



# DWARVEN HOLDS

## 5000PTS ASGARD - 4 996 POINTS




1420 pts (28.00 %) 1256 pts (25.00 %) 1090 pts (22.00 %) 1110 pts (22.00 %) 800 pts (16.00 %)

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


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

### Characters




**DRAGON SEEKER #1**  
Dragon Seeker - Standard - Infantry - 20x20

**400 POINTS**



Global	Adv	Mar	Dis	Model Rules		
	3"	9"	10	Fearless, Magic Resistance, Not a Leader, Unbreakable, Vanguard, The bigger they are...		
Defensive	HP	Def	Res	Arm		
	3	7	5	0	Aegis	
Offensive	Att	Off	Str	Ap	Agi	
<b>Dragon Seeker</b>	5	7	5	2	5	Lethal Strike, Weapon Master, Sturdy, Yer comin' with me!, Great Weapon, Hand Weapon, Paired Weapons

**Options** | Grim Resolve • Rune of Destruction • Rune of Fury x2



**THANE #1**  
Thane - Standard - Infantry - 20x20

**270 POINTS**



Global	Adv	Mar	Dis	Model Rules		
	3"	9"	9			
Defensive	HP	Def	Res	Arm		
	3	6	5	0 (+1)	Shield Wall, Plate Armour, Shield	
Offensive	Att	Off	Str	Ap	Agi	
<b>Thane</b>	3	6	4	1	3	Sturdy, Hand Weapon

**Options** | Holdstone • Battle Standard Bearer • Shield • Rune of Shielding x1 • Rune of Might x1





**ANVIL OF POWER #1**  
Anvil of Power - Standard - Construct - 60

**200 POINTS**




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

**ENGINEER #1**  
Engineer - Standard - Infantry - 20x20


**130 POINTS**



Global	Adv	Mar	Dis	Model Rules	
	3"	9"	9	Engineer, Entrench	
Defensive	HP	Def	Res	Arm	

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


<b>Options</b>	Shield • Guild-Crafted Handgun (3+)
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### RUNIC SMITH #1

Runic Smith - Standard - Infantry - 20x20


## 420 POINTS



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>	
	3"	9"	9	Channel, Magic Resistance, Rune Craft Mastery	
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	3	5	4	0 (+1)	
				Shield Wall, Plate Armour, Shield	
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
Runic Smith	2	5	4	1	3
					Sturdy, Hand Weapon

<b>Options</b>	General • Battle Rune x3 • Shield • Rune of Devouring • Rune of Harnessing • Rune of Shielding x1 • Rune of Resistance • Rune of Retribution x1
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## Core



### CLAN MARKSMEN #1


Clan Marksmen x12 - Standard - Infantry - 20x20

## 285 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 (+1)	
				Shield Wall, Heavy Armour, Shield	
<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


<b>Options</b>	Shield • Guild-Crafted Handgun (4+) • Musician
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### GREYBEARDS #1


Greybeards x26 - Standard - Infantry - 20x20

## 466 POINTS



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>	
	3"	9"	9	Fearless, Hold the Line, Scoring	
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	1	5	4	0	
				Shield Wall, Heavy Armour	
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
Greybeard	1	5	4	1	2
					Sturdy


<b>Options</b>	Champion • Musician • Standard Bearer
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### CLAN MARKSMEN #2

Clan Marksmen x11 - Standard - Infantry - 20x20



## 265 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 (+1)	
				Shield Wall, Heavy Armour, Shield	
<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>	1	4	3	0	2	<b>Sturdy</b>



<b>Options</b>	Shield • Guild-Crafted Handgun (4+) • Musician
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	<b>GREYBEARDS #2</b> Greybeards x10 - Standard - Infantry - 20x20	<b>240 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	<b>Fearless, Hold the Line, Scoring</b>		
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>		
	1	5	4	0 (+1)	<b>Shield Wall, Heavy Armour, Shield</b>	
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
<b>Greybeard</b>	1	5	4	1	2	<b>Sturdy, Throwing Weapons</b>



