




235 pts (6.00 %) 0 pts (0.00 %) 0 pts (0.00 %) 0 pts (0.00 %) 0 pts (0.00 %)  
**Characters**      **Core**      **Special**      **Queen's Bows**      **Naval Ordnance**  
 (40 Max)      (25 Least)      (0 NoLimit)      (30 Max)      (15 Max)


### Characters



### High Prince #1

High Prince - Standard - Infantry - 20x20mm

## 235 POINTS



Global	Adv	Mar	Dis	Model Rules	
	5"	10"	10	<b>Martial Discipline</b>	
Defensive	HP	Def	Res	Arm	
	3	7	3	0	<b>Light Armour</b>
Offensive	Att	Off	Str	Ap	Agi
<b>High Prince</b>	4	7	4	1	8
<b>Lightning Reflexes, Lightning Reflexes, Hand Weapon</b>					

### Magics

Racial Trait Spell

	Casting	Range	Type	Duration
<h3>H Favour of Meladys</h3>				
<i>Mf</i>	10+	Caster	Caster	Last one Turn
<p><i>You gain one Veil Token that is not removed when the spell ends. 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 and apply the following rules instead:</i></p> <ul style="list-style-type: none"> <li>• <i>No Special Save can be taken.</i></li> <li>• <i>If the attack causing the wound has Multiple Wounds, it inflicts one wound less than usual. Otherwise, the wound is ignored.</i></li> </ul> <p><i>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

**Light Armour:** Armor +1

**Lightning Reflexes:** Close Combat

A Close Combat Attack with Lightning Reflexes gains a +1 to-hit modifier. Model parts with this Attack Attribute wielding Great Weapons do not gain this +1 to-hit modifier, but strike with the Great Weapon at the Initiative Step corresponding to their Agility instead of always striking at Initiative Step 0.

**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.

### Qr codes of your army

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