



Zweite Schlacht gegen Christians Tiermenschen

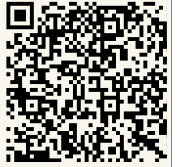
1150 pts (38.00%) 741 pts (25.00%) 660 pts (22.00%) 210 pts (7.00%) 0 pts (0.00%)
Characters **Core** **Special** **Clans' Thunder** **Engines of War**
 (40 Max) (25 Least) (0 NoLimit) (35 Max) (20 Max)

Characters



KONIGIN GWINRIN
 King - Standard - Infantry - 40x20mm

530 POINTS



Global	Adv	Mar	Dis	Model Rules		
	3"	9"	10			
Defensive	HP	Def	Res	Arm		
	3	7	5	0	Shield Wall (Ægide, Ægide)	, Plate Armour
Offensive	Att	Off	Str	Ap	Agi	
King	4	7	4	1	4	Sturdy, Hand Weapon



MOUNT SHIELD BEARERS

Global	Adv	Mar	Dis	Model Rules		
	3"	9"	C	Tall		
Defensive	HP	Def	Res	Arm		
	4	C	C	C+2		
Offensive	Att	Off	Str	Ap	Agi	
Shield Bearers	2	5	4	1	2	Sturdy, Harnessed

Options	Shield • Shield Bearers • General
Magic items	Rune of Destruction (Hand Weapon) • Rune of Smashing (Hand Weapon) • Rune of Precision (Hand Weapon) • Rune of the Forge (Plate Armour)



RANNIK LEGENDENWEBER
 Thane - Standard - Infantry - 20x20mm

250 POINTS



Global	Adv	Mar	Dis	Model Rules		
	3"	9"	9			
Defensive	HP	Def	Res	Arm		
	3	6	5	0	Shield Wall	, Plate Armour
Offensive	Att	Off	Str	Ap	Agi	
Thane	3	6	4	1	3	Sturdy, Hand Weapon

Options	Battle Standard Bearer • Shield • Rune of Resonance
Magic items	Rune of Retribution (Plate Armour) • Rune of Fire



WUTAXT
 Dragon Seeker - Standard - Infantry - 20x20mm

370 POINTS





Global	Adv	Mar	Dis	Model Rules		
	3"	9"	10	, The bigger they Unbreakable, Vanguard, Fearless, Not a Leaderare...		
Defensive	HP	Def	Res	Arm		

<i>Defensive</i>		<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
		3	7	5	0	, Magic Resistance (1, Aegis (6+1))
<i>Offensive</i>		<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
Dragon Seeker		5	7	5	2	5 Lethal Strike, Sturdy, Yer comin' with me!, Weapon MasterWeapons, Paired, Great Weapon, Hand Weapon



Options	Monster Seeker
Magic items	Rune of Fury (x3) (Hand Weapon)

Core

	CLAN GOLDNASE Clan Warriors x20 - Standard - Infantry - 20x20mm	345 POINTS	
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<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>		
	3"	9"	9	Scoring		
<i>Defensive</i>		<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
		1	4	4	0	Shield Wall (Ægide, Ægide), Heavy Armour
<i>Offensive</i>		<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
Clan Warriors		1	4	3	0	2 Sturdy

Options	Shield • Champion • Musician • Standard Bearer
Magic banners	Runic Standard of the Hold (Banner Enchantment)
Notes	Klankrieger, größtenteils Schädelpassbox

	ALTE GOLDNASEN Greybeards x17 - Standard - Infantry - 20x20mm	396 POINTS	
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<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>		
	3"	9"	9	, Seen It Scoring, FearlessAll		
<i>Defensive</i>		<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
		1	5	4	0	Shield Wall (Ægide, Ægide), Heavy Armour
<i>Offensive</i>		<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
Greybeards		1	5	4	1	2 Sturdy

Options	Shield • Champion • Musician • Standard Bearer
Magic banners	Runic Standard of the Hold (Banner Enchantment)



Special

	GWINRINS HAMMER King's Guard x15 - Standard - Infantry - 20x20mm	385 POINTS	
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<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>		
	3"	9"	9	Scoring, Bodyguard		
<i>Defensive</i>		<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
		1	5	4	0	Plate Armour, Shield
<i>Offensive</i>		<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>

<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
King's Guard	2	5	4	1	2	Sturdy, Great Weapon

Options	Champion • Musician • Standard Bearer
Magic banners	Runic Standard of the Hold (Banner Enchantment)

	RÖTSCHÖPFE DER GOLDNASEN Seekers x10 - Standard - Infantry - 20x20mm	275 POINTS	
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<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>
	3"	9"	10	, The bigger they Unbreakable, Fearless...

<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	1	4	4	0	Aegis (6+)

<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
Seekers	1	4	4	1	2	Sturdy, Yer comin' with me!, Weapon MasterWeapons, Paired, Great Weapon

Options	Vanguard • Champion • Musician • Standard Bearer
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Clans' Thunder

	EISENDRACHEN DER GOLDNASEN Forge Wardens x10 - Standard - Infantry - 20x20mm	210 POINTS	
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<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>
	3"	9"	9	Scoring

<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	1	5	4	0	, Plate Aegis (2+, against Flaming attacks) Armour

<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
Forge Wardens	1	4	4	1	2	Sturdy, Forge Gun

Options	Champion • Musician • Standard Bearer
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Magics

Magic items

Rune of Destruction: Attacks made with a weapon engraved with this Rune gain Multiple Wounds (D3).

Rune of Fire: At the start of any Phase or Round of Combat, this Rune may be activated. If so, attacks made with a weapon engraved with this Rune become Flaming Attacks until the end of the Phase.