<b>Options</b>	Shield • Throwing Weapons • Musician
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## Special



	<b>HOLD GUARDIANS #1</b> Hold Guardians x6 - Large - Infantry - 40x40	<b>615 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	<b>Fearless, Scoring, Runic Engravings</b>		
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>		
	3	4	5	1	<b>Plate Armour</b>	
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
<b>Hold Guardian</b>	3	4	5	2	2	<b>Magical Attacks</b>

<b>Options</b>	Champion • Musician • Standard Bearer • Runic Standard of the Hold
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	<b>VENGEANCE SEEKER #1</b> Vengeance Seeker - Standard - Infantry - 20x20	<b>120 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	<b>Fearless, Unbreakable, The bigger they are...</b>		
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>		
	3	5	4	0	<b>Aegis, Distracting, Hard Target</b>	
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
<b>Vengeance Seeker</b>	3D3	5	4	1	2	<b>Yer comin' with me!, Whirling Chains of Doom</b>

	<b>VENGEANCE SEEKER #2</b> Vengeance Seeker - Standard - Infantry - 20x20	<b>120 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	<b>Fearless, Unbreakable, The bigger they are...</b>		
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>		
	3	5	4	0	<b>Aegis, Distracting, Hard Target</b>	
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
<b>Vengeance Seeker</b>	3D3	5	4	1	2	<b>Yer comin' with me!, Whirling Chains of Doom</b>



**SEEKERS #1**  
Seekers x10 - Standard - Infantry - 20x20

235 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

<b>Options</b>	Brothers of Vengeance • Champion • Musician
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**Clans' Thunder**



**STEAM COPTERS #2**  
Steam Copters - Standard - Construct - 40x40

180 POINTS



Global	Adv	Mar	Dis	Model Rules		
	1"	2"	9	Fly, Light Troops, Swiftstride, Tall		
	8"	16"				
Defensive	HP	Def	Res	Arm		
	3	4	5	3	Cannot be Stomped	
Offensive	Att	Off	Str	Ap	Agi	
Steam Copter	2	4	4	1	2	Forge Repeater

<b>Options</b>	Shrapnel Grenades
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**STEAM COPTERS #1**  
Steam Copters - Standard - Construct - 40x40

180 POINTS



Global	Adv	Mar	Dis	Model Rules		
	1"	2"	9	Fly, Light Troops, Swiftstride, Tall		
	8"	16"				
Defensive	HP	Def	Res	Arm		
	3	4	5	3	Cannot be Stomped	
Offensive	Att	Off	Str	Ap	Agi	
Steam Copter	2	4	4	1	2	Forge Repeater

<b>Options</b>	Shrapnel Grenades
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**FORGE WARDENS #1**  
Forge Wardens x10 - Standard - Infantry - 20x20

200 POINTS



Global	Adv	Mar	Dis	Model Rules		
	3"	9"	9	Scoring		
Defensive	HP	Def	Res	Arm		
	1	5	4	0	Aegis, Plate Armour	
Offensive	Att	Off	Str	Ap	Agi	
Forge Warden	1	4	4	1	2	Sturdy, Forge Gun (3+)

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



### FIELD ARTILLERY #2

Field Artillery - Standard - Construct - 60

230 POINTS



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



### FIELD ARTILLERY #3

Field Artillery - Standard - Construct - 60

315 POINTS



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



### FIELD ARTILLERY #4

Field Artillery - Standard - Construct - 60

125 POINTS



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

## Magics

### Magic items

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

**Rune of Fury:** For each Rune of Fury engraved on a weapon, the wielder gains +1 Attack Value while using it.

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

**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 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 Resistance:** Successful to-wound rolls against the model of the wearer of an armour engraved with this Rune **must** be rerolled.

