



225 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

### MAGE

Mage - Standard - Infantry - 20x20mm

## 225 POINTS

Global	Adv	Mar	Dis	Model Rules	
	5"	10"	9	, Master of Wizard Adept, Martial Discipline Spellcrafting	
Defensive	HP	Def	Res	Arm	
	3	4	3	0	
Offensive	Att	Off	Str	Ap	Agi
<b>Mage</b>	1	4	3	0	5

### Magics

Racial Trait Spell

	Casting	Range	Type	Duration
<h3 style="color: #800000;">Favour of Meladys</h3>				
<i>Mf</i>	10+	Caster		Last 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

**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.

**Master of Spellcrafting:** The Wizard's spells have their Casting Value reduced by 1. When performing a Casting Attempt with a single Magic Dice, a natural roll of '1' or '2' is always a failed Casting Attempt, regardless of any modifiers.

**Wizard Adept:** - Knows 2 spells.

- Can select from the Learned Spells 1, 2, 3, and 4 of its chosen Path and the Hereditary Spell of its army. The Wizard gains Channel (1) and selects its spells as described in Spell Selection.

### 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.

