

Army Spell Highborn Elves

H Favour of Meladys

10 Caster One Turn

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The player gains 2 Protection Tokens which are removed when the spell ends.

When a friendly unit within 18" of the Caster suffers a wound, **after Armour Saves have been taken**, before any Special Saves are taken, you may discard a Protection Token and ignore the wound applying the following rules:

- Rank-and-File models of Height 1 ignore up to 2 wounds per token, provided they are suffered simultaneously.
- Characters, and models of Height 4 or 5, can each only ignore a single wound per Phase.
- ~~Wounds from attacks with \textbf{Multiple Wounds}}~~ are not ignored, they inflict one less wound instead.%

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THE IX AGE
FANTASY BATTLES