



VAMPIRE COVENANT

FURIS ACCENSUS ET IRA TERRIBILIS - 4 497 POINTS



1300 pts (29.00 %) 1127 pts (25.00 %) 680 pts (15.00 %) 401 pts (9.00 %) 989 pts (22.00 %)

Characters **Core** **Special** **The Suffering** **Swift Death**

(40 Max) (25 Least) (0 NoLimit) (20 Max) (30 Max)

Characters



ALECTO

Vampire Count - Standard - Infantry - 20x20mm

540 POINTS



Global	Adv	Mar	Dis	Model Rules	
	6"	12"	9	Fear, Fearless, Undead, Autonomous, Awaken	
Defensive	HP	Def	Res	Arm	
	3	7	5	0	
Offensive	Att	Off	Str	Ap	Agi
Vampire Count	5	7	5	2	7

Options	Light Armour • Paired Weapons • Wizard Adept • Nosferatu • Flying Horror
Magic items	Crown of Autocracy • Obsidian Rock



MEGERE

Necromancer - Standard - Infantry - 20x20mm

450 POINTS



Global	Adv	Mar	Dis	Model Rules	
	4"	8"	7	, Gates of the Fearless, Undead, Wizard ApprenticeNetherworld	
Defensive	HP	Def	Res	Arm	
	3	3	3	0	
Offensive	Att	Off	Str	Ap	Agi
Necromancer	1	3	3	0	3

Options	General • The Dead Arise • Light Armour • Wizard Master
Magic items	Unholy Tome



DECIMA

Banshee - Standard - Infantry - 20x20mm

155 POINTS



Global	Adv	Mar	Dis	Model Rules	
	6"	12"	5	, Ashes to Fear, Fearless, Light Troops, Not a Leader, Terror, UndeadAshes , Ghostly Form	
Defensive	HP	Def	Res	Arm	
	3	3	3	0	
Offensive	Att	Off	Str	Ap	Agi
Banshee	1	3	3	0	3

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MORTA

Banshee - Standard - Infantry - 20x20mm

155 POINTS



Global	Adv	Mar	Dis	Model Rules	

Global	Adv	Mar	Dis	Model Rules		
	6"	12"	5	Fear, Fearless, Light Troops, Not a Leader, Terror, UndeadAshes, Ashes to, Ghostly Form		
Defensive	HP	Def	Res	Arm	Aegis	
	3	3	3	0		
Offensive	Att	Off	Str	Ap	Agi	
Banshee	1	3	3	0	3	ReaperWoe, Wail of, Hand Weapon

Core



NOYES DU MARAIS DES CHAGRINS

Zombies x20 - Standard - Infantry - 20x20mm

130 POINTS



Global	Adv	Mar	Dis	Rea	Model Rules	
	4"	8"	2	2D6+4	Fearless, Scoring, UndeadAshes, Ashes to	
Defensive	HP	Def	Res	Arm		
	1	1	3	0		
Offensive	Att	Off	Str	Ap	Agi	
Zombie	1	1	3	0	1	

Options

Musician



GARNISON DE GASCOGNE

Zombies x20 - Standard - Infantry - 20x20mm

130 POINTS



Global	Adv	Mar	Dis	Rea	Model Rules	
	4"	8"	2	2D6+4	Fearless, Scoring, UndeadAshes, Ashes to	
Defensive	HP	Def	Res	Arm		
	1	1	3	0		
Offensive	Att	Off	Str	Ap	Agi	
Zombie	1	1	3	0	1	

Options

Musician



CROCS DE MEGERE

Dire Wolves x8 - Standard - Beast - 25x50mm

135 POINTS



Global	Adv	Mar	Dis	Rea	Model Rules	
	9"	18"	3	D3+4	Fearless, Undead, VanguardAshes, Ashes to	
Defensive	HP	Def	Res	Arm		
	1	3	3	0		
Offensive	Att	Off	Str	Ap	Agi	
Dire Wolf	1	3	3	0	3	Devastating Charge

Options

Champion



AILES DE MEGERE

Dire Wolves x8 - Standard - Beast - 25x50mm

135 POINTS





Global	Adv	Mar	Dis	Rea	Model Rules	
	9"	18"	3	D3+4	Fearless, Undead, VanguardAshes, Ashes to	

<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	1	3	3	0	
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
Dire Wolf	1	3	3	0	3


Devastating Charge

Options	Champion
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	BOUCLIER D'ALECTO Skeletons x21 - Standard - Infantry - 20x20mm	232 POINTS	
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<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Rea</i>	<i>Model Rules</i>
	4"	8"	4	D6+4	Fearless, Scoring, UndeadAshes, Ashes to
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	1	2	3	0	Light Armour, Shield
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
Skeleton	1	2	3	0	2

