




# DWARVEN HOLDS

## CAMPAGNE - 7 673 POINTS




2340 pts (52.00 %) 2372 pts (53.00 %) 2056 pts (46.00 %) 1832 pts (41.00 %) 1205 pts (27.00 %)  
Characters Core Special Clans' Thunder Engines of War  
(40 Max) (25 Least) (0 NoLimit) (35 Max) (20 Max)

### Special


	<b>LES SENTINELLES DE GRUNG GANDAZ</b> Deep Watch x22 - Standard - Infantry - 20x20	<b>487 POINTS</b>	
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<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>		
	3"	9"	9	Bodyguard, Scoring		
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>		
	1	5	4	0	Wall of Iron, Plate Armour, Shield	
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
Deep Watch	1	5	4	1	2	Sturdy


<b>Options</b>	Champion • Musician • Standard Bearer • Runic Standard of Swiftess
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	<b>LE CHASSEUR DE RANCUNES DE KARAK VARN</b> Vengeance Seeker - Standard - Infantry - 20x20	<b>125 POINTS</b>	
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<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>		
	3"	9"	10	Fearless, Unbreakable, The bigger they are...		
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>		
	3	5	4	0	Aegis, Distracting, Hard Target	
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
Vengeance Seeker	3D3	5	4	1	2	Yer comin' with me!, Whirling Chains of Doom

	<b>LE CHASSEUR DE RANCUNES DE KARAK GROZ</b> Vengeance Seeker - Standard - Infantry - 20x20	<b>125 POINTS</b>	
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<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>		
	3"	9"	10	Fearless, Unbreakable, The bigger they are...		
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>		
	3	5	4	0	Aegis, Distracting, Hard Target	
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
Vengeance Seeker	3D3	5	4	1	2	Yer comin' with me!, Whirling Chains of Doom

	<b>LES GARDIENS DE KARAK GROZ</b> Hold Guardians x3 - Large - Infantry - 40x40	<b>260 POINTS</b>	
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<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>		
	5"	10"	10	Fearless, Scoring, Runic Engravings		
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>		
	3	4	5	1	Plate Armour	
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
Hold Guardian	3	4	5	2	2	Magical Attacks

<b>Options</b>	Musician
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**LES GARDIENS DE GRUNG GANDAZ**  
Hold Guardians x5 - Large - Infantry - 40x40

515 POINTS



Global	Adv	Mar	Dis	Model Rules		
	5"	10"	10	Fearless, Scoring, Runic Engravings		
Defensive	HP	Def	Res	Arm		
	3	4	5	1	Plate Armour	
Offensive	Att	Off	Str	Ap	Agi	
Hold Guardian	3	4	5	2	2	Magical Attacks

**Options** | Champion • Musician • Standard Bearer • Runic Standard of the Hold

**LES CHASSEUR DE KARAK GRÖZ**  
Seekers x23 - Standard - Infantry - 20x20

544 POINTS



Global	Adv	Mar	Dis	Model Rules		
	3"	9"	10	Fearless, Unbreakable, The bigger they are...		
Defensive	HP	Def	Res	Arm		
	1	4	4	0	Aegis	
Offensive	Att	Off	Str	Ap	Agi	
Seeker	1	4	4	1	2	Weapon Master, Sturdy, Yer comin' with me!, Great Weapon, Paired Weapons

**Options** | Vanguard • Musician

Characters



**ENCLUME DE GRUNG GANDAZ**  
Anvil of Power - Standard - Construct - 60

190 POINTS



Global	Adv	Mar	Dis	Model Rules		
	3"	3"	9	Channel, Fearless, Not a Leader, Unbreakable, War Machine, Runic Anvil		
Defensive	HP	Def	Res	Arm		
	5	1	4	0	Aegis, Magic Resistance, Plate Armour	
Offensive	Att	Off	Str	Ap	Agi	
Anvil Guards	3	5	4	1	2	Hand Weapon



**VARGANSON**  
Engineer - Standard - Infantry - 20x20

150 POINTS



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

**Options** | Shield • Wyrmslayer Rocket (3+)



**GOMBUR**  
Engineer - Standard - Infantry - 20x20

150 POINTS



Global	Adv	Mar	Dis	Model Rules	
	3"	9"	9	Engineer, Entrench	

<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>		
	2	5	4	0	Shield Wall, Plate Armour	
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
<b>Engineer</b>	2	5	4	1	3	Sturdy, Hand Weapon

