



# UNDYING DYNASTIES

## ARMEE DE CLOCHARD - 4 568 POINTS



1620 pts (36.00 %) 1223 pts (27.00 %) 590 pts (13.00 %) 0 pts (0.00 %) 960 pts (21.00 %) 175 pts (4.00 %)

**Characters** (40 Max) **Core** (25 Least) **Special** (0 NoLimit) **Ancient Ordnance** (35 Max) **Mason's Menagerie** (35 Max) **Entombed** (30 Max)

### Characters



#### LE CLOCHDU

Nomarch - Large - Construct - 50x100mm

300 POINTS



Global	Adv	Mar	Dis	Rea	Model Rules	
	4"	8"	9	1	Fear, Fearless, Undead, Dust to Dust, Undying Will	
Defensive	HP	Def	Res	Arm		
	3	4	5	0	, Light Flammable Armour	
Offensive	Att	Off	Str	Ap	Agi	
Nomarch	2	4	4	1	3	Mummy's Curse, Hand Weapon



#### MOUNT SKELETON CHARIOT

Global	Adv	Mar	Dis	Rea	Model Rules	
	8"	10"	C		Light Troops, Swiftstride	
Defensive	HP	Def	Res	Arm		
	C	C	C	C+1		
Offensive	Att	Off	Str	Ap	Agi	
Skeletal Horse(2)	1	2	3	0	2	Harnessed
Chassis			4	1		Inanimate, Impact Hits (D3+3, D3+3)

<b>Options</b>	Heavy Armour • Shield • Halberd • Skeleton Chariot • Aspen Bow (4+)
<b>Magic items</b>	Death Mask of Teput • Dragonfire Gem



#### CLOCLO

Death Cult Hierarch - Large - Construct - 60x100mm

765 POINTS



Global	Adv	Mar	Dis	Rea	Model Rules	
	4"	8"	7	1	Wizard Apprentice, Fearless, Undead, Dust to Dust	
Defensive	HP	Def	Res	Arm		
	3	3	3	0		
Offensive	Att	Off	Str	Ap	Agi	
Death Cult Hierarch	1	3	3	0	2	Hand Weapon



#### MOUNT ARK OF AGES

Global	Adv	Mar	Dis	Rea	Model Rules	
	4"	8"	C		, Sacred War Platform Ark, Well of Souls, Fearless	
Defensive	HP	Def	Res	Arm		
	5	C	5	C+2	Aegis (5+)	
Offensive	Att	Off	Str	Ap	Agi	
Guard(2)	1	3	4	1	3	Lethal Strike, Poison Attacks, Magical Attacks, Aspen Bow (5+, 5+)
Bound Spirits	2	2	2	0	2	Harnessed, Magical Attacks
Chassis	-	-	5	2	-	Impact Hits (1D6, 1D6), Inanimate

<b>Options</b>	Wizard Master • Cosmology • Soul Conduit • Hierophant • Light Armour (Basalt Infusion) • Ark of Ages • General
<b>Magic items</b>	Basalt Infusion (Light Armour) • Willow's Ward • Sacred Hourglass • Obsidian Rock • Lucky Charm



### REVIENS MEME !

Casket of Phatep - Standard - Construct - 75mm round

225 POINTS



Global	Adv	Mar	Dis	Rea	Model Rules	
	4"	4"	8	2	Channel (1, 1), Fearless, Not a LeaderMachine, Phatep's Curse, War, Divine, Undead, Dust to DustLight	
Defensive	HP	Def	Res	Arm		
	5	1	4	0	Aegis (5+)Armour, Light	
Offensive	Att	Off	Str	Ap	Agi	
Necropolis Guards(3)	3	3	4	1	3	Lethal Strike, Poison Attacks, Magical Attacks, Halberd, Hand Weapon



### EDWARD LE CLOCHARD

Tomb Architect - Large - Cavalry - 50x100mm

330 POINTS



Global	Adv	Mar	Dis	Rea	Model Rules	
	4"	8"	7	1	Fearless, Undead, Dust to Dust, Master of Stone	
Defensive	HP	Def	Res	Arm		
	3	4	4	0	FlammableArmour, Light	
Offensive	Att	Off	Str	Ap	Agi	
Tomb Architect	2	4	4	1	3	Hand Weapon



