



240 pts (5.00 %) **0 pts (0.00 %) Core** 0 pts (0.00 %) **Special** 0 pts (0.00 %) **The Ancient Allies** 0 pts (0.00 %) **Naval Ordnance** 0 pts (0.00 %) **Queen's Bows**
 (40 Max) (25 Least) (0 NoLimit) (20 Max) (15 Max) (30 Max)

Characters



High Prince #1

High Prince - Standard - Infantry - 20x20

240 POINTS



Global	Adv	Mar	Dis	Model Rules		
	5"	10"	10	Martial Discipline		
Defensive	HP	Def	Res	Arm		
	3	7	3	0	Light Armour	
Offensive	Att	Off	Str	Ap	Agi	
High Prince	4	7	4	1	8	Lightning Reflexes, Hand Weapon

Magics

Racial Trait Spell

	Casting	Range	Type	Duration
Favour of Meladys				
Mf	10+	Caster		One Turn
<p><i>Immediately after successfully casting the spell, add one Veil Token to your Veil Token pool. When a friendly unit within 18" of the Caster suffers a wound before Special Saves, you may discard a Veil Token from your Veil Token pool instead and the wound is ignored. An attack with Multiple Wounds will inflict one wound less than usual instead. For Standard Infantry, up to 2 wounds are ignored per token provided they are suffered simultaneously. A maximum of two Veil Tokens may be discarded each phase for this purpose. Characters and Gigantic models can only ignore a single wound this way per phase.</i></p>				

Model Rules

Hand Weapon: All models come equipped with a Hand Weapon as their default equipment. If a model has any Close Combat Weapon other than a Hand Weapon, it cannot choose to use the Hand Weapon (unless specifically stated). Hand Weapons wielded by models on foot can be used alongside a Shield, then giving Parry

Light Armour: Armor +1

Lightning Reflexes:

Martial Discipline: If more than half of a unit's models have Martial Discipline, their Discipline Tests are subject to Minimised Roll except for Panic and Break Tests.

Qr codes of your army

Your can print this page to have all your army's units qrcode and cut them to stick them on your units, with them you can directly access to the unit's profil with your phone.

High Prince #1

