



DWARVEN HOLDS

LIST DWARVEN HOLDS (v2021 BETA 2) #1 - 908 POINTS



govna kusok

250 pts (25.00%) 558 pts (56.00%) 0 pts (0.00%) 0 pts (0.00%) 100 pts (10.00%)
Characters **Core** **Special** **Clans' Thunder** **Engines of War**
 (40 Max) (25 Least) (0 NoLimit) (35 Max) (20 Max)

Characters



THANE #1

Thane - Standard - Infantry - 20x20mm

250 POINTS



Global	Adv	Mar	Dis	Model Rules		
	3"	9"	9	, Plate Shield Wall Armour		
Defensive	HP	Def	Res	Arm		
	3	6	5	0		
Offensive	Att	Off	Str	Ap	Agi	
Thane	3	6	4	1	3	Sturdy, Hand Weapon

Options	Great Weapon • GuildCrafted Handgun (3+) • General
Magic items	Rune of Returning (Hand Weapon) • Rune of Retribution (Plate Armour) • Rune of Denial

Core



FF

Clan Warriors x12 - Standard - Infantry - 20x20mm

279 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

Options	Shield • Throwing Weapons (5+) • Great Weapon • Champion • Standard Bearer
Magic banners	Banner of Speed (Banner Enchantment)



CLAN WARRIORS #2

Clan Warriors x12 - Standard - Infantry - 20x20mm

279 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

Options	Shield • Throwing Weapons (5+) • Great Weapon • Champion • Standard Bearer
Magic banners	Banner of Speed (Banner Enchantment)

Engines of War



FIELD ARTILLERY #1

Field Artillery - Standard - Construct - 60mm round

100 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

Magics

Magic items

Rune of Denial: Dominant.

0-1 per Army.

One use only. The player may choose to use this Rune instead of making a Dispel Attempt. The spell is automatically dispelled.

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 Returning: A weapon engraved with this Rune can be used as a Shooting Weapon with Aim 2+ and the following profile:

Range 8", Shots 1, Str as user, AP as user, Quick to Fire, Accurate, Reload!

Shooting Attacks with this weapon are affected by all Runic Weapon Enchantments on the engraved weapon (even if the effects are normally restricted to Close Combat Attacks).

Magic banners

Banner of Speed: A unit with one or more Banners of Speed gains +1" Advance Rate and +2" March Rate.

Model Rules

Engineering Rune: Universal Rule.

Field Artillery adds +4 to any roll on the Misfire Table.

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

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.

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.

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.

Thane #1



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Clan Warriors #2



Field Artillery #1

