



210 pts (5.00 %) 0 pts (0.00 %) 0 pts (0.00 %) 0 pts (0.00 %) 0 pts (0.00 %)  
**Characters**    **Core**    **Special**    **Clans' Thunder**    **Engines of War**  
 (40 Max)    (25 Least)    (0 NoLimit)    (35 Max)    (20 Max)

## Characters



**KING #1**  
King - Standard - Infantry - 20x20

**210 POINTS**



| Global      | Adv | Mar | Dis | Model Rules |                           |                     |
|-------------|-----|-----|-----|-------------|---------------------------|---------------------|
|             | 3"  | 9"  | 10  |             |                           |                     |
| Defensive   | HP  | Def | Res | Arm         |                           |                     |
|             | 3   | 7   | 5   | 0           | Plate Armour, Shield Wall |                     |
| Offensive   | Att | Off | Str | Ap          | Agi                       |                     |
| <b>King</b> | 4   | 7   | 4   | 1           | 4                         | Hand Weapon, Sturdy |

## Magics

### Model Rules

**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

**Plate Armour:** +3 Armor

**Shield Wall:** While using a Shield, the model gains **Aegis (6+, against Close Combat Attacks)**. This is improved to **Aegis (5+, against Close Combat Attacks)** if the attacker is Charging. This Special Save can only be used against attacks from enemies Engaged in the model's unit's Front Facing.

**Sturdy:** The model part gains **Devastating Charge (+1 Str, +1 AP)** and **Steady Aim**.

### 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.

King #1

