



220 pts (5.00 %) 0 pts (0.00 %) 0 pts (0.00 %) 0 pts (0.00 %) 0 pts (0.00 %)  
**Powder Keg** **Core** **Chained** **Beasts** **Characters** **Special**  
 (35 Max) (25 Least) (30 Max) (40 Max) (0 NoLimit)

## Powder Keg

**BOMBARDIERS #1**

Bombardiers x3 - Standard - Infantry - 40x40mm

**220 POINTS**

Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Bombardiers	6	3	3	4	4	3	2	3	7	Monstrous Infantry
<b>Model Rules</b>	Scoring • Sons of the Avalanche • Light Armour • Hand Cannon									

## Magics

### Model Rules

**Hand Cannon:** Shooting weapon. Range 24", Strength 4, Multiple Shots (D6), Armour Piercing (1). Hand Cannons do not suffer from negative to-hit modifiers due to Moving and Shooting or Multiple Shots.

**Light Armour:**

**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.

**Sons of the Avalanche:** Models on foot with this special rule gain Impact Hits (1). Characters on foot with this special rule gain Impact Hits (D3). All models with Sons of the Avalanche are immune to the effects of Fear.

### 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.

Bombardiers #1