<b>Options</b>	Shield • Wyrn-Slayer Rocket (3+)
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	<b>BARMIN, LE MARTELEUR DE RUNES</b> Runic Smith - Standard - Infantry - 20x20	<b>410 POINTS</b>	
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<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>
	3"	9"	9	Channel, Rune Craft Mastery

<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	3	5	4	0	Magic Resistance, Shield Wall, Plate Armour

<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
<b>Runic Smith</b>	2	5	4	1	3	Sturdy, Hand Weapon

<b>Options</b>	Shield • General • Battle Rune x3 • Rune of Devouring • Rune of Grounding • Rune of Harnessing • Rune of Iron x1
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	<b>FARDRAK, LE TUEUR DE GEANTS</b> Dragon Seeker - Standard - Infantry - 20x20	<b>375 POINTS</b>	
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<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>
	3"	9"	10	Fearless, Not a Leader, Unbreakable, Vanguard, The bigger they are...

<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	3	7	5	0	Aegis, Magic Resistance

<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
<b>Dragon Seeker</b>	5	7	5	2	5	Lethal Strike, Weapon Master, Sturdy, Yer comin' with me!, Great Weapon, Hand Weapon, Paired Weapons

<b>Options</b>	Grim Resolve • Rune of Smashing • Rune of Quickening x1
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	<b>BORONIN, LE GRAND PORTEUR</b> Thane - Standard - Infantry - 20x20	<b>305 POINTS</b>	
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<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>
	3"	9"	9	

<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	3	6	5	0	Shield Wall, Plate Armour

<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
<b>Thane</b>	3	6	4	1	3	Sturdy, Hand Weapon


<b>Options</b>	Shield • Battle Standard Bearer • Runic Standard of Shielding • Banner of the Relentless Company x1 • Rune of Shielding x1
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	<b>HAUT ROI MIRINDIR</b> King - Standard - Infantry - 40x60	<b>760 POINTS</b>	
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<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>
	3"	9"	10	

<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	3	7	5	0	Shield Wall, Plate Armour

<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
<b>King</b>	4	7	4	1	4	Sturdy, Hand Weapon

	<b>MOUNT WAR THRONE</b>			
<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>

<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>	
	3"	9"	C	Tall, Majesty of High Kings	
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	6	C	C	C+2	Cannot be Stomped
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
War Throne	4	5	4	1	2
Harnessed, Sturdy, Hatred					

**Options** | Holdstone • Shield • War Throne • Rune of Shielding x2 • Rune of Readiness • Rune of Destruction • Rune of Might x2

## Core



### LES GUERRIERS DE KARAK HIRN

Clan Warriors x10 - Standard - Infantry - 20x20

165 POINTS



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

**Options** | Shield • Throwing Weapons (5+)



### LES GUERRIERS DE KARAK VARN

Clan Warriors x10 - Standard - Infantry - 20x20

175 POINTS



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

**Options** | Shield • Musician • Throwing Weapons (5+)



### LES LONGUES MIRES DE GRUNG GANDAZ

Clan Marksmen x10 - Standard - Infantry - 20x20

215 POINTS



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

**Options** | Shield • Crossbow (4+) • Musician



### LES LONGUES MIRES DE KARAK GROZ

Clan Marksmen x13 - Standard - Infantry - 20x20

308 POINTS



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

<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
<b>Clan Marksman</b>	<b>1</b>	<b>4</b>	<b>3</b>	<b>0</b>	<b>2</b>	<b>Sturdy</b>

<b>Options</b>	Shield • Guild-Crafted Handgun (4+) • Musician
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 	<b>LES LONGUES MIRES DE KARAK VARN</b> Clan Marksmen <b>x11</b> - <i>Standard - Infantry - 20x20</i>	<b>266 POINTS</b> 
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<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>
	<b>3"</b>	<b>9"</b>	<b>9</b>	<b>Scoring</b>

<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	<b>1</b>	<b>4</b>	<b>4</b>	<b>0</b>	<b>Shield Wall, Heavy Armour</b>

