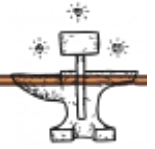




# DWARVEN HOLDS

## LIST DWARVEN HOLDS #15 - 740 POINTS



0 pts (0.00 %) **460 pts (10.00 %)** 0 pts (0.00 %) 740 pts (16.00 %) 0 pts (0.00 %)  
**Characters** **Core** **Special** **Clans' Thunder** **Engines of War**  
 (40 Max) (25 Least) (0 NoLimit) (35 Max) (20 Max)

### Core



#### CLAN MARKSMEN #1

Clan Marksmen **x25** - Standard - Infantry - 20x20mm

**460** POINTS



Global	Adv	Mar	Dis	Model Rules		
	3"	9"	9	Scoring		
Defensive	HP	Def	Res	Arm		
	1	4	4	0	Shield Wall (Ægide, Ægide), Heavy Armour	
Offensive	Att	Off	Str	Ap	Agi	
Clan Marksmen	1	4	3	0	2	Sturdy, Crossbow (4+, 4+)

### Clans' Thunder



#### FORGE WARDENS #1

Forge Wardens **x14** - Standard - Infantry - 20x20mm

**280** POINTS



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

#### Options

Champion • Musician • Standard Bearer • Legion Standard

### Magics

#### Magic banners

**Legion Standard:** A unit with one Legion Standard increases the maximum of its Rank Bonus by +1 (normally this means the unit can add up to 4 Full Ranks to its Combat Score). A unit with two or more Legion Standards increases the maximum of its Rank Bonus by +2 instead.

### Model Rules

#### Aegis:

**Crossbow:** Range 30" Shots 1 Strength 4 Armour Penetration 1 Unwieldy

**Forge Gun:** Shooting Weapon.

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

**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 Wall:** When 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:** Melee.

The model gains Devastating Charge (+1 Str, +1 AP) and it does not suffer from negative to-hit modifiers from a Stand and Shoot Charge Reaction.

## 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 Marksmen #1



Forge Wardens #1

