



115 pts (3.00%) 0 pts (0.00%) 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

115 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

Magics

Racial Trait Spell

This spell can only be cast by models with Infernal Brand.

	Casting	Range	Type	Duration
<i>Curse of Nezibkesh</i>				
<i>Mf</i>	{6+} {7+}	{36"} {18"} <i>(if the number of markers changes, so will the modifier)</i>	Hex	Permanent

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.

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

Infernal Armour: Armour Equipment

Follows the rules for Plate Armour (can be enchanted as if it was Plate Armour). The wearer gains Aegis (5+, against Flaming Attacks).

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.

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.