Options	Champion • Musician • Standard Bearer
Magic banners	Banner of Speed (Banner Enchantment)



	FLEAU DU MARAIS Ghouls x26 - Standard - Infantry - 20x20mm	365 POINTS	
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<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Rea</i>	<i>Model Rules</i>
	4"	8"	6		Fearless, Scoring, UndeadAshes, Ashes to
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	1	3	4	0	
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
Ghoul	2	3	3	0	4



Poison Attacks, Unholy Appetite

Options	Champion
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Special

	RELIQUAT D'ENDOR Altar of Undeath - Large - Construct - 50x100mm	340 POINTS	
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<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Rea</i>	<i>Model Rules</i>
	8"	8"	5	1	Fear, Fearless, Ghost Step, Swiftstride, Terror, Towering Presence, UndeadAshes, Aura of Undeath, Lash of Souls, Ashes to
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	5	3	5	2	Fortitude
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
Dark Conductor	1	3	3	0	3
Ghost Steeds	8	2	3	0	2
Chassis			5	2	Impact Hits, Inanimate

	RELIQUAT D'HONORIUS Altar of Undeath - Large - Construct - 50x100mm	340 POINTS	
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Global	Adv	Mar	Dis	Rea	Model Rules	
	8"	8"	5	1	Fear, Fearless, Ghost Step, Swiftstride, Terror, Towering Presence, UndeadAshes, Aura of Undeath, Lash of Souls	
Defensive	HP	Def	Res	Arm	Fortitude	
	5	3	5	2		
Offensive	Att	Off	Str	Ap	Agi	
Dark Conductor	1	3	3	0	3	
Ghost Steeds	8	2	3	0	2	Harnessed, Magical Attacks
Chassis			5	2		Impact Hits, Inanimate

Swift Death




DETACHEMENT DU ROUGE-GORGE
Vampire Knights x5 - Standard - Cavalry - 25x50mm

479 POINTS




Global	Adv	Mar	Dis	Rea	Model Rules	
	7"	14"	7	1	Fear, Fearless, Scoring, Undead, Autonomous	
Defensive	HP	Def	Res	Arm	Heavy Armour, Shield	
	2	5	4	2		
Offensive	Att	Off	Str	Ap	Agi	
Knight	2	5	5	2	5	Devastating Charge (+1 Att), Vampiric (6+), Lance
Undead Mount	1	2	3	0	2	Harnessed, Magical Attacks

Options	Champion • Musician • Standard Bearer
Magic banners	Flaming Standard (Banner Enchantment)




CROQUE-MORT
Shrieking Horror - Gigantic - Beast - 150x100mm

510 POINTS




Global	Adv	Mar	Dis	Rea	Model Rules	
	6"	12"	4	1	Fearless, Fly, Light Troops, UndeadAshes	
	8"	16"				
Defensive	HP	Def	Res	Arm	Fortitude	
	6	4	6	0		
Offensive	Att	Off	Str	Ap	Agi	
Shrieking Horror	4	4	5	2	2	Harnessed, Chilling Shriek

The Suffering



LIMIERS DE TISIPHONE
Wraiths x8 - Standard - Infantry - 20x20mm

401 POINTS



Global	Adv	Mar	Dis	Rea	Model Rules
	6"	12"	5	1	Fear, Fearless, Light Troops, Terror, Undead, Wizard ConclaveAshes, Ghostly Form
Defensive	HP	Def	Res	Arm	Aegis
	1	3	3	0	
Offensive	Att	Off	Str	Ap	Agi

<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	Reaper, Great Weapon
Wraith	2	3	3	10	2	

Options	Champion
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Magics

Racial Trait Spell

This spell has a second Boosted version, which is shown using `{{this colour-coding}}`.

	<i>Casting</i>	<i>Range</i>	<i>Type</i>	<i>Duration</i>
<i>H rep Arise!</i>				
<i>Mf</i>	(4+) {8+ / 11+}	(18") {6" aura / 12" aura}	Augment	Instant
<i>When resolving the spell, choose one of the following effects for each target:</i>				
<ul style="list-style-type: none"> <i>The R&F part of the target Raises a number of Health Points equal to its Reanimated value.</i> <i>Up to one Character within the target Recovers a number of Health Points equal to its Reanimated value.</i> 				
<i>Models with Towering Presence cannot Recover more than 2 Health Points from this spell in a single Magic Phase.</i>				

Magic items

Crown of Autocracy: The model's range of Commanding Presence (if available) is increased by 3", up to a maximum of 18". If the model does not have Commanding Presence, it gains Commanding Presence whose range is always set to 3".

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

Unholy Tome: The bearer can cast *Danse Macabre* (Evocation) as a Bound Spell with Power Level (4/8).

Magic banners

Banner of Speed: A unit with one or more Banners of Speed gains +1" Advance Rate and +2" March Rate.

