



# DWARVEN HOLDS

## LIST FORTERRESSES NAINES #1 - 620 POINTS



130 pts (21.00 %) 490 pts (79.00 %) 0 pts (0.00 %) 0 pts (0.00 %) 130 pts (21.00 %)  
**Characters** **Core** **Special** **Clans' Thunder** **Engines of War**  
 (40 Max) (25 Least) (0 NoLimit) (35 Max) (20 Max)

### Characters



**INGENIEUR #1**  
 Engineer - Standard - Infantry - 20x20mm

130 POINTS



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

<b>Options</b>	Crossbow (3+) • General
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### Core



**GUERRIERS DES CLANS #1**  
 Clan Warriors x35 - Standard - Infantry - 20x20mm

490 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 Warriors	1	4	3	0	2
Sturdy					

<b>Options</b>	Great Weapon • Champion • Musician • Standard Bearer
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### 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 with this rule may Entrench a single War Machine. The War Machine counts as being in Hard Cover. The War Machine loses this rule permanently if it makes an Advance or March Move.

**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

**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.

Ingénieur #1



Guerriers des clans #1

