

HAMMER & ANVIL

SUMMONING
TOTEM

THE WAY OF THE DWARF:

WHILE SLOW THE DWARFS OF THE DWARVEN FORGE ARE KNOWN TO BE PATIENT AND WAIT FOR THE RIGHT TIME. FOR THIS REASON AFTER THEY CAPTURE A PILLAR THE DWARVEN FORGE CAN "BUNKER DOWN" AND KEEP THAT PILLAR FOR THE FOLLOWING ROUND. THEY DO NOT HAVE TO REROLL FOR THE CONTROLLED PILLAR IN THE FOLLOWING ROUNDS IF THEY CHOSE NOT TO. ONLY ROLL 1d6 FOR THE PILLARS OF FATE ROUND. IF THEY ROLL THE PILLAR THAT IS ALREADY CONTROLLED, IT COUNTS AS TWO POINTS FOR THAT ROUND. THEY CAN ONLY DO THIS FOR 1 PILLAR A ROUND, NOT BOTH. WHILE "BUNKERED DOWN" THEY GAIN +1 TO ARMOR. MUST HAVE ATLEAST 2 SUMMONING POINTS WORTH OF DWARVEN FORGE UNITS IN YOUR SUMMONING POOL TO USE THIS TOTEM.

DWARVEN FORGE

HAMMER & ANVIL:

THE DWARVEN FORGE SUMMONING TOTEM IS SPECIAL THAT IS ALLOWS THE TEAM TO "BUNKER DOWN" ON ONE PILLAR OF FATE IF ITS CONTROL AND KEEP IT FOR THE FOLLOWING ROUND.

IF THEY LOSE CONTROL OF THE PILLAR THEY ARE NOT ALLOWED TO BUNKER DOWN UNTIL THEY CONTROL A PILLAR.

TO USE THIS TOTEM YOU MUST HAVE AT LEAST 2 POINTS WORTH OF DWARVEN FORGE UNITS IN YOUR SUMMONING POOL.

DUALFATES

MINIATURE INFO:

LINE: SUPER CHIBI QUEST

SCALE: 30MM

BASE SIZE: 25MM

SKIN: DEFAULT

QUEST
スーパーチビクエスト

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