Flaming Standard: One use only. May be activated at the start of a Round of Combat or before shooting with the bearer's unit. The bearer's unit gains Flaming Attacks. If activated when Engaged in Combat, the effect lasts until the bearer's unit is no longer Engaged in Combat. If activated before shooting with the bearer's unit, the effect lasts until the end of the phase.

Model Rules

Aegis:

Ashes to Ashes: At the end of any phase in which the Master is removed as a casualty, every unit in the army with one or more models with Ashes to Ashes **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, except that they can never be allotted to models that do not have Ashes to Ashes. 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 Master was removed as a casualty, a new Master may be selected. In order to do so, nominate a friendly Wizard Character that either has Vampiric or has chosen Evocation. This Character becomes the new Master. At the start of each friendly Player Turn after the army's Master has been removed as a casualty and no new Master has been selected, every unit with Ashes to Ashes **must** once again pass a Discipline Test or lose Health Points as described above.

Aura of Undeath: During its Shooting Phase, the model part can make a Shooting Attack that targets all enemy units within 12" of the model (including those Engaged in Combat and outside Front Arc and/or Line of Sight). This attack can be used even if the Altar is Engaged in Combat. The targets suffer D6 hits with a Strength equal to the current Game Turn number and Armour Penetration 2.

Autonomous: Undead units consisting entirely of models with Autonomous may perform March Moves as normal, even when outside the range of Commanding Presence of any friendly models. The unit **must** still pass a Discipline Test in order to do so if within 8" of non-Fleeing enemy units.

Awaken: The model can Raise Health Points above a unit's starting size for the units stated within brackets. However, units cannot be increased beyond twice their starting size or beyond the maximum unit size written in their unit entry. A unit's starting size is the size of the unit as written on the Army List or the size of the unit when it is Summoned.

Chilling Shriek: A model with this Special Attack can use it as 1. a Shooting Attack, and as 2. a Special Attack when Engaged in Combat. 1. Choose a target using the normal rules for Shooting Attacks. The attack has Range 8" and **March and Shoot**. 2. The attack is made at the model part's Agility. Declare that you are using Chilling Shriek when allocating attacks. If used, the model part cannot perform any Close Combat Attacks. Choose a single unit in base contact as the target. Regardless of whether it is used as a Shooting or Melee Attack, the Chilling Shriek inflicts 1 hit for each Health Point the model with Chilling Shriek currently has. These hits **always** have Strength 10, Armour Penetration 10, and **Magical Attacks**. When rolling to wound with this attack, use the enemy's Discipline instead of its Resilience.

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.

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.

Fly: The model gains Light Troops and Swiftstride. Units composed entirely of models with Fly may make Flying Movements when performing a Move Chargers move, an Advance Move, or a March Move. When a unit makes a Flying Movement, substitute its models' Advance Rate with the first value given in brackets (X), and their March Rate with the second value given in brackets (Y). All modifiers to ground movement values are also applied to the flying values of a model. Units using Flying Movement ignore all Terrain Features and units during the Flying Movement (from their starting to their ending position), but must abide by the Unit Spacing rule at the end of the move (unless charging, when the normal exceptions to the Unit Spacing rule apply). They are still affected by the effects of the Terrain Features from which they take off and in which they land.

Fortitude: Fortitude is a Special Save. Fortitude Saves cannot be taken against attacks with Lethal Strike that rolled a natural 6+ to wound, or against attacks with Flaming Attacks

Gates of the Netherworld: Whenever a model with Gates of the Netherworld successfully casts Arise!, after resolving the spell's effect, choose a friendly unit with a Reanimated value and within 12" of the Caster. This unit, or a single Character inside the unit, Raises 1 Health Point. No unit can be chosen more than twice per Magic Phase by Gates of the Netherworld.

Ghost Step: The model treats all Terrain Features as Open Terrain for movement purposes, but must abide by the Unit Spacing rule upon the completion of its moves.

Ghostly Form: The model gains **Ghost Step** and **Magical Attacks**. R&F models with Ghostly Form can only be joined by Characters with Ghostly Form.

Great Weapon: Attacks made with a Great Weapon gain +2 Strength, +2 Armour Penetration and always strike at Initiative Step 0 (regardless of the wielder's Agility). 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).

Lance: Attacks made with a Lance and allocated toward models in the wielders' Front Facing gain Devastating Charge (+2 Strength, +2 Armour Penetration). Infantry cannot use Lances.

Lash of Souls: The model can cast Pentagram of Pain (Occultism) as a Bound Spell with Power Level (4/8).

