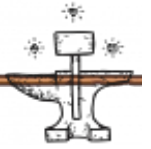




# DWARVEN HOLDS

## ASDF - 1 120 POINTS



0 pts (0.00 %) 180 pts (4.00 %) 740 pts (16.00 %) 200 pts (4.00 %) 0 pts (0.00 %)  
**Characters**      **Core**      **Special**      **Clans' Thunder**      **Engines of War**  
 (40 Max)      (25 Least)      (0 NoLimit)      (35 Max)      (20 Max)

### Core



**GREYBEARDS #1**  
 Greybeards x10 - Standard - 20x20

**180 POINTS**



Global	Cha	Mob	Cou	Model Rules		
	"	"		Rally Around the Flag (6"), Fearless		
Defensive	HP	Def	Res	Arm		
	1	4	4	2	Shield Wall	
Offensive	Att	Off	Str	Ap	Agi	
<b>Greybeard</b>	1	4	4	1	2	Metal Armour, Dwarf, Devastating Charge (+1 Str, +1 AP)

### Special



**MINERS #1**  
 Miners x10 - Standard - 20x20

**175 POINTS**



Global	Cha	Mob	Cou	Model Rules		
	"	"		Ambush (Board Edge)		
Defensive	HP	Def	Res	Arm		
	1	4	4	2	Shield Wall	
Offensive	Att	Off	Str	Ap	Agi	
<b>Miner</b>	1	4	4	1	2	Metal Armour, Dwarf, Devastating Charge (+1 Str, +1 AP)



**SEEKERS #1**  
 Seekers x8 - Standard - 20x20

**165 POINTS**



Global	Cha	Mob	Cou	Model Rules		
	"	"		Dying Blow, Unstable, Fearless, Stubborn		
Defensive	HP	Def	Res	Arm		
	1	4	4	0	Aegis (6+)	
Offensive	Att	Off	Str	Ap	Agi	
<b>Seeker</b>	1	4	4	1	2	Dwarf, Paired Weapons, Great Weapon, Devastating Charge (+1 Str, +1 AP), Weapon Master, Zeal (Melee)




**RANGERS #1**  
 Rangers x10 - Standard - 20x20

**150 POINTS**



Global	Cha	Mob	Cou	Model Rules	
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Global	Cha	Mob	Cou	Model Rules		
	"	"		Vanguard, Scout, Strider (Forest), Disciplined		
Defensive	HP	Def	Res	Arm		
	1	4	4	2	Shield Wall	
Offensive	Att	Off	Str	Ap	Agi	
Ranger	1	4	3	0	2	Metal Armour, Dwarf, Quick to Fire, Devastating Charge (+1 Str, +1 AP)



### HOLD GUARDIANS #1

Hold Guardians x3 - Large - 40x40

## 250 POINTS



Global	Cha	Mob	Cou	Model Rules		
	"	"		Runic Engravings, Fearless		
Defensive	HP	Def	Res	Arm		
	3	4	5	4		
Offensive	Att	Off	Str	Ap	Agi	
Hold Guardian	3	4	5	2	1	Metal Armour, Dwarf, Magical Attacks

## Clans' Thunder



### FORGE WARDENS #1

Forge Wardens x10 - Standard - 20x20

## 200 POINTS



Global	Cha	Mob	Cou	Model Rules		
	"	"		Resistance (Flaming Attacks), Disciplined		
Defensive	HP	Def	Res	Arm		
	1	4	4	3		
Offensive	Att	Off	Str	Ap	Agi	
Forge Warden	1	4	4	1	2	Metal Armour, Dwarf, Devastating Charge (+1 Str, +1 AP), Forge Gun (3+)

## Magics

### Model Rules

**Aegis:**

**Ambush:**

**Devastating Charge:** Attacks & Weapons, Melee  
 A charging model part with Devastating Charge, or using a weapon with Devastating Charge, gains the Model Rules and Characteristic modifiers stated in brackets. For example, a charging model part with Devastating Charge (+1 Strength, Poison Attacks) gains +1 Strength and Poison Attacks when it is charging. This rule is cumulative: a model part with several instances of Devastating Charge applies all Attack Attributes and Characteristics modifiers from all of them when charging.

**Disciplined:**

**Dwarf:**

**Dying Blow:**

**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.

**Forge Gun:** Shooting Weapon.  
 Range 18", Shots 1, Str 3, AP 0, Flaming Attacks, always hits on 2+.

**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

**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).

**Metal Armour:**

**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.

**Quick to Fire:**

**Rally Around the Flag:** All units, including Fleeing units, within 12" of a friendly non-Fleeing model with Rally Around the Flag may reroll failed Discipline Tests

**Resistance:**

**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

**Scout:** At step 8 of the Pre-Game Sequence (after Spell Selection) an army that includes units with Scout must state which of its units with Scout will use it, starting with the player that picked the Deployment Zone. Deploy your army as usual, but without deploying any of the Scouting units. These units are placed after all other non-Scouting units have been deployed. They can either be deployed in your Deployment Zone, using the normal rules, or they can be deployed outside the Deployment Zone, but must be more than 18" away from any enemy units. This is decreased to 12" if the Scouting unit is deployed entirely within a Forest, Ruins, Field, Building, or Water Terrain Feature. Scouting units that are deployed outside their player's Deployment Zone may not Declare Charges in the first Player Turn (if their side has the first turn). If both players have Scouting units, alternate deploying one unit at a time, starting with the player that finished deploying first.

**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.

**Strider:** The model automatically passes Dangerous Terrain Tests taken due to Terrain.  
If more than half of a unit's models have Strider, the unit never loses their Steadfast or Rank Bonus due to Terrain.  
Sometimes Strider is linked to a specific type of Terrain, stated in brackets.  
In this case, models with Strider are considered Striders only when interacting with such type of Terrain.

**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.

**Unstable:**

**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.

**Weapon Master:**

**Zeal:**

### 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.