**Rune of Retribution:** Whenever the wearer of an armour engraved with one or more Runes of Retribution rolls a successful Shield Wall Aegis Save against enemy Melee Attacks (including Shield Wall stacked with Rune of Shielding), the wearer immediately inflicts a hit with the Strength and Armour Penetration of the saved attack on the model that caused the wound, before any casualties are removed, distributed onto the model's Health Pool. This is considered a Special Attack.

## Magic banners

**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.

## Model Rules

### Aegis:

### Cannot be Stomped:

**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.

**Fly:** The model gains Light Troops and Swiftstride. Units composed entirely of models with Fly may make Flying Movements when performing a Move Chargers move, an Advance Move, or a March Move. When a unit makes a Flying Movement, substitute its models' Advance Rate with the first value given in brackets (X), and their March Rate with the second value given in brackets (Y). All modifiers to ground movement values are also applied to the flying values of a model. Units using Flying Movement ignore all Terrain Features and units during the Flying Movement (from their starting to their ending position), but must abide by the Unit Spacing rule at the end of the move (unless charging, when the normal exceptions to the Unit Spacing rule apply). They are still affected by the effects of the Terrain Features from which they take off and in which they land.

**Forge Gun:** Shooting Weapon.

Range 18", Shots 1, Str 3, AP 0, Flaming Attacks, always hits on 2+.

**Forge Repeater:** Shooting Weapon

Range 18", Shots 4, Str 5, AP 2, Flaming Attacks, Quick to Fire

**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:

**Heavy Armour:** +2 Armor

### Hold the Line:

**Lethal Strike:** If the attack wounds with a natural to-wound roll of 6+, its Armour Penetration is set to 10 and the target of the attack cannot take a Regeneration save against it.

**Light Troops:** Units composed entirely of models with Light Troops are allowed to make any number of Reforms when performing Advance Moves or March Moves. They are allowed to shoot even if they Marched or Reformed. No model can end its movement with its centre further away than its March Rate from its starting position, around any obstructions (including the Unit Spacing rule). This means that when checking the distance travelled by a model, check the path the model would have taken if it was alone, with the exception that the unit as a whole cannot break the Unit Spacing rule while performing the move. If a model performed any action during the movement (such as a Sweeping Attack), the distance moved is counted from its starting position to the point on the Battlefield where it performed that action and then to its final position.

If more than half the models in a unit have Light Troops, the unit always counts as having 0 Full Ranks. Characters with Light Troops that are joined to units with one or more models without Light Troops, lose this rule for as long as they remain with the unit. An Infantry Character joined to an Infantry unit with both Light Troops and the same Size as the Character gains Light Troops for as long as it remains with the unit.

### Magic Resistance:

**Magical Attacks:** The attack doesn't have any special effects. However, it interacts with other rules, such as Otherworldly. Model parts with Magical Attacks apply it also to their Special Attacks (such as Stomp Attacks, Impact Hits and Breath Attack).

**Move or Fire:** The attack may not be used if the attacking model has made an Advance Move, March Move, Reform or Pivot during the current Player Turn.

**Not a Leader:** The model cannot be the General.

**Paired Weapons:** The wielder gains +1 Attack Value when using Paired Weapons. Attacks made with Paired Weapons gain +1 Offensive Skill and ignore Parry. A model using this weapon cannot simultaneously use a Shield against Melee Attacks.

**Plate Armour:** +3 Armor

**Rune Craft Mastery:** Close Combat Attacks from models in the same unit as one or more models with Rune Craft Mastery gain +1 Armour Penetration.

**Runic Anvil:** Each Anvil of Power may select up to 3 different Battle Runes.

**Runic Engravings:** At step 8 of the Pre-Game Sequence (after Spell Selection), each Hold Guardian unit must choose one of the following effects, which is applied for the duration of the game: • +1 Strength and +1 Armour Penetration • Vanguard • +2 Agility

**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 if 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:** +1 Armour Hand Weapons wielded by models on foot can be used alongside a Shield, then giving Parry.