Rune of Fury: For each Rune of Fury engraved on a weapon, the wielder gains +1 Attack Value when using it.

Rune of Precision: The wielder of a weapon engraved with this Rune gains Lightning Reflexes.

Rune of Retribution: Whenever the wearer of an armour engraved with one or more Runes of Retribution rolls a successful Shield Wall Aegis Save (including Shield Wall stacked with Rune of Shielding), the wearer immediately inflicts a hit with the Strength and Armour Penetration of the saved attack against the model that caused the wound, before any casualties are removed, distributed onto the model's Health Pool. This is considered a Special Attack.

Rune of Smashing: Attacks made with a weapon engraved with this Rune that are allocated towards a model with Resilience 5 or more have their Strength set to 10 and their Armour Penetration set to 10.

Rune of the Forge: The wearer of an armour engraved with this Rune gains Aegis (2+, against Flaming Attacks).

Magic banners

Runic Standard of the Hold: 0-3 per Army.
A unit with one or more Runic Standards of the Hold counts as having an additional Full Rank for the purpose of Steadfast and Disrupted.

Model Rules

Aegis:

Bodyguard: When a Character is joined to a unit in which at least one model has Bodyguard, that Character gains Stubborn. When Characters or Character types are stated in brackets, Bodyguard only works for the specified Characters or Character types.

Fearless: If more than half of a unit's models are Fearless, the unit automatically passes Panic Tests and Decimated Tests and cannot declare a Flee Charge Reaction (unless already Fleeing). Models that are Fearless are also immune to the effects of Fear.

Forge Gun: Shooting Weapon.
Range 18", Shots 1, Str 3, AP 0, Flaming Attacks, always hit on 2+.

Great Weapon: Attacks made with a Great Weapon gain +2 Strength, +2 Armour Penetration and always strike at Initiative Step 0 (regardless of the wielder's Agility). A model using this weapon cannot simultaneously use a Shield against Melee Attacks

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

Heavy Armour: +2 Armor

Lethal Strike: If the attack wounds with a natural to-wound roll of 6+, its Armour Penetration is set to 10 and the target of the attack cannot take a Regeneration save against it.

Magic Resistance:

Not a Leader: The model cannot be the General.

Paired Weapons: The wielder gains +1 Attack Value when using Paired Weapons. Attacks made with Paired Weapons gain +1 Offensive Skill and ignore Parry. A model using this weapon cannot simultaneously use a Shield against Melee Attacks.

Plate Armour: +3 Armor

Scoring: Units with at least one model with Scoring are considered to be Scoring Units, which are used for winning Secondary Objectives (see section XVI.2 "Scoring Secondary Objectives", page 67). Every army needs a few Scoring units to be able to complete Secondary Objectives, which is why units with Scoring are marked in the Army Books with a special pennant icon:

Scoring can be lost during the game:

- A unit that is Fleeing loses Scoring for as long as it is Fleeing.
- An Ambushing unit that enters the Battlefield on Game Turn 4 or later loses Scoring.
- A unit that has performed a Post-Combat Reform loses Scoring until the start of the following Player Turn.

Seen It All: Friendly units within 6" of a Greybeards unit may reroll failed Panic Tests and Decimated Tests.

Shield: +1 Armour Hand Weapons wielded by models on foot can be used alongside a Shield, then giving Parry.

Shield Wall: When 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: Melee.

The model gains Devastating Charge (+1 Str, +1 AP) and it does not suffer from negative to-hit modifiers from a Stand and Shoot Charge Reaction.

The bigger they are...: When Charging a unit that contains at least one Large or Gigantic model, the model gains Swiftstride for the Charge Range roll.

Unbreakable: The model gains Fearless and its unit automatically passes all Break Tests. Characters with Unbreakable can only join units consisting entirely of models with Unbreakable. Units with one or more models with Unbreakable can only be joined by Characters with Unbreakable.

Vanguard: After Deployment (including units with Scout), models with Vanguard may perform a 12" move. The move is performed as an Advance Move in the Movement Phase, including any actions and restrictions the unit would normally have (such as Wheeling, Reforming, joining units, leaving units and so on). The 12" distance is used instead of the unit's Advance Rate and March Rate. This move cannot be used to move within 12" of enemy units. This is decreased to 6" for enemy units which have either Scouted or Vanguarded. Units that have moved in this way may not Declare Charges in the first Player Turn (if their side has the first turn). If both players have units with Vanguard, alternate moving units one at a time, starting with the player that finished deploying last. Instead of moving a unit, a player may declare to not move any more Vanguarding units.

Weapon Master:

Yer comin' with me!: Close Combat.

In order to use this Attack Attribute, the unit must be at least as wide as it is deep at the start of the Round of Combat.

Close Combat Attacks made by models with this Attack Attribute can never wound on worse than 4+. In addition, when a model with this Attack Attribute is removed as a casualty during the Melee Phase due to an enemy Melee Attack, it must immediately, before removal, perform a single Close Combat Attack with the following rules and restrictions:

- The attack is always resolved with Strength 5 and Armour Penetration 2.
- The owner must choose one of the following options:
 - (1) The attack is allocated towards the model that caused the casualty.
 - (2) The attack is allocated towards a R&F model in that model's unit. The hit is distributed onto the unit.

In either case, the model with Yer comin' with me! is considered in base contact with the attacked model, and the models count as Engaged in the same Facing as their units.

- This Attack Attribute cannot be used against casualties caused by Impact Hits.

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.

Königin Gwinrin



Rannik Legendenweber



Wutaxt



Clan Goldnase



Alte Goldnasen



Gwinrins Hämmer



Rotschöpfe der Goldnasen



Eisendrachen der Goldnasen

