



450 pts (10.00 %) 1132 pts (25.00 %) 0 pts (0.00 %) 0 pts (0.00 %)
Characters **Core** **Special** **Instruments of Destruction**
 (40 Max) (25 Least) (0 NoLimit) (25 Max)

Characters



VIZIER #1

Vizier - Standard - Infantry - 20x20mm

280 POINTS



Global	Adv	Mar	Dis	Model Rules	
	3"	9"	9	Infernal Brand	
Defensive	HP	Def	Res	Arm	
	3	6	5	0	Infernal Armour
Offensive	Att	Off	Str	Ap	Agi
Vizier	3	6	4	1	3
Hand Weapon					

Options

Battle Standard Bearer



PROPHET #1

Prophet - Standard - Infantry - 20x20mm

170 POINTS



Global	Adv	Mar	Dis	Model Rules	
	3"	9"	9	Wizard Apprentice, Infernal Brand, Secrets of Nezibkesh	
Defensive	HP	Def	Res	Arm	
	3	4	5	0	Infernal Armour
Offensive	Att	Off	Str	Ap	Agi
Prophet	2	4	4	1	2
Hand Weapon					

Core



CITADEL GUARD #1

Citadel Guard x23 - Standard - Infantry - 20x20mm

589 POINTS



Global	Adv	Mar	Dis	Model Rules	
	3"	9"	9	Scoring, Infernal Brand	
Defensive	HP	Def	Res	Arm	
	1	4	4	0	Shield, Infernal Armour
Offensive	Att	Off	Str	Ap	Agi
Citadel Guard	1	4	4	1	2

Options

Flintlock Axe (3+) • Champion • Musician • Standard Bearer



CITADEL GUARD #1

Citadel Guard x21 - Standard - Infantry - 20x20mm

543 POINTS






<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>	
	3"	9"	9	Scoring, Infernal Brand	
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	1	4	4	0	Shield, Infernal Armour
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agj</i>
Citadel Guard	1	4	4	1	2

Options	Flintlock Axe (3+) • Champion • Musician • Standard Bearer
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Magics				
Racial Trait Spell				
	<i>Casting</i>	<i>Range</i>	<i>Type</i>	<i>Duration</i>
H Curse of Nezibkesh				
<i>Mf</i>	(36") {18"}	(6+) {7+}	Hex	Last one Turn
<i>The target suffers -1 Offensive Skill and Defensive Skill {and an additional -1 for every Incendiary marker on the target (if the number of markers changes, so will the modifier)}, up to a maximum of -3.</i>				

Model Rules
<p>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</p>
<p>Infernal Armour: Armour Equipment Plate Armour. The wearer gains Aegis (5+, against Flaming Attacks).</p>
<p>Infernal Brand: The model gains Commanding Presence with the following restrictions: it has a range of 6" and can only benefit Insignificant models. In addition, Standard Height units with more than half of their models with Infernal Brand double their number of Full Ranks for the purpose of Steadfast in the First Round of Combat unless Charging.</p>
<p>Scoring: Units with at least one model with Scoring are considered to be Scoring Units, which are used for winning Secondary Objectives (see section XVI.2 "Scoring Secondary Objectives", page 67). Every army needs a few Scoring units to be able to complete Secondary Objectives, which is why units with Scoring are marked in the Army Books with a special pennant icon: Scoring can be lost during the game:</p> <ul style="list-style-type: none"> - A unit that is Fleeing loses Scoring for as long as it is Fleeing. - An Ambushing unit that enters the Battlefield on Game Turn 4 or later loses Scoring. - A unit that has performed a Post-Combat Reform loses Scoring until the start of the following Player Turn.
<p>Secrets of Nezibkesh: When the model successfully casts Curse of Nezibkesh (Hereditary Spell), the target immediately gains 1 Incendiary marker.</p>
<p>Shield: +1 Armour Hand Weapons wielded by models on foot can be used alongside a Shield, then giving Parry.</p>
<p>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</p>

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.
<p>Citadel Guard #1</p> 
<p>Citadel Guard #1</p> 
<p>Vizier #1</p> 



Prophet #1