**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.

**Stubborn:** A unit with at least one model with Stubborn ignores any Combat Score penalties to its Discipline when taking Break Tests or Combat Reform Discipline Tests.

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

**Swiftstride:** When a unit composed entirely of models with Swiftstride rolls Charge Range, Flee Distance, Pursuit Distance or Overrun Distance, it rolls an additional D6 (normally this will lead to rolling 3D6) and discards the lowest D6 rolled.

**Tall:**

**The bigger they are...:** The model gains Devastating Charge (Swiftstride) for Charges against units that contain at least one Large or Gigantic model.

**Throwing Weapons:** Range 8", Shots 2, FO Same as user, AP Same as user, Accurate, Quick to Fire

**Unbreakable:** The model gains Fearless and its unit automatically passes all Break Tests. Characters with Unbreakable can only join units consisting entirely of models with Unbreakable. Units with one or more models with Unbreakable can only be joined by Characters with Unbreakable.

**Vanguard:** After Deployment (including units with Scout), models with Vanguard may perform a 12" move. The move is performed as an Advance Move in the Movement Phase, including any actions and restrictions the unit would normally have (such as Wheeling, Reforming, joining units, leaving units and so on). The 12" distance is used instead of the unit's Advance Rate and March Rate. This move cannot be used to move within 12" of enemy units. This is decreased to 6" for enemy units which have either Scouted or Vanguarded. Units that have moved in this way may not Declare Charges in the first Player Turn (if their side has the first turn). If both players have units with Vanguard, alternate moving units one at a time, starting with the player that finished deploying last. Instead of moving a unit, a player may declare to not move any more Vanguarding units.

**War Machine:** The model cannot Pursue, Declare Charges or Declare Flee as Charge Reaction. Characters can never join units with War Machines, and Characters with War Machine cannot join units at all. When a War Machine fails a Panic Test, instead of Fleeing it is Shaken until the end of the next Player Turn. War Machines that fail a Break Test are automatically destroyed. War Machines and units Engaged in Combat with them cannot make Combat Reforms. When a unit charges a War Machine, it can move into base contact by having its Front Facing contact any point of the War Machine's base (it must still maximise the number of models in base contact, see subsection II.1.A "Bases and Base Contact", page 4 and Figure 1 page 4). No Align Move is allowed. Ignore the War Machine's Facing, as it does not have any due to its round base.

**Weapon Master:**

**Whirling Chains of Doom:** Close Combat Weapon. Attacks made with this weapon gain +1 Strength, +1 Armour Penetration, and always strike at Initiative Step 10 (regardless of the wielder's Agility). A model with this weapon cannot be joined by Characters.

**Yer comin' with me!:** In order to use this Attack Attribute, the unit **must** be at least as wide as it is deep at the start of the Round of Combat. Close Combat Attacks made by models with this Attack Attribute can **never** wound on worse than 4+. In addition, when a model with this Attack Attribute is removed as a casualty during the Melee Phase due to an enemy Melee Attack, it **must** immediately, before removal, perform a single Close Combat Attack with the following rules and restrictions: • The attack is **always** resolved with Strength 5 and Armour Penetration 2. • The owner **must** choose one of the following options: 1. The attack is allocated towards the model that caused the casualty. 2. The attack is allocated towards a R&F model in that model's unit. The hit is distributed onto the unit. In either case, the model with Yer comin' with me! is considered in base contact with the attacked model, and the models count as Engaged in the same Facings as their units. • This Attack Attribute cannot be used for casualties caused by Impact Hits.

## 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.

Clan	Steam	Steam	Field	Field	Hold	Vengeance	Vengeance	Greybeard	On	Greybeard	Seeker	Dragon	Thane	Anvil	Engine	Runic	Field	Forge
Marksman	Copters	Copters	Artiller	Artiller	Guardian	Seeker #1	Seeker #2	#1	Marksman	#2	#1	Seeker	#1	Power	#1	Smith	Artiller	Wardens
#1	#2	#1	#2	#3	#1			#2				#1				#1	#4	#1

