



0 pts (0.00%) 185 pts (7.00%) 0 pts (0.00%) 185 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)

Core



LONGUES-MIRES DES CLANS #1

Clan Marksmen x10 - Standard - Infantry - 20x20mm

185 POINTS



Global	Adv	Mar	Dis	Model Rules	
	3"	9"	9	Scoring	
Defensive	HP	Def	Res	Arm	
	1	4	4	0	, Heavy Shield Wall Armour
Offensive	Att	Off	Str	Ap	Agi
Clan Marksman	1	4	3	0	2

Magics

Model Rules

Heavy Armour: +2 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.

Shield Wall: While 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: The model part gains **Devastating Charge (+1 Str, +1 AP)** and **Steady Aim**.

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.

Longues-mires des clans #1

