



DWARVEN HOLDS

DORFS - 120 POINTS



0 pts (0.00 %)	0 pts (0.00 %)	0 pts (0.00 %)	120 pts (100.00 %)	0 pts (0.00 %)
Characters	Core	Clans' Thunder	Special	Engines of War
(35 Max)	(25 Least)	(35 Max)	(0 NoLimit)	(20 Max)

Special

	RANGERS #1 Rangers x5 - Standard - Infantry - 20x20mm	120 POINTS								
Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Rangers	3	4	4	3	4	1	2	1	9	Infantry
Model Rules	Scoring • Scout • Relentless • Strider (Forest) • Sturdy • Shield Wall • Heavy Armour									

Magics

Model Rules

Heavy Armour:

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.

Scoring: Units with at least one model with the Scoring special rule are considered Scoring Units and are used for capturing Secondary Objectives. Every army needs a few Scoring units to be able to complete Secondary Objectives, which is why units with the Scoring special rule are marked in the Armybooks with a special pennant icon:

The Scoring special rule can be lost during the game:

- One or more models in the unit are Light Troops.
- A unit that is Fleeing loses its Scoring special rule for as long as it is Fleeing.
- An Ambushing unit that entered the Battlefield on Game Turn 4 or later loses its Scoring Special rule.
- A unit that has performed a Post-Combat Reform loses its Scoring special rule until the end of the current Player Turn.

Scout: Before deploying an army that includes units with Scout, you must state which of your units with this special rule will use it, starting with the player that picked the Deployment Zone. Deploy your army as usual, but without deploying any of the Scouting units. These units are placed after all other non Scouting units have been deployed. They can either be deployed in your Deployment Zone, using the normal rules, or they can be deployed outside the Deployment Zone, but must be more than 18" away from any enemy units. This is decreased to 12" if the Scouting unit is deployed whole within a Forest, Ruin, Building, Field or Water Terrain Feature. Scouting units that are deployed outside their player's Deployment Zone may not Declare Charges in the first Player Turn (if their side has the first turn). If both players have Scouting units, alternate deploying one unit at a time, starting with the player that finished deploying first.

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.

Strider (Forest): Models with this special rule may ignore any movement effect caused by Terrain except Impassable Terrain and Buildings and never lose their Steadfast or Rank Bonus due to Terrain. Sometimes this special rule is only linked to a specific type of Terrain, stated in brackets. In this case, the Strider rule effect is only applied in relation to the specified Terrain type.

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

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.

Rangers #1

