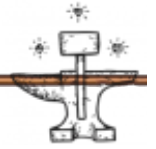




# DWARVEN HOLDS

## ANGEL ANQUITA - 450 POINTS



test

120 pts (6.00 %)   0 pts (0.00 %)   0 pts (0.00 %)   0 pts (0.00 %)   450 pts (23.00 %)  
**Characters**   **Core**   **Special**   **Clans' Thunder**   **Engines of War**  
 (40 Max)   (25 Least)   (0 NoLimit)   (35 Max)   (20 Max)

### Characters

**E1**

Engineer - Standard - Infantry - 20x20mm

**120 POINTS**

Global	Adv	Mar	Dis			Model Rules
	3"	9"	9			Engineer, Entrench
Defensive	HP	Def	Res	Arm		
	2	5	4	0	, Plate Shield Wall Armour	
Offensive	Att	Off	Str	Ap	Agi	
<b>Engineer</b>	2	5	4	1	3	Sturdy, Hand Weapon

### Engines of War

**GD1**

Giant Dwarf - Large - Infantry - 50x75mm

**330 POINTS**

Global	Adv	Mar	Dis			Model Rules
	5"	15"	9			Fear, Towering Presence, Giant See, Giant Do, Rage
Defensive	HP	Def	Res	Arm		
	6	3	6	1	Shield	
Offensive	Att	Off	Str	Ap	Agi	
<b>Giant Dwarf</b>	5	3	5	2	3	Stomp Attacks

### Magics

### Model Rules

**Engineer:** Once per Shooting Phase, an unengaged Engineer may select a single War Machine within 6" that has not fired yet to gain the following effects:

- Replace the Aim of one of the War Machine's Artillery Weapons with the value given in brackets (X+).
- You may reroll the roll on the Misfire Table.
- You may reroll the dice (all of them or none) for determining the number of hits of a Flamethrower Artillery Weapon.

**Entrench:** Right before the battle (during step 7 of the Deployment Phase Sequence), the model may Entrench a single friendly War Machine. The War Machine counts as being in Hard Cover. The War Machine loses this instance of Hard Cover permanently if it performs an Advance or March Move or a Random Movement.

**Fear:** Units in base contact with one or more enemy models with Fear suffer -1 Discipline. At the start of each Round of Combat, such units must take a Discipline Test, called a Fear Test. If this test is failed, the models in the unit are Shaken until the end of the Round of Combat. Models that have Fear themselves are immune to the effects of Fear.

**Giant See, Giant Do:** Universal Rule.  
The model gains Hatred (against Gigantic) and Sturdy

**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

**Rage:** Attack Attribute – Close Combat.

Whenever the model loses a Health Point, it gains +1 Attack Value. Whenever it gains a Health Point, it suffers -1 Attack Value.

**Shield:** +1 Armour Hand Weapons wielded by models on foot can be used alongside a Shield, then giving Parry.

**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.

**Stomp Attacks:**

**Sturdy:** The model part gains **Devastating Charge (+1 Str, +1 AP)** and **Steady Aim**.

**Towering Presence:** The model gains Tall and can never be joined or join a unit (unless it is a War Platform). A model with Towering Presence increases its Rally Around the Flag and Commanding Presence ranges by 6".

## 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.

e1



gd1