### MOUNT AMUUT

Global	Adv	Mar	Dis	Rea	Model Rules
	7"	14"	C		Ensouled Statue, Fear
Defensive	HP	Def	Res	Arm	
	C	C	C	C+1	
Offensive	Att	Off	Str	Ap	Agi
Amuut	3	3	5	2	3

<b>Options</b>	Lance • Amuut
<b>Magic items</b>	Book of the Dead • Crystal Ball

Core



### EQUIPE DE TONY !

Legion Skeleton Chariots x4 - Large - Construct - 50x100mm

437 POINTS



Global	Adv	Mar	Dis	Rea	Model Rules	
	8"	10"	7	3	Scoring, Swiftstride, Undead, Dust to Dust, Bound in Death, Legion Charioteers	
Defensive	HP	Def	Res	Arm		
	3	3	4	1	Heavy Armour	
Offensive	Att	Off	Str	Ap	Agi	
Charioteer(2)	2	3	3	0	2	Devastating Charge, Halberd, Aspen Bow (5+, 5+)
Skeletal Horse(2)	1	2	3	0	2	Harnessed
Chassis			4	1		Inanimate, Impact Hits (D3+1, D3+1), Chariot Host

Notes	Engagez vous,'qu'il disait....Engagez vous...
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	<b>EQUIPE DU CLOCHDU</b> Legion Skeleton Chariots x7 - Large - Construct - 50x100mm	<b>786 POINTS</b>	
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Global	Adv	Mar	Dis	Rea	Model Rules	
	8"	10"	7	3	Scoring, Swiftstride, Undead, Dust to Dust, Bound in Death, Legion Charioteers	
Defensive	HP	Def	Res	Arm		
	3	3	4	1	Heavy Armour	
Offensive	Att	Off	Str	Ap	Agi	
Charioteer(2)	2	3	3	0	2	Devastating Charge, Halberd, Aspen Bow (5+, 5+)
Skeletal Horse(2)	1	2	3	0	2	Harnessed
Chassis			4	1		Inanimate, Impact Hits (D3+1, D3+1), Chariot Host

Options	Champion • Musician • Standard Bearer
Magic banners	Stalker's Standard (Banner Enchantment)

## Special

	<b>EQUIPE D'EDWARD LE CLOCHARD</b> Tomb Cataphracts x5 - Large - Cavalry - 50x100mm	<b>590 POINTS</b>	
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Global	Adv	Mar	Dis	Rea	Model Rules	
	7"	14"	8	2	, Ensouled Fear, Scoring, FearlessStatue	
Defensive	HP	Def	Res	Arm		
	3	4	4	3	Light Armour	
Offensive	Att	Off	Str	Ap	Agi	
Rider	2	4	4	1	3	Lethal Strike, Halberd
Amuut	3	3	5	2	3	Harnessed, Poison Attacks

Options	Champion • Musician • Standard Bearer
Magic banners	Stalker's Standard (Banner Enchantment)

## Mason's Menagerie

	<b>JE M APELLE FIFI !</b> Battle Sphinx - Gigantic - Beast - 50x100mm	<b>480 POINTS</b>	
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Global	Adv	Mar	Dis	Rea	Model Rules	
	5"	12"	8	1	, Ensouled FearlessStatue	
Defensive	HP	Def	Res	Arm		
	5	4	8	3		
Offensive	Att	Off	Str	Ap	Agi	
Rider(4)	2	4	4	1	3	Lethal Strike, Light Lance
Battle Sphinx	4	4	5	2	1	Harnessed, Poison Attacks, Breath Attack



# NON ! C'EST MOI FIFI !!!

Battle Sphinx - Gigantic - Beast - 50x100mm

480 POINTS



Global	Adv	Mar	Dis	Rea	Model Rules	
	5"	12"	8	1	, Ensouled FearlessStatue	
Defensive	HP	Def	Res	Arm		
	5	4	8	3		
Offensive	Att	Off	Str	Ap	Agi	
Rider(4)	2	4	4	1	3	Lethal Strike, Light Lance
Battle Sphinx	4	4	5	2	1	Harnessed, Poison Attacks, Breath Attack

