



200 pts (100.00 %) **Characters** (40 Max)
 0 pts (0.00 %) **Core** (25 Least)
 0 pts (0.00 %) **The Ancient Allies** (20 Max)
 0 pts (0.00 %) **Elder Service** (30 Max)
 0 pts (0.00 %) **Special** (0 NoLimit)
 0 pts (0.00 %) **Peacekeepers** (15 Max)

Characters

MAGE #1

Mage - Standard - Infantry - 20x20mm

200 POINTS

Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Mage	5	4	4	3	3	3	5	1	9	Infantry
Grand Taurus	6	5	0	6	5	4	3	4	6	Monster
Model Rules	Lightning Reflexes • Wizard Apprentice with 1 learned spell • Martial Discipline • Master of Balance • Corps embrasé • Nourri par le feu • Flaming Attacks • Fly • Large target • Terror									

Magics

Model Rules

Corps embrasé:

Flaming Attacks:

Fly:

Large target:

Lightning Reflexes: Model parts with this special rule have +1 to hit with their Close Combat Attacks. This does not apply if the model part would be striking at initiative 0 (for example due to a Great Weapon or the Mesmeric Allure spell). If this is the case, it strikes at its own Initiative instead.

Martial Discipline: If more than half of a unit's models has this special rule, when taking Leadership Tests other than Panic or Break Tests, roll one additional D6 and remove the highest D6 rolled.

Master of Balance: Any Highborn Elves army that includes one or more models with this rule add an additional +1 to Channel Attempts in the opponent's Magic Phase.

Nourri par le feu:

Terror:

Wizard Apprentice with 1 learned spell:

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.

Mage #1