

BATTLE MAGE - new for 2015

Each war band may have one Battle Mage *or* standard Mage (see the main Mages and magic use rules).

Battle Mage:

Can use any combination of weapons, but CANNOT have a shield, or be an archer.

HP as per their own costuming to a limit of 9 HP.

A spell book or scroll (affixed to a belt to denote status - spells should be memorised).

Spell balls (use a bag or pouch).

A Battle Mage can only choose ONE of the following magic abilities to use PER GAME:

FIRE BALL (causes 2 HP damage) - 20 words then yell 'FIREBALL!!' - requires spell ball.

LIGHTNING BOLT (causes 3 HP damage) - 35 words then yell 'LIGHTNING BOLT!' - requires spell ball

FROST BALL (does not cause damage, freezes target in place for 20 count - cannot defend or attack) - 30 words – spell ball, yell FREEZE!!!!!!!!!!!!!!

You are able to carry as many "spell balls" as you like. But you are only allowed to use your own spell balls, and each spell ball is a one use weapon per game phase. If you use all your spell balls in one phase, you must wait for the next game phase to restock. You will then start the new phase with your complete load out.

List of Qualified Battle Mages

Andrew Gould

Ben Ison - by Neil March 2015

Chris Morris

Danny Mundy - by Neil early 2015

David Neville

Joel Garner

Les Petersen

Neil Stork-Brett - by Gorehead early 2015

Peter Arentsen - by Gavan early 2015

Peter Greig

Rob Dickson - by Gavan 22/03/2015