## Entombed



# FRANCKY VINCENT

Sand Scorpion - Large - Beast - 50x50mm

175 POINTS



Global	Adv	Mar	Dis	Rea	Model Rules	
	7"	14"	8	2	, Ensouled Fear, FearlessStatue , Underground Ambush	
Defensive	HP	Def	Res	Arm		
	4	4	5	2		
Offensive	Att	Off	Str	Ap	Agi	
Sand Scorpion	4	4	5	2	3	Lethal Strike, Poison Attacks

## Magics

### Racial Trait Spell

Undying Dynasties do not have a regular Hereditary Spell. Instead, all Death Cult Hierarchs know the Hereditary Attribute Spell Death is Only the Beginning (in addition to Path Attributes). At step 1 of each Casting Attempt of a non-Attribute non-Bound Spell of type Augment with a Death Cult Hierarch, the owner may declare that the Wizard will cast an amplified version of the spell:

- The Casting Value of the amplified version is increased by 2.
- If the amplified version is successfully cast, Death is Only the Beginning is automatically cast (as an Attribute Spell).

	Casting	Range	Type	Duration
<b>Death is Only the Beginning</b>				
Mf	-	The spell targets a single unit that was the target of the spell that triggered the Hereditary Attribute Spell.	Augment	Instant
<p><i>When resolving the spell, choose one of the following effects:</i></p> <ul style="list-style-type: none"> <li>• The R&amp;F part of the target Raises a number of Health Points equal to its Resurrected value.</li> <li>• Up to one Character within the target Recovers a number of Health Points equal to its Resurrected value.</li> </ul> <p><i>Characters and models with Towering Presence cannot Recover more than 2 Health Points from this spell in a single Magic Phase.</i></p>				



Cosmology

**Duality:** All Cosmology spells are divided into two versions, representing opposing aspects; Cosmos and Chaos. When casting Cosmology spells, always declare which version of the spell you are using. Whenever the Caster successfully casts a non-Bound Cosmology spell, the next Cosmology spell it attempts to cast has its Casting Value reduced by 1, provided this spell is a Cosmology spell of the opposing aspect.

		Casting	Range	Type	Duration	Effect
4	Perception of Strength Chaos	8+	24"	Hex	Last one Turn	The target suffers -1 Strength and -1 Armour Penetration.
5	Unity in Divergence Cosmos	10+	24"	Augment	Last one Turn	All models in the target unit gain Aegis (5+).

		<i>Casting</i>	<i>Range</i>	<i>Type</i>	<i>Duration</i>	<i>Effect</i>
5	Unity in Divergence Chaos	10+	24"	Hex, Damage, Direct	Instant	Each model in the target unit <b>suffers a hit with Strength 3, Armour Penetration 0, and Magical Attacks.</b>
4	Perception of Strength Cosmos	8+	24"	Augment	Last one Turn	The target gains +1 Strength and +1 Armour Penetration.
6	Truth of Time Cosmos	7+	24"	Augment, Focused	Instant	The target <b>Recovers 1 Health Point</b>
6	Touch the Heart chaos	7+	24"	Hex, Missile, Damage, Focused	Instant	The target suffers <b>1 hit that wounds automatically</b> with Armour Penetration 10 and Magical Attacks.
1	Altered Sight Chaos	5+	24"	Hex	Last one Turn	The target suffers -1 Offensive Skill and -1 Defensive Skill, and has its weapons' Aim <b>worsened</b> by 1.
2	Truth of Time Cosmos	5+	24"	Augment	Last one Turn	Rolls for Charge Range, Flee Distance, Pursuit Distance, and Overrun Distance of units with at least one model affected by the spell are subject to two instances of Maximised Roll.
2	Truth of Time Chaos	5+	24"	Hex	Last one Turn	Rolls for Charge Range, Flee Distance, Pursuit Distance, and Overrun Distance of units with at least one model affected by the spell are subject to two instances of Minimised Roll.
1	Altered Sight Cosmos	5+	24"	Augment	Last one Turn	The target gains +1 Offensive Skill and +1 Defensive Skill, and has its weapons' Aim <b>improved</b> by 1.
3	Ice and Fire Cosmos	7+	24"	Hex, Missile, Damage	Instant	The target suffers 2D6 hits with Strength 4, Armour Penetration 0, and <b>Magical Attacks</b> . Successful <b>Special Saves</b> against wounds caused by this spell must be rerolled.
3	Ice and Fire Chaos	7+	24"	Hex, Damage, Augment	Instant	The target suffers 2D6 hits with Strength 4 and Armour Penetration 0, and <b>Magical Attacks</b> . Successful <b>Armour Saves</b> against wounds caused by this spell must be rerolled.

