



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

Engines of War



FIELD ARTILLERY #1

Field Artillery - Standard - Construct - 60mm round

245 POINTS



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

Options	Dwarf Cannon (4+)
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Magics

Model Rules

Engineering Rune: Add +4 to the model's rolls 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

You 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.

Field Artillery #1

