



THE VANHU KINGDOM

LIST THE VANHU KINGDOM #1 - 300 POINTS



0 pts (0.00 %) 0 pts (0.00 %) 0 pts (0.00 %) 300 pts (100.00 %)
Characters **Core** **Spirit Animals** **Living Legends**
 (50 Max) (35 Least) (0 NoLimit) (20 Max)

Living Legends



FATHER LION
 Father Lion - Large - Beast - 50x100mm

300 POINTS



Global	Adv	Mar	Dis	Model Rules		
	7"	9"	8	, Father's Strider, Fearless, Lion's RoarPride		
Defensive	HP	Def	Res	Arm		
	4	5	4	1		
Offensive	Att	Off	Str	Ap	Agi	
Father Lion	4	5	5	2	3	, Animal Magical AttacksAngel

Magics

Racial Trait Spell

The Founding Ancestors taught to Wise Men the hidden Ways of the Animals.

	Casting	Range	Type	Duration
The Wisdom of Our Ancestors				
<i>Mf</i>	7+ [10+]	Caster [18"]	Augment	Last one Turn
<i>All rank and File models in the target's unit gain the third attribute relative to the caster's Ancestor Spirit. The spell has no effect on Characters, or on Core Beasts related to a different Ancestor Spirit.</i>				

Model Rules

Animal Angel: The unit gains Hatred against any enemy unit in base contact with Characters whose Ancestor Spirit is associated with the unit. The unit may never benefit from the General's Commanding Presence and the Battle Standard Bearer's Rally Around the Flag, unless stated otherwise in the present Army Book.

Father's Pride: Universal rule.

Every friendly unit within 6" gains Stubborn. Additionally, the Model gains Commanding Presence, applicable to all friendly units of Spirit Animals and Living Legend.

Fearless: If more than half of a unit's models are Fearless, the unit automatically passes Panic Tests and Decimated Tests and cannot declare a Flee Charge Reaction (unless already Fleeing). Models that are Fearless are also immune to the effects of Fear.

Lion's Roar: Universal Rule.

This ability may be used by the Player once per game for all the Prides of Lions and Father Lions simultaneously. All friendly units within 18" of Prides of Lions or Father Lions, with at least one Character associated with Lions, gain Unbreakable until the start of the next friendly Player's Turn.

Magical Attacks: The attack doesn't have any special effects. However, it interacts with other rules, such as Otherworldly. Model parts with Magical Attacks apply it also to their Special Attacks (such as Stomp Attacks, Impact Hits and Breath Attack).

Strider: The model automatically passes Dangerous Terrain Tests taken due to Terrain.

If more than half of a unit's models have Strider, the unit never loses their Steadfast or Rank Bonus due to Terrain.

Sometimes Strider is linked to a specific type of Terrain, stated in brackets.

In this case, models with Strider are considered Striders only when interacting with such type of Terrain.

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.

Father Lion