## Magic items

**Basalt Infusion:** The wearer gains +1 Armour and Aegis (3+, against Flaming Attacks). The wearer automatically fails all Fortitude Saves.

**Book of the Dead:** The bearer can cast Death is Only the Beginning as a Bound Spell with PowerLevel (4/8) and the following modification: The spell's range is changed to 12" Aura.

**Crystal Ball:** The firsts Dispelling Attempt in each enemy Magic Phase gains a +2 Dispelling Modifier, provided the bearer is on the Battlefield.

**Death Mask of Teput:** Enemy units in base contact with the bearer suffer -2 Offensive Skill.

**Dragonfire Gem:** The bearer gains Aegis (2+, against Flaming Attacks). The bearer automatically fails all Fortitude Saves.

**Lucky Charm:** One use only. May be activated when the bearer's model fails an Armour Save. This failed Armour Save may be rerolled.

**Obsidian Rock:** The bearer gains Magic Resistance (2).

**Sacred Hourglass:** The bearer may reroll failed Casting Attempts that were rolled using 2 Magic Dice (by rerolling both Magic Dice).

**Willow's Ward:** While using this Shield, the bearer cannot use Parry, gains +1 Armour, and Impact Hits distributed onto the bearer suffer -2 Armour Penetration.

## Magic banners

**Stalker's Standard:** The bearer's unit gains Strider.

## Model Rules

**Aegis:**

**Aspen Bow:** Shooting Weapon.

Range 24", Shots 1, Str 3, AP 0, Volley Fire.

This weapon always hits on a roll equal to or greater than its Aim.

**Bound in Death:** Universal Rule.

R&F models in this unit must be fewer than 3 before hits can be distributed onto Characters with the same Type and Height as this unit.

**Breath Attack:**

**Channel:** During step 3 of the Magic Phase Sequence, each of the Active Player's models with Channel may add X Veil Tokens to the owner's Veil Token Pool. This Universal Rule is cumulative, adding X Veil Tokens of each independent instance of Channel to the model's total Channel value (so e.g. a model with Channel (1) and Channel (2) is treated like a model with Channel (3)).

**Chariot Host:** Special Attack.

If the model part's unit has at least one Full Rank, and there is a model in the rank directly behind it (in the same file), its Impact Hits cause an additional hit (normally D3+2 instead of D3+1).

**Devastating Charge:** Attacks & Weapons, Melee

A charging model part with Devastating Charge, or using a weapon with Devastating Charge, gains the Model Rules and Characteristic modifiers stated in brackets. For example, a charging model part with Devastating Charge (+1 Strength, Poison Attacks) gains +1 Strength and Poison Attacks when it is charging. This rule is cumulative: a model part with several instances of Devastating Charge applies all Attack Attributes and Characteristics modifiers from all

of them when charging.

**Divine Light:** Universal Rule.

Enemy Wizards within 36" of one or more Caskets of Phatep suffer a -1 modifier to their casting rolls. When a Casket of Phatep is removed as a casualty, all units within 12" suffer 3D3+3 hits with Strength 1 and Armour Penetration 10.

**Dust to Dust:** At the end of any phase in which the Hierophant was removed as a casualty, every unit in the army with Dust to Dust must pass a Discipline Test or lose a number of Health Points equal to the amount by which the test was failed, with no saves of any kind allowed. These Health Point losses are allotted following the rules for Unstable. The number of Health Points lost is reduced by 1 if the unit is within range of Rally Around the Flag.

At the end of the Player Turn in which the Hierophant was removed as a casualty, a new Hierophant may be selected. In order to do so, nominate a friendly Wizard Character. This Character becomes the new Hierophant.

