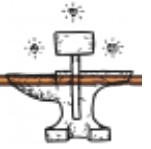




DWARVEN HOLDS

NAIN - 1384 POINTS



580 pts (13.00 %) **804 pts (18.00 %)** 0 pts (0.00 %) 255 pts (6.00 %) 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 - 20x20

340 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

Options	Shield • Pistol (3+) • Great Weapon • Rune of Grounding • Rune of Steel
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THANE #1
 Thane - Standard - Infantry - 20x20

240 POINTS



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

Options	Pistol (3+) • Rune of Grounding • Rune of Resistance • Rune of Precision
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Core



CLAN WARRIORS #1
 Clan Warriors x12 - Standard - Infantry - 20x20

257 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 Warrior	1	4	3	0	2	Sturdy

Options	Shield • Great Weapon • Champion • Musician • Standard Bearer • Vanguard
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GREYBEARDS #1
 Greybeards x11 - Standard - Infantry - 20x20

292 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


Options	Shield • Great Weapon • Champion • Musician • Standard Bearer • Vanguard
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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

Options	Shield • Champion • Musician • Standard Bearer • Crossbow (4+) and Great Weapon
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Magics

Magic items

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 Steel: The wearer of an armour engraved with this Rune **must** reroll failed Armour Saves.

Rune of Precision: The wielder of a weapon engraved with this Rune gains **Lightning Reflexes**.

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

Model Rules

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.

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.

Seen It All: Friendly units within 6" of a non-Fleeing Greybeard unit may reroll failed Panic Tests.

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 does not suffer the -1 to-hit modifier for Stand and Shoot Charge Reactions.

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.

King #1



Clan Warriors #1



Greybeards #1



Clan Marksmen #1



Thane #1