Light Armour: Armor +1

Light Troops: Units composed entirely of models with Light Troops are allowed to make any number of Reforms when performing Advance Moves or March Moves. They are allowed to shoot even if they Marched or Reformed. No model can end its movement with its centre further away than its March Rate from its starting position, around any obstructions (including the Unit Spacing rule). This means that when checking the distance travelled by a model, check the path the model would have taken if it was alone, with the exception that the unit as a whole cannot break the Unit Spacing rule while performing the move. If a model performed any action during the movement (such as a Sweeping Attack), the distance moved is counted from its starting position to the point on the Battlefield where it performed that action and then to its final position.

If more than half the models in a unit have Light Troops, the unit always counts as having 0 Full Ranks. Characters with Light Troops that are joined to units with one or more models without Light Troops, lose this rule for as long as they remain with the unit. An Infantry Character joined to an Infantry unit with both Light Troops and the same Size as the Character gains Light Troops for as long as it remains with the unit.

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).

Not a Leader: The model cannot be the General.

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.

Reaper: A unit consisting entirely of models on foot with Reaper: • Ignores all other units during Advance Moves and March Moves, but **must** follow the Unit Spacing rule at the end of its move. • Can make a Sweeping Attack. The enemy unit suffers 1 hit with Strength 5, Armour Penetration 10, and Magical Attacks for each model with Reaper in the unit.

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.

Shield: +1 Armour Hand Weapons wielded by models on foot can be used alongside a Shield, then giving Parry.

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.

Terror: The model gains Fear and is immune to the effects of Terror. When a unit with one or more models with Terror Declares a Charge, its target must take a Panic Test. If the test is failed, the target of the charge must declare a Flee Charge Reaction, if able to do so.

Towering Presence: The model gains Tall and can never be joined or join a unit (unless it is a War Platform). A model with Towering Presence increases its Rally Around the Flag and Commanding Presence ranges by 6".

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.

Unholy Appetite: After a Round of Combat in which at least one attack with Unholy Appetite caused an unsaved wound, all attacks with Unholy Appetite from models in the same unit **must** reroll failed to-hit rolls until the end of the next Player Turn.

Vampiric: At the end of each Melee Phase, check and resolve the following effects for all models with Vampiric: • **Character** - If at least one attack with Vampiric made by the Character caused an unsaved wound against enemy units, the Character can make a single Vampiric roll. If successful, the Character Recovers a single Health Point. • **R&F model** - If at least one attack with Vampiric made by a R&F model in the unit caused an unsaved wound against enemy units, the unit can make a single Vampiric roll. If successful, the unit Raises a single Health Point. A Vampiric roll is successful if the D6 scores X+, where X is the number stated within brackets. Use only the best value if a unit or Character has multiple parts with this Attack Attribute that each caused unsaved wounds. A roll of '1' on a Vampiric roll is always a failure and a '6' is always a success. Models with Towering Presence suffer a -2 modifier to their Vampiric rolls.

Vanguard: After Deployment (including units with Scout), models with Vanguard may perform a 12" move. The move is performed as an Advance Move in the Movement Phase, including any actions and restrictions the unit would normally have (such as Wheeling, Reforming, joining units, leaving units and so on). The 12" distance is used instead of the unit's Advance Rate and March Rate. This move cannot be used to move within 12" of enemy units. This is decreased to 6" for enemy units which have either Scouted or Vanguarded. Units that have moved in this way may not Declare Charges in the first Player Turn (if their side has the first turn). If both players have units with Vanguard, alternate moving units one at a time, starting with the player that finished deploying last. Instead of moving a unit, a player may declare to not move any more Vanguarding units.

Wail of Woe: A model with this Special Attack can use it as 1. a Shooting Attack, and as 2. a Special Attack when Engaged in Combat. 1. Choose a target using the normal rules for Shooting Attacks. The attack has Range 8" and, **March and Shoot**, and inflicts D6+2 hits with Strength 4, Armour Penetration 1, and **Magical Attacks**. 2. The attack is made at the model part's Agility. Declare that you are using Wail of Woe when allocating attacks. If used, the model part cannot perform any Close Combat Attacks. Choose a single unit in base contact as the target. The target unit suffers D3+1 hits with Strength 4, Armour Penetration 1, and **Magical Attacks**.

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

Wizard Conclave: The Champion of a unit with Wizard Conclave gains +1 Health Point in addition to the normal Characteristics increases associated with being a Champion, and is a Wizard Adept.

This Champion may select up to two spells from predetermined spells given in brackets after Wizard Conclave.

This overrides the Spell Selection rules connected to being a Wizard Adept.

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.

Alecto



Mégère



Decima



Morta



Noyés du Marais des Chagrins



Garnison de Gascogne



Crocs de Mégère



Ailes de Mégère



Boucliers d'Alecto



Fléau du Marais



Reliquat d'Endor



Reliquat d'Honorius



Limiers de Tisiphone



Détachement du Rouge-Gorge



Croque-Mort

