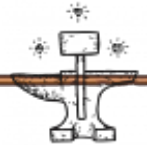




# DWARVEN HOLDS

## FIRST - 5 446 POINTS



619 pts (41.00 %) 0 pts (0.00 %) 4360 pts (291.00 %) 265 pts (18.00 %) 202 pts (13.00 %) 0 pts (0.00 %)

**Rare** (25 Max)    **Special** (50 Max)    **Core** (25 Least)    **Lords** (50 Max)    **Heroes** (50 Max)    **Mount** (0 NoLimit)

### Lords



**DAEMON SEEKER #1**  
Daemon Seeker - Standard - Infantry - 20x20mm

265 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Daemon Seeker	3	7	4	5	5	3	5	5	10	Infantry
<b>Model Rules</b>	Hatred (models with Otherworldly) • Weapon Master • "Yer comin' with me...!" • "The bigger they are..." • Vanguard • Lethal Strike • Ward Save (6+) • Not A Leader • Unbreakable • Sturdy • Relentless • Great Weapon • Paired Weapons									

**Options** | Monster Seeker • Grim Resolve • Rune of Destruction (Lord) • Rune of Bronze

### Heroes



**THANE - BSB**  
Thane - BSB - Standard - Infantry - 20x20mm

202 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Thane	3	6	4	4	5	2	3	3	10	Infantry
<b>Model Rules</b>	Sturdy • Relentless • Shield Wall • Plate Armour									

**Options** | May take a Shield • May take a Great Weapon • Pistol • Runic Standard of Dismay • Rune of Might x2 • Rune of Fury x1

### Core



**CLAN MARKSMEN #2**  
Clan Marksman x10 - Standard - Infantry - 20x20mm

1 110 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Marksman	3	4	3	3	4	1	2	1	9	Infantry
Champion	3	5	4	3	4	1	2	2	9	
<b>Model Rules</b>	Sturdy • Relentless • Heavy Armour • Crossbow									

**Options** | Champion • Handgun



**CLAN MARKSMEN #3**  
Clan Marksman x10 - Standard - Infantry - 20x20mm

1 110 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Marksman	3	4	3	3	4	1	2	1	9	Infantry
Champion	3	5	4	3	4	1	2	2	9	
<b>Model Rules</b>	Sturdy • Relentless • Heavy Armour • Crossbow									

**Options** | Champion • Handgun



**CLAN MARKSMEN #1**  
Clan Marksmen **x10** - Standard - Infantry - 20x20mm

**1 140** POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Marksmen	3	4	3	3	4	1	2	1	9	Infantry
Champion	3	5	4	3	4	1	2	2	9	
<b>Model Rules</b>	Sturdy • Relentless • Heavy Armour • Crossbow									

<b>Options</b>	May take Shields • Champion • GuildCrafted Handguns (One of a Kind)
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**GREYBEARDS #1**  
Greybeards **x10** - Standard - Infantry - 20x20mm

**1 000** POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Greybeard	3	5	3	4	4	1	2	1	9	Infantry
Champion	3	6	4	4	4	1	2	2	9	
<b>Model Rules</b>	Seen It All • Immune to Psychology • Sturdy • Relentless • Shield Wall • Heavy Armour									

<b>Options</b>	A single Clan Warriors or Graybeards unit may Vanguard ( max 20 models ) • May take Throwing Weapons • May take a Shield • May take a Great Weapon • Champion • Musician • Standard Bearer
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Rare



**HOLD GUARDIANS #1**  
Hold Guardians **x5** - Standard - Infantry - 20x20mm

**619** POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Hold Guardian	5	4	3	6	5	3	2	2	10	Monstrous Infantry
Champion	5	5	4	6	5	3	2	3	10	
<b>Model Rules</b>	Magical Attacks • Multiple Wounds (D3) • Immune to Psychology • Plate Armour • Innate Defence (6+)									

<b>Options</b>	May gain Flaming Attacks and Fireborn • Champion
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**Magics**

**Magic items**

Rune of Bronze:

Rune of Destruction (Lord):

Rune of Fury:

Rune of Might:

**Magic banners**

Runic Standard of Dismay:

**Model Rules**

“The bigger they are...”:

“Yer comin’ with me...!”:

Crossbow:

Great Weapon:

Hatred (models with Otherworldly):

**Heavy Armour:**

**Immune to Psychology:**

**Innate Defence (6+):**

**Lethal Strike:**

**Magical Attacks:**

**Multiple Wounds (D3):**

**Not A Leader:**

**Paired Weapons:**

**Plate Armour:**

**Relentless:**

**Seen It All:**

**Shield Wall:**

**Sturdy:**

**Unbreakable:**

**Vanguard:**

**Ward Save (6+):**

**Weapon Master:**

## 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 #2



Clan Marksmen #3



Clan Marksmen #1



Daemon Seeker #1



Greybeards #1



Hold Guardians #1



Thane - BSB

