



110 pts (6.00 %) 0 pts (0.00 %) 0 pts (0.00 %) 0 pts (0.00 %)  
**Characters**    **Core**    **Special**    **Fey**  
 (40 Max)    (25 Least)    (0 NoLimit)    (20 Max)

## Characters

**DAMSEL #1**

Damsel - Standard - Infantry - 20x20

**110 POINTS**

Global	Adv	Mar	Dis	Model Rules		
	4"	8"	7	Wizard Apprentice, Beloved		
Defensive	HP	Def	Res	Arm	Aeg	
	3	3	3	0	6+	Honesty
Offensive	Att	Off	Str	Ap	Agi	
<b>Damsel</b>	1	3	3	0	3	Hand Weapon

## Magics

Racial Trait Spell

	Casting	Range	Type	Duration
<b>H Breath of the Lady</b>				
<i>Mf</i>	7+		Translation missing: en.magic_spell.type_target.Caster	Instant
<i>Add two Blessing Tokens to your Blessing Token pool.</i>				

## Model Rules

**Beloved:** Universal Rule.

While the model is joined to a unit with at least one Full Rank, it gains Stand Behind.

**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

**Honesty:** The model gains Aegis (+1, against Magical Attacks, max. 4+)

**Wizard Apprentice:** - Knows 1 spell.

- Can select between the Learned Spell 1 of its chosen Path and the Hereditary Spell of its army.

The Wizard selects its spells as described in Spell Selection

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## 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.

Damsel #1