At the start of each friendly Player Turn after the army's Hierophant has been removed as a casualty and no new Hierophant has been selected, every unit with Dust to Dust must once again pass a Discipline Test or lose Health Points as described above.

**Ensouled Statue:** The model gains Undead and Dust to Dust. If more than half of the models in a unit have Ensouled Statue, reduce the number of Health Points lost by this unit due to Dust to Dust and Unstable by 1.

**Fear:** Units in base contact with one or more enemy models with Fear suffer -1 Discipline. At the start of each Round of Combat, such units must take a Discipline Test, called a Fear Test. If this test is failed, the models in the unit are Shaken until the end of the Round of Combat. Models that have Fear themselves are immune to the effects of Fear.

**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.

**Flammable:**

**Halberd:** Attacks made with a Halberd gain +1 Strength and +1 Armour Penetration. A model using this weapon cannot simultaneously use a Shield against Melee Attacks.

**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

**Harnessed:** Model parts with Harnessed cannot make Supporting Attacks and cannot use Weapons. Shooting Weapons carried by model parts with Harnessed can be used by other model parts of the same model (as long as they do not have Harnessed or Inanimate). A model with at least one model part with Harnessed is considered to be mounted.

**Heavy Armour:** +2 Armor

**Impact Hits:** At Initiative Step 10, a charging model part with Impact Hits must choose an enemy unit that is in base contact with the attacking model's Front Facing. This unit suffers a number of hits equal to the value stated in brackets (X). These hits are resolved with the attacking model part's Strength and Armour Penetration. If a model has both Grind Attacks and Impact Hits, it may only use one of these rules in the same Round of Combat (its controlling player may choose which). In multipart models, only model parts that also have Harnessed or Inanimate can use their Impact Hits. When several models in the same unit have Impact Hits, and when X is a random number (e.g. Impact Hits (D6)), roll for the number of hits separately for each model part.

**Inanimate:** Inanimate - Melee

Model parts with Inanimate cannot make Close Combat Attacks and cannot use Shooting Weapons. Shooting Weapons carried by model parts with Inanimate can be used by other model parts of the same model (as long as they do not have Harnessed or Inanimate).

**Legion Charioteers:** Universal Rule.

The model loses Light Troops and gains Scoring. Its Charioteers gain Devastating Charge (+1 Str, Fight in Extra Rank).

**Lethal Strike:** If the attack wounds with a natural to-wound roll of 6+, its Armour Penetration is set to 10 and the target of the attack cannot take a Regeneration save against it.

**Light Armour:** Armor +1

**Light Lance:**

**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).

**Master of Stone:** Universal Rule.

Right before the battle (during step 7 of the Deployment Phase Sequence), and at the start of each friendly Player Turn, choose a friendly unit consisting entirely of models with Ensouled Statue within 18" of the Tomb Architect. This unit gains Fortitude (5+) until the start of your next Player Turn or until the Tomb Architect is removed as a casualty, whichever comes first.

**Mummy's Curse:** When the model with Mummy's Curse is removed as a casualty, it immediately inflicts 1 hit with Strength 6 and Armour Penetration 10 against the model that caused the final Health Point loss. This is considered a Ranged Attack. If more than one model was part of the action which brought the downfall of the model with Mummy's Curse, randomise which of those models suffers the hit.

**Not a Leader:** The model cannot be the General.

**Phatep's Curse:** Universal Rule.

Unless this model made an Advance Move or March Move during the current Player Turn, it can cast the following Bound Spell with Power Level (6/6):

Type: Damage, Hex, Range 36", Duration: Instant.

The target must take a Discipline Test rolling an additional D6. If failed, the target suffers a number of hits equal to the amount by which the test was failed. Hits are resolved with Armour Penetration 10 and wound automatically.

**Poison Attacks:** If the attack successfully hits with a natural to-hit roll of '6', it automatically wounds with no to-wound roll needed. Shooting Attacks using the Hopeless Shot can only automatically wound if the first to-hit roll is a natural '6'. Note that the second to-hit roll must still be successful in order to hit the target. If the attack can be turned into more than one hit (e.g. a hit with Area Attack, Battle Focus, or Penetrating), only a single hit, chosen by the attacker, automatically wounds. All other hits must roll to wound as normal.