<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
<b>Clan Marksman</b>	<b>1</b>	<b>4</b>	<b>3</b>	<b>0</b>	<b>2</b>	<b>Sturdy</b>

<b>Options</b>	Shield • Guild-Crafted Handgun (4+) • Musician
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 	<b>LES LONGUES MIRES DE BERNICIE</b> Clan Marksmen <b>x10</b> - <i>Standard - Infantry - 20x20</i>	<b>245 POINTS</b> 
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<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>
	<b>3"</b>	<b>9"</b>	<b>9</b>	<b>Scoring</b>

<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	<b>1</b>	<b>4</b>	<b>4</b>	<b>0</b>	<b>Shield Wall, Heavy Armour</b>

<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
<b>Clan Marksman</b>	<b>1</b>	<b>4</b>	<b>3</b>	<b>0</b>	<b>2</b>	<b>Sturdy</b>

<b>Options</b>	Shield • Guild-Crafted Handgun (4+) • Musician
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 	<b>LES LONGUES MIRES D'OBWALD</b> Clan Marksmen <b>x10</b> - <i>Standard - Infantry - 20x20</i>	<b>245 POINTS</b> 
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<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>
	<b>3"</b>	<b>9"</b>	<b>9</b>	<b>Scoring</b>

<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	<b>1</b>	<b>4</b>	<b>4</b>	<b>0</b>	<b>Shield Wall, Heavy Armour</b>

<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
<b>Clan Marksman</b>	<b>1</b>	<b>4</b>	<b>3</b>	<b>0</b>	<b>2</b>	<b>Sturdy</b>

<b>Options</b>	Shield • Guild-Crafted Handgun (4+) • Musician
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 	<b>LES TIREURS D'OBWALD</b> Clan Marksmen <b>x10</b> - <i>Standard - Infantry - 20x20</i>	<b>245 POINTS</b> 
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<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>
	<b>3"</b>	<b>9"</b>	<b>9</b>	<b>Scoring</b>

<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	<b>1</b>	<b>4</b>	<b>4</b>	<b>0</b>	<b>Shield Wall, Heavy Armour</b>

<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
<b>Clan Marksman</b>	<b>1</b>	<b>4</b>	<b>3</b>	<b>0</b>	<b>2</b>	<b>Sturdy</b>

<b>Options</b>	Shield • Guild-Crafted Handgun (4+) • Musician
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**LES LONGUES MIRES D'ARGOVIE**  
Clan Marksmen **x13** - Standard - Infantry - 20x20

**308 POINTS**



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

<b>Options</b>	Shield • Guild-Crafted Handgun (4+) • Musician
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**LES BARBUS DE DAL RIADA**  
Greybeards **x10** - Standard - Infantry - 20x20

**200 POINTS**



Global	Adv	Mar	Dis	Model Rules		
	3"	9"	9	Fearless, Scoring, Seen It All		
Defensive	HP	Def	Res	Arm		
	1	5	4	0	Shield Wall, Heavy Armour	
Offensive	Att	Off	Str	Ap	Agi	
Greybeard	1	5	4	1	2	Sturdy

<b>Options</b>	Shield
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**Engines of War**



**CATAPULTE CAT1**  
Field Artillery - Standard - Construct - 60

**295 POINTS**



Global	Adv	Mar	Dis	Model Rules		
	3"	3"	9	Stubborn, War Machine, Engineering Rune		
Defensive	HP	Def	Res	Arm		
	5	1	4	0	Heavy Armour	
Offensive	Att	Off	Str	Ap	Agi	
Crew	3	4	3	0	2	Move or Fire

<b>Options</b>	Dwarf Catapult (4+) • Rune Crafted
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**CAT2**  
Field Artillery - Standard - Construct - 60

**295 POINTS**



Global	Adv	Mar	Dis	Model Rules		
	3"	3"	9	Stubborn, War Machine, Engineering Rune		
Defensive	HP	Def	Res	Arm		
	5	1	4	0	Heavy Armour	
Offensive	Att	Off	Str	Ap	Agi	
Crew	3	4	3	0	2	Move or Fire

<b>Options</b>	Dwarf Catapult (4+) • Rune Crafted
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**CO1**  
Field Artillery - Standard - Construct - 60

