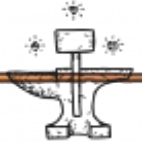




DWARVEN HOLDS

LIST FORTERRESSES NAINES #2 - 2 431 POINTS



877 pts (36.00 %) 1244 pts (51.00 %) 0 pts (0.00 %) 0 pts (0.00 %) 310 pts (13.00 %)
Characters **Core** **Clans' Thunder** **Special** **Engines of War**
 (35 Max) (25 Least) (35 Max) (0 NoLimit) (20 Max