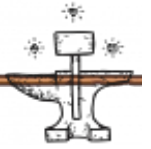




DWARVEN HOLDS

D - 603 POINTS



145 pts (24.00 %) 458 pts (76.00 %) 0 pts (0.00 %) 226 pts (37.00 %) 145 pts (24.00 %)

Characters **Core** **Special** **Clans' Thunder** **Engines of War**

(40 Max) (25 Least) (0 NoLimit) (35 Max) (20 Max)

Characters



Tt

Engineer - Standard - Infantry - 20x20

145 POINTS



Global	Adv	Mar	Dis	Model Rules		
	3"	9"	9	Engineer (3+), Entrench		
Defensive	HP	Def	Res	Arm		
	2	5	4	0	Shield Wall (Ægide, Ægide), Plate Armour	
Offensive	Att	Off	Str	Ap	Agi	
Engineer	2	5	4	1	3	Sturdy, Hand Weapon

Options

Forge Repeater (4+) • General

Core



Bows

Clan Marksmen **x12** - Standard - Infantry - 20x20

226 POINTS



Global	Adv	Mar	Dis	Model Rules		
	3"	9"	9	Scoring		
Defensive	HP	Def	Res	Arm		
	1	4	4	0	Shield Wall (Ægide, Ægide), Heavy Armour	
Offensive	Att	Off	Str	Ap	Agi	
Clan Marksmen	1	4	3	0	2	Sturdy, Crossbow (4+, 4+)

Options

Crossbow



WARRIOR

Clan Warriors **x16** - Standard - Infantry - 20x20

232 POINTS



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

Options

Shield

Magics

Model Rules

Crossbow: Range 30" Shots 1 Strength 4 Armour Penetration 1 Unwieldy

Engineer: Once per Shooting Phase, an unengaged Engineer may select a single War Machine within 6" that has not fired yet to gain the following effects:

- Replace the Aim of one of the War Machine's Artillery Weapons with the value given in brackets (X+).
- You may reroll the roll on the Misfire Table.
- You may reroll the dice (all of them or none) for determining the number of hits of a Flamethrower Artillery Weapon.

Entrench: Right before the battle (during step 7 of the Deployment Phase Sequence), the model with this rule may Entrench a single War Machine. The War Machine counts as being in Hard Cover. The War Machine loses this rule permanently if it makes an Advance or March Move.

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

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.

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.

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.

Tt



Bows



Warrior

