



DWARVEN HOLDS

LIST DWARVEN HOLDS #1 - 730 POINTS



730 pts (100.00 %) 0 pts (0.00 %) 0 pts (0.00 %) 0 pts (0.00 %) 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 - 40x60mm

730 POINTS



Global	Adv	Mar	Dis	Model Rules		
	3"	9"	10			
Defensive	HP	Def	Res	Arm		
	3	7	5	0	Shield Wall (Ægide, Ægide)	, Plate Armour
Offensive	Att	Off	Str	Ap	Agi	
King	4	7	4	1	4	Sturdy, Hand Weapon



MOUNT WAR THRONE

Global	Adv	Mar	Dis	Model Rules		
	3"	9"	C	, Majesty of High TallKings		
Defensive	HP	Def	Res	Arm		
	6	C	C	C+2		
Offensive	Att	Off	Str	Ap	Agi	
War Throne	4	5	4	1	2	Harnessed, Sturdy, Hatred

Options	Shield • Crossbow (3+) • War Throne • Rune of Resonance • Ancestral Memory • General
Magic items	Rune of Resistance (Plate Armour) • Rune of Steel (Plate Armour) • Rune of Retribution • Rune of Iron (Plate Armour) • Rune of the Forge (Plate Armour)

Magics

Magic items

Rune of Iron: The wearer of an armour engraved with

- A single Rune of Iron gains +1 Armour.
- Two or more Runes of Iron gains +2 Armour.

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

Rune of Retribution: Whenever the wearer of an armour engraved with one or more Runes of Retribution rolls a successful Shield Wall Aegis Save (including Shield Wall stacked with Rune of Shielding), the wearer immediately inflicts a hit with the Strength and Armour Penetration of the saved attack against the model that caused the wound, before any casualties are removed, distributed onto the model's Health Pool. This is considered a Special Attack.

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

Rune of the Forge: The wearer of an armour engraved with this Rune gains Aegis (2+, against Flaming Attacks).

Model Rules

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

Plate Armour: +3 Armor

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

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

