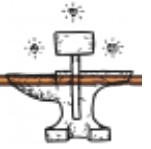




# DWARVEN HOLDS

## VERSUCH 1 - 2 105 POINTS



320 pts (7.00 %) 1035 pts (23.00 %) 750 pts (17.00 %) 520 pts (12.00 %) 0 pts (0.00 %)  
**Characters**      **Core**      **Special**      **Clans' Thunder**      **Engines of War**  
 (40 Max)      (25 Least)      (0 NoLimit)      (35 Max)      (20 Max)


### Characters




#### KING #1

King - Standard - Infantry - 40x20

## 320 POINTS



Global	Adv	Mar	Dis	Model Rules		
	3"	9"	10			
Defensive	HP	Def	Res	Arm		
	3	7	5	0	Shield Wall, Plate Armour	
Offensive	Att	Off	Str	Ap	Agi	
King	4	7	4	1	4	Sturdy, Hand Weapon





#### MOUNT SHIELD BEARERS

Global	Adv	Mar	Dis	Model Rules		
	3"	9"	C	Tall		
Defensive	HP	Def	Res	Arm		
	4	C	C	C+2	Cannot be Stomped	
Offensive	Att	Off	Str	Ap	Agi	
Shield Bearers	2	5	4	1	2	Harnessed, Sturdy

<b>Options</b>	General • Shield Bearers
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### Core

#### CLAN MARKSMEN #1



Clan Marksmen x10 - Standard - Infantry - 20x20

## 255 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 • Crossbow and Great Weapon • Champion • Musician • Standard Bearer
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#### CLAN MARKSMEN #2

Clan Marksmen x10 - Standard - Infantry - 20x20

## 265 POINTS



Global	Adv	Mar	Dis	Model Rules		
	3"	9"	9	Scoring		
Defensive	HP	Def	Res	Arm		


<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>
<b>Clan Marksman</b>	1	4	3	0	2 <b>Sturdy</b>

<b>Options</b>	Shield • Guild-Crafted Handgun (4+) • Champion • Musician • Standard Bearer
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**CLAN WARRIORS #1**  
Clan Warriors **x30** - Standard - Infantry - 20x20


**515 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>
<b>Clan Warrior</b>	1	4	3	0	2 <b>Sturdy</b>


<b>Options</b>	Vanguard • Shield • Throwing Weapons • Champion • Musician • Standard Bearer
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## Special




**KING'S GUARD #1**  
King's Guard **x20** - Standard - Infantry - 20x20

**440 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	5	4	0	Plate Armour, Shield
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
<b>King's Guard</b>	2	5	4	1	2 <b>Sturdy, Great Weapon</b>

<b>Options</b>	Champion • Musician • Standard Bearer
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**KING'S GUARD #2**  
King's Guard **x15** - Standard - Infantry - 20x20

**310 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	5	4	0	Plate Armour, Shield
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
<b>King's Guard</b>	2	5	4	1	2 <b>Sturdy, Great Weapon</b>

## Magics

### Model Rules

**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

**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:** +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.

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

## 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.

