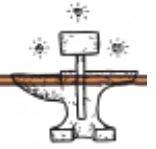




# DWARVEN HOLDS

## LIST DWARVEN HOLDS #3 - 980 POINTS



0 pts (0.00 %) 980 pts (100.00 %) 0 pts (0.00 %) **435 pts (44.00 %)** 0 pts (0.00 %)  
**Characters** **Core** **Special** **Clans' Thunder** **Engines of War**  
 (40 Max) (25 Least) (0 NoLimit) (35 Max) (20 Max)

### Core



**CLAN MARKSMEN #1**  
 Clan Marksmen **x20** - Standard - Infantry - 20x20

**435 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
<b>Clan Marksmen</b>	1	4	3	0	2
<b>Sturdy, Crossbow (4+, 4+)</b>					

<b>Options</b>	Champion • Musician • Standard Bearer • Flaming Standard
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**GREYBEARDS'S VANGUARD**  
 Greybeards **x20** - Standard - Infantry - 20x20

**545 POINTS**



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

<b>Options</b>	Shield • Great Weapon • Champion • Musician • Standard Bearer • Vanguard • Runic Standard of the Anvil
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### Magics

#### Magic banners

**Flaming Standard:** One use only. May be activated at the start of a Round of Combat or before shooting with the bearer's unit. The bearer's unit gains Flaming Attacks. If activated when Engaged in Combat, the effect lasts until the bearer's unit is no longer Engaged in Combat. If activated before shooting with the bearer's unit, the effect lasts until the end of the phase.

**Runic Standard of the Anvil:** Friendly units charging enemy units Engaged in Combat with the bearer's unit must reroll Failed Charge Range rolls.

#### Model Rules

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

**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.

**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.

**Seen It All:** Friendly units within 6" of a Greybeards unit may reroll failed Panic Tests and Decimated Tests.

**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

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.

Clan Marksmen #1



Greybeards's Vanguard

