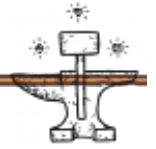




# DWARVEN HOLDS

## NANI TIRO - 250 POINTS



0 pts (0.00 %) **0 pts (0.00 %)** 0 pts (0.00 %) 0 pts (0.00 %) 250 pts (6.00 %)  
**Characters**    **Core**    **Special**    **Clans' Thunder**    **Engines of War**  
 (40 Max)    (25 Least)    (0 NoLimit)    (35 Max)    (20 Max)

### Engines of War



**CANNON #1**  
Cannon - Standard - Construct - 60

**250 POINTS**



Global	Adv	Mar	Dis			Model Rules
	3"	3"	9			War Machine, Stubborn, Engineering Rune
Defensive	HP	Def	Res	Arm		
	5	1	4	0	Heavy Armour	
Offensive	Att	Off	Str	Ap	Agi	
<b>Crew</b>	1	4	3	0	2	Move or Fire, Dwarf Cannon (4+, 4+)

### Magics

#### Model Rules

**Dwarf Cannon:** Can be fired in two ways:

- As a Cannon Artillery Weapon:  
Range 60", Shots 1, Str 4[10], AP 0[10], Area Attack (5x1), [Multiple Wounds (D3+1, Clipped Wings)].

- As a Volley Gun Artillery Weapon:  
Range 12", Shots 2D6, Str 4, AP 4.

**Engineering Rune:** Universal Rule.  
Field Artillery adds +4 to any roll on the Misfire Table.

**Heavy Armour:** +2 Armor

**Move or Fire:** The attack may not be used if the attacking model has made an Advance Move, March Move, Reform or Pivot during the current Player Turn.

**Stubborn:** A unit with at least one model with Stubborn ignores any Combat Score penalties to its Discipline when taking Break Tests or Combat Reform Discipline Tests.

**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.

### 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.

Cannon #1



