS, but cannot Parry. Take a Ld test at the beginning of each of the caster's turns. If failed, the sword disappears.