

Dwarven Holds 4500 Mundane Vanguard (Dwarven Holds 2.0)

4,499 points

 Characters 955 points (21%)

King (600) M3/9·Dis10·HP3·Def7·R5·A4·Off7·S4·AP1·Ag4
Rune of Steel; Rune of Shielding; Rune of Might; Rune of Destruction;
 Hand Weapon; Plate Armour; **Shield**
Sturdy; Shieldwall

• Shield Bearers M3/9·Dis[C]·HP4·Def[C]·R[C]·Arm[C+2]·A2·Off5·S4·AP1·Ag2
Harnessed; Sturdy; Tall

Thane (355) M3/9·Dis9·HP3·Def6·R5·A3·Off6·S4·AP1·Ag3
Rune of Iron; Rune of Shielding; Rune of Readiness; Runic Standard of Dismay; Hand
 Weapon; Plate Armour; **Holdstone; Shield; Pistol (3+); Battle Standard**
Sturdy; Shieldwall

 Core 1,139 points (25.317%)

20 Greybeards (515) M3/9·Dis9·HP1·Def5·R4·A1·Off5·S4·AP1·Ag2
 Hand Weapons; Heavy Armour; **Shields; Vanguard (20 Models Max); Old Guard; Musician;**
Standard Bearer; Starting Cost
Sturdy; Shield Wall; Fearless; Seen It All; Scoring

16 Clan Marksmen (Clans' Thunder) (386) M3/9·Dis9·HP1·Def4·R4·A1·Off4·S3·AP--·Ag2
 Hand Weapons; Heavy Armour; Crossbow (4+); **Shields; Musician; Standard Bearer;** Starting
 Cost
Sturdy; Shield Wall; Scoring

12 Clan Marksmen (Clans' Thunder) (238) M3/9·Dis9·HP1·Def4·R4·A1·Off4·S3·AP--·Ag2
 Hand Weapons; Heavy Armour; Crossbow (4+); Starting Cost
Sturdy; Shield Wall; Scoring

 Special 2,195 points (49%)

28 King's Guard (781) M3/9·Dis9·HP1·Def5·R4·A2·Off5·S4·AP1·Ag2
 Hand Weapons; Plate Armour, Shield; Great Weapons; **Guardian of the Throne; Musician;**
Standard Bearer (Runic Standard of Swiftiness); Starting Cost
Sturdy; Bodyguard (General, King); Scoring

8 Hold Guardians (865) M5/10·Dis10·HP3·Def4·R5·Arm1·A3·Off4·S5·AP2·Ag2
 Hand Weapon; Plate Armour; **Musician; Standard Bearer (Runic Standard of the Hold);**
 Starting Cost
Fearless; Scoring; Magical Attacks; Runic Engravings (+1S & AP; Vanguard; or +2Agi)

21 Seekers (549) M3/9·Dis10·HP1·Def4·R4·A1·Off4·S4·AP1·Ag2
 Hand Weapons, Great Weapon, Paired Weapons; **Vanguard; Giantseeker; Musician;** Starting
 Cost
Unbreakable; Fearless; Sturdy; Aegis (6+); Weapon Master; The Bigger They Are...; Yer Comin' With Me!

 Clans' Thunder 210 points (5%)

Steam Bomber (210) M8/16·Dis9·HP3·Def4·R5·Arm3·A2·Off4·S4·AP1·Ag2
 Forge Repeater (4+)
Tall; Fly (8, 16); Light Troops, Cannot Be Stomped; Swiftstride; Shrapnel Bombs (Seeping Attack, d6x2 Hits, S3, AP 1, if 12 Hits, may not be used again)

- **Forge Repeater (4+):** Range 18"; Shots 4; S5, AP2; Flaming; Quick to Fire
- **Rune of Destruction:** Multiple Wounds (d3)
- **Rune of Iron:** Arm +1, +2 if 2 Runes of Iron
- **Rune of Might:** +1 Str & +1 AP

- **Rune of Readiness:** *One use only. May be activated at the end of the Charge Phase, directly after all Charge Moves have been resolved. If the bearer's unit was successfully charged during this phase, it may perform a Combat Reform (following the normal rules for Combat Reforms).*
- **Rune of Shielding:** *Aegis (+1, max 4+); only stacks with Shield Wall and itself.*
- **Rune of Steel:** *Re-roll failed Armour Saves*
- **Runic Standard of Dismay:** *0-1. Units charging bearer's unit suffer -2" Advance Rate to Charge Range.*
- **Runic Standard of Swiftiness:** *0-1. Vanguard*
- **Runic Standard of the Hold:** *0-3. Unit counts as having an additional Full Rank for Steadfast and Disrupted.*
- **Vanguard (20 Models Max):** *Only a single Clan Warriors or Graybeards unit may take this.*