



QUEEN'S CAVALIER Highborn Elves

THE QUEEN'S COVEN - 0 POINTS



0 pts (0.00 %) **Characters** (50 Max)
 0 pts (0.00 %) **Core** (25 Least)
 0 pts (0.00 %) **Special** (0 NoLimit)
 0 pts (0.00 %) **Naval Ordnance** (15 Max)
 0 pts (0.00 %) **The Ancient Allies** (25 Max)
 0 pts (0.00 %) **Queen's Bows** (30 Max)

Magics

Racial Trait Spell

	<i>Casting</i>	<i>Range</i>	<i>Type</i>	<i>Duration</i>
<i>Favour of Meladys</i>				
<i>Mf</i>	10+	Caster		Last one Turn
<p><i>Immediately after successfully casting the spell, add two Veil Tokens to your Veil Token pool.</i></p> <p><i>When a friendly unit within 18" of the Caster would lose a Health Point, it may discard one Veil Token from its Veil Token pool instead (this is done after Multiple Wounds multipliers and saves are applied) and the Health Point loss is ignored. For Standard Infantry, up to 2 Health Point losses 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 lost Health Point this way per phase.</i></p>				

Model Rules

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.