**Scoring:** Units with at least one model with Scoring are considered to be Scoring Units, which are used for winning Secondary Objectives (see section XVI.2 "Scoring Secondary Objectives", page 67). Every army needs a few Scoring units to be able to complete Secondary Objectives, which is why units with Scoring are marked in the Army Books with a special pennant icon:

Scoring can be lost during the game:

- A unit that is Fleeing loses Scoring for as long as it is Fleeing.
- An Ambushing unit that enters the Battlefield on Game Turn 4 or later loses Scoring.
- A unit that has performed a Post-Combat Reform loses Scoring until the start of the following Player Turn.

**Swiftstride:** When a unit composed entirely of models with Swiftstride rolls Charge Range, Flee Distance, Pursuit Distance or Overrun Distance, it rolls an additional D6 (normally this will lead to rolling 3D6) and discards the lowest D6 rolled.

**Undead:** The model gains Unstable. Models with Undead cannot perform March Moves, unless their unit starts the March Move within the range of a friendly model's Commanding Presence. The only Charge Reaction a unit with one or more models with Undead can make is Hold.

When units consisting entirely of models with Undead lose Health Points due to Unstable, the number of lost Health Points can be reduced in some situations. Apply the modifiers in the following order:

1. If the unit is Stubborn, halve the number of lost Health Points (round fractions up).
2. If the unit is Steadfast, reduce all lost Health Points above 12 to 12.
3. If the unit receives Rally Around the Flag, reduce the number of lost Health Points with the unit's current Rank Bonus. Units with no Rank Bonus reduce the number of Health Points lost by 1 instead.
4. Apply all other modifiers (from Special Equipment, Model Rules, spells, etc.) afterwards.

**Underground Ambush:** The model follows the rules for Ambush, with the following exception. Instead of entering the Battlefield from the Board Edge:

1. Choose an arriving unit with Underground Ambush.
2. Place the unit anywhere on the Battlefield in a legal formation more than 1" from other units, Impassable Terrain, and the Board Edge.
3. Roll a D6:
  - If 5–6 is rolled, the unit arrives where it was initially placed.
  - If 1–4 is rolled, move the unit (without changing the direction it is facing) 2D6" in a randomly chosen direction. If this would bring the unit within 1" of other units, Impassable Terrain, or the Board Edge, the unit stops 1" short of them and each model in the Ambushing unit must take a Dangerous Terrain (1) Test. The unit may then perform a Pivot (and must follow the Unit Spacing rule after the Pivot). None of these manoeuvres prevent the unit from moving following the rules for Ambush afterwards.
4. Repeat steps 1–3 for all other arriving units with Underground Ambush.

**Undying Will:** Units with one or more models with Undying Will gain +2 Offensive Skill, +2 Defensive Skill, Lethal Strike, and replace their Shooting Weapons' Aim with (4+). Characters, models with Ensouled Statue, and model parts with Harnessed are not affected by Undying Will.

**War Machine:** The model cannot Pursue, Declare Charges or Declare Flee as Charge Reaction. Characters can never join units with War Machines, and Characters with War Machine cannot join units at all.

When a War Machine fails a Panic Test, instead of Fleeing it is Shaken until the end of the next Player Turn. War Machines that fail a Break Test are automatically destroyed. War Machines and units Engaged in Combat with them cannot make Combat Reforms.

When a unit charges a War Machine, it can move into base contact by having its Front Facing contact any point of the War Machine's base (it must still maximise the number of models in base contact, see subsection II.1.A "Bases and Base Contact", page 4 and Figure 1 page 4). No Align Move is allowed. Ignore the War Machine's Facing, as it does not have any due to its round base.

**Wizard Apprentice:** - Knows 1 spell.

- Can select between the Learned Spell 1 of its chosen Path and the Hereditary Spell of its army.

The Wizard 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.

Le Clochdu



Cloclo



Reviens Mémé !



EDWARD LE CLOCHARD



EQUIPE DE TONY !



Equipe du Clochdu



Equipe d'Edward le Clochard



Francky Vincent



JE M APELLE FIFI !



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