



230 pts (15.00%) **0 pts (0.00%)** 0 pts (0.00%) 0 pts (0.00%) 0 pts (0.00%)  
**Characters** **Core** **Clans' Thunder** **Special** **Engines of War**  
 (35 Max) (25 Least) (35 Max) (0 NoLimit) (20 Max)

## Characters

**BELEGAR**

Lords of Stone - King - Standard - Infantry - 20x20mm

**230 POINTS**

Troops	M	WS	BS	S	T	W	I	A	Ld	Type
King	3	7	4	4	5	3	4	4	10	Infantry
Coursier elfique	9	3	0	3	3	1	4	1	5	Monstrous Beast
<b>Model Rules</b>	Relentless • Sturdy • Shield Wall • Plate Armor									

## Magics

### Model Rules

**Plate Armor:**

**Relentless:** Infantry units entirely composed of models with this special rule may triple their Movement when marching instead of doubling it. This is extended to other situations where a move is limited by twice the Movement value of the model, such as Wheeling, Reforming, Moving Characters within a unit and so on. In those cases, use triple the movement value instead.

**Shield Wall:** As long as they are using a Shield, models with this special rule gain a Ward Save (6+) against non-Special Close Combat Attacks made by enemy models to their front.  
This Ward Save is improved to (5+) during the Round of Combat following directly after the unit was charged.

**Sturdy:** A model with this rule has Thunderous Charge. Furthermore, it does not suffer to-hit modifiers from taking a Stand and Shoot Charge Reaction.

### 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.

Belegar