**315 POINTS**



Global	Adv	Mar	Dis	Model Rules	
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<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>	
	<b>3"</b>	<b>3"</b>	<b>9</b>	<b>Stubborn, War Machine, Engineering Rune</b>	
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	<b>5</b>	<b>1</b>	<b>4</b>	<b>0</b>	<b>Heavy Armour</b>
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
<b>Crew</b>	<b>3</b>	<b>4</b>	<b>3</b>	<b>0</b>	<b>2</b>
<b>Move or Fire</b>					

<b>Options</b>	Organ Gun (4+) • Rune Crafted
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## Magics

### Magic items

**Rune of Devouring:** One use only. The player may choose to use this Rune instead of performing a Dispelling Attempt. The spell is cast as normal but the Caster may not cast it again for the rest of the game. Spells dispelled by a Rune of Revocation and Attribute Spells are not affected.

**Rune of Grounding:** One use only. May be activated at the start of any Melee Phase. All spells with Duration One Turn that affect any of the following units come to an end: • The bearer's unit • Enemy units in base contact with the bearer

**Rune of Harnessing:** The Channel value of enemy model parts within 24' of the bearer's model (the value within brackets) is reduced by 1, to a minimum of 0.

**Rune of Iron:** The wearer of an armour engraved with: • A single Rune of Iron gains +1 Armour. • Two or more Runes of Iron gains +2 Armour.

**Rune of Quickening:** For each Rune of Quickening engraved on a weapon, the wielder gains +3 Agility while using it.

**Rune of Smashing:** Attacks made with a weapon engraved with this Rune that are allocated towards a model with Resilience 5 or more have their Strength **set** to 10 and their Armour Penetration **set** to 10.

**Rune of Shielding:** The bearer gains **Aegis (+1, max. 4+)**. The Aegis from this Rune **only** stacks with itself and/or Shield Wall.

**Rune of Destruction:** Attacks made with a weapon engraved with this Rune gain **Multiple Wounds (D3)**.

**Rune of Might:** For each Rune of Might engraved on a weapon, attacks made with it gain +1 Strength and +1 Armour Penetration.

**Rune of Readiness:** One use only. May be activated at the end of the Charge Phase, immediately after all Charge Moves have been resolved. If the bearer's unit was successfully Charged during this phase, it may perform a Combat Reform (following the normal rules for Combat Reforms).

### Magic banners

**Runic Standard of Swiftwitness:** The bearer's unit gains **Vanguard**.

**Runic Standard of the Hold:** A unit with one or more Runic Standards of the Hold counts as having an additional Full Rank for the purpose of Steadfast and Disrupted.

**Banner of the Relentless Company:** One use only. May be activated during the owner's Movement Phase. All Infantry models in the bearer's unit always have March Rate 15", until the end of the Player Turn. Only a single Banner of the Relentless Company may be activated during the same phase.

**Runic Standard of Shielding:** All friendly units within 6' of the bearer gain **Aegis (5+, against Shooting Attacks)**.

### Model Rules

#### Aegis:

**Bodyguard:** When a Character is joined to a unit in which at least one model has Bodyguard, that Character gains Stubborn. When Characters or Character types are stated in brackets, Bodyguard only works for the specified Characters or Character types.

**Channel:** During step 3 of the Magic Phase Sequence, each of the Active Player's models with Channel may add X Veil Tokens to the owner's Veil Token Pool. This Universal Rule is cumulative, adding X Veil Tokens of each independent instance of Channel to the model's total Channel value (so e.g. a model with Channel (1) and Channel (2) is treated like a model with Channel (3)).

**Distracting:** Close Combat Attacks allocated towards a model with Distracting suffer a -1 to-hit modifier. This to-hit modifier cannot be combined with any other negative to-hit modifiers.

**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.

**Engineering Rune:** Add +4 to the model's rolls on the Misfire Table.

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

**Fearless:** If more than half of a unit's models are Fearless, the unit automatically passes Panic Tests and Decimated Tests and cannot declare a Flee Charge Reaction (unless already Fleeing). Models that are Fearless are also immune to the effects of Fear.

**Great Weapon:** Attacks made with a Great Weapon gain +2 Strength, +2 Armour Penetration and always strike at Initiative Step 0 (regardless of the wielder's Agility). A model using this weapon cannot simultaneously use a Shield against Melee Attacks

**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

**Hard Target:**





