GUILD MAGES



SP 6 | DF 6 | WP 7 | AR 6

Soulstone Defenses: When a Fireteam in this unit suffers damage, you may discard a card to reduce that damage by 1.

By the Authority of the Guild: When an enemy Fireteam within 6 declares a Action, they must discard a card or the Action immediately fails (it has no effect).

Elemental Blast (6 v Df | 10"): Strength 3.

Fireteam (40mm), Squad (3)

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By the Authority of the Guild: When an enemy Fireteam within 6 declares a Action, they must discard a card or the Action immediately fails (it has no effect).

Recharge Soulstone: After a Fireteam in this unit Kills one or more enemy models, draw a card.

Elemental Blast (7 v Df | 10"): Strength 3.

Sacrifice for the Cause: Immediately increase the Strength of this Action by +2. After resolving this Action, Kill this Fireteam.

Rule of Law (6 v 18 | 6"): Discard a Tactics Token to move target Objective Marker 2" in any direction.

Fireteam (40mm), Squad (3)