



DWARVEN HOLDS

LIST DWARVEN HOLDS (v2021 BETA 2) #5 - 940 POINTS



0 pts (0.00 %) 190 pts (4.00 %) 0 pts (0.00 %) 190 pts (4.00 %) 750 pts (17.00 %)
Characters **Core** **Special** **Clans' Thunder** **Engines of War**
 (40 Max) (25 Least) (0 NoLimit) (35 Max) (20 Max)

Core



CLAN MARKSMEN #1

Clan Marksmen x10 - Standard - Infantry - 20x20mm

190 POINTS



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

Engines of War



FIELD ARTILLERY #1

Field Artillery - Standard - Construct - 60mm round

250 POINTS



Global	Adv	Mar	Dis	Model Rules		
	3"	3"	9	War Machine, Stubborn, Engineering Rune		
Defensive	HP	Def	Res	Arm	Heavy Armour	
	5	1	4	0		
Offensive	Att	Off	Str	Ap	Agi	Move or Fire
Crew	3	4	3	0	2	

Options

Dwarf Cannon (4+)



FIELD ARTILLERY #2

Field Artillery - Standard - Construct - 60mm round

250 POINTS



Global	Adv	Mar	Dis	Model Rules		
	3"	3"	9	War Machine, Stubborn, Engineering Rune		
Defensive	HP	Def	Res	Arm	Heavy Armour	
	5	1	4	0		
Offensive	Att	Off	Str	Ap	Agi	Move or Fire
Crew	3	4	3	0	2	

Options

Dwarf Cannon (4+)



FIELD ARTILLERY #3

Field Artillery - Standard - Construct - 60mm round

250 POINTS



Global	Adv	Mar	Dis				Model Rules
	3"	3"	9				War Machine , Stubborn, Engineering Rune
Defensive	HP	Def	Res	Arm			
	5	1	4	0	Heavy Armour		
Offensive	Att	Off	Str	Ap	Agi		
Crew	3	4	3	0	2	Move or Fire	

Options	Dwarf Cannon (4+)
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Magics

Model Rules

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

Engineering Rune: Universal Rule.
Field Artillery adds +4 to any roll on the Misfire Table.

Heavy Armour: +2 Armor

Move or Fire: The attack may not be used if the attacking model has made an Advance Move, March Move, Reform or Pivot during the current Player Turn.

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.

Stubborn: A unit with at least one model with Stubborn ignores any Combat Score penalties to its Discipline when taking Break Tests or Combat Reform Discipline Tests.

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.

War Machine: The model cannot Pursue, Declare Charges or Declare Flee as Charge Reaction. Characters can never join units with War Machines, and Characters with War Machine cannot join units at all.

When a War Machine fails a Panic Test, instead of Fleeing it is Shaken until the end of the next Player Turn. War Machines that fail a Break Test are automatically destroyed. War Machines and units Engaged in Combat with them cannot make Combat Reforms.

When a unit charges a War Machine, it can move into base contact by having its Front Facing contact any point of the War Machine's base (it must still maximise the number of models in base contact, see subsection II.1.A "Bases and Base Contact", page 4 and Figure 1 page 4). No Align Move is allowed. Ignore the War Machine's Facing, as it does not have any due to its round base.

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



Field Artillery #1



Field Artillery #2



Field Artillery #3

