



215 pts (5.00 %) 0 pts (0.00 %) 0 pts (0.00 %) 0 pts (0.00 %)
Characters **Core** **Special** **Unseen Arrows**
 (40 Max) (25 Least) (0 NoLimit) (30 Max)

Characters



FOREST PRINCE #1

Forest Prince - Standard - Infantry - 20x20mm

215 POINTS



Global	Adv	Mar	Dis	Model Rules		
	5"	10"	9	Forest Walker		
Defensive	HP	Def	Res	Arm		
	3	7	3	0		
Offensive	Att	Off	Str	Ap	Agi	
Forest Prince	4	7	4	2	9	Lightning Reflexes, Accurate, Hand Weapon

Magics

Racial Trait Spell

	Casting	Range	Type	Duration
Forest Embrace				
Mf	4+ [7+]	18"	Augment	Last one Turn
Place a Forest Terrain Feature underneath the target (this can be substituted by placing a marker next to the unit). This Forest always extends to the edges of the target's Unit Boundary (even if the unit moves or changes formation). [Enemy units in base contact with the target must reroll natural to-hit rolls of '6'.]				

Model Rules

Accurate:

Forest Walker: The model gains Strider (Forest). If a unit comprised entirely of models with Forest Walker starts a Round of Combat with more than half of its models with the centre of their bases inside a Forest, then all model parts without Harnessed must reroll to-wound rolls of '1' with their Close Combat Attacks for the duration of that Round of Combat.

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

Lightning Reflexes:

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.

