



0 pts (0.00 %) 0 pts (0.00 %) 420 pts (100.00 %) 0 pts (0.00 %) 0 pts (0.00 %)
Special Characters Core Swift Death The Suffering
 (0 NoLimit) (40 Max) (20 Least) (30 Max) (20 Max)

Core

Core

SQUELETTES #1

Skeletons **x40** - Standard - Infantry - 20x20

420 POINTS

Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Skeletons	4	2	2	3	3	1	2	1	4	Infantry
Model Rules	Scoring • Undead • Ashes to Ashes • Light Armour • Shield									

Options	Champion • Musician • Standard Bearer
----------------	---------------------------------------

Magics

Model Rules

Ashes to Ashes: At the end of any phase in which the Master is removed as a casualty, every unit in the army with one or more models with Ashes to Ashes must pass a Leadership Test or suffer a number of wounds equal to the amount by which the test was failed, with no saves of any kind allowed. These wounds are distributed following the rules for Unstable, except that they can never be distributed to models that do not have Ashes to Ashes. The number of wounds inflicted is reduced by 1 if the unit received Hold Your Ground.

At the end of the Player Turn in which the Master was removed as a casualty, a new Master may be selected. In order to do so, nominate an eligible Character who is a Wizard, either with the Vampiric special rule or using Evocation. This Character is your new Master.

At the start of each friendly Player Turn in which the army's Master has been removed as a casualty (and no new Master has been selected), every unit with the Ashes to Ashes rule must once again pass a Leadership Test or suffer wounds as described above.

Light Armour:

Scoring: Units with at least one model with the Scoring special rule are considered Scoring Units and are used for capturing Secondary Objectives. Every army needs a few Scoring units to be able to complete Secondary Objectives, which is why units with the Scoring special rule are marked in the Armybooks with a special pennant icon:

The Scoring special rule can be lost during the game:

- One or more models in the unit are Light Troops.
- A unit that is Fleeing loses its Scoring special rule for as long as it is Fleeing.
- An Ambushing unit that entered the Battlefield on Game Turn 4 or later loses its Scoring Special rule.
- A unit that has performed a Post-Combat Reform loses its Scoring special rule until the end of the current Player Turn.

Shield:

Undead: Units with this special rule gain Unstable and Immune to Psychology. Undead units cannot March, unless they start their move within the range of a friendly model's Inspiring Presence. The only Charge Reaction an Undead unit can make is Hold.

Qr codes of your army

You 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.

Squelettes #1

