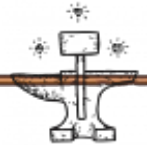




DWARVEN HOLDS

HGH - 440 POINTS



0 pts (0.00 %) 0 pts (0.00 %) 250 pts (6.00 %) 190 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)

Special



Vv

Hold Guardians **x3** - Large - Infantry - 40x40mm

250 POINTS



Global	Adv	Mar	Dis	Model Rules		
	5"	10"	10	Fearless, Scoring, Runic Engravings		
Defensive	HP	Def	Res	Arm		
	3	4	5	1	Plate Armour	
Offensive	Att	Off	Str	Ap	Agi	
Hold Guardian	3	4	5	2	2	Magical Attacks

Clans' Thunder



Vv

Forge Wardens **x10** - Standard - Infantry - 20x20mm

190 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+)

Magics

Model Rules

- Aegis:**
- 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+.
- 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).
- Plate Armour:** +3 Armor
- 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 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.

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.

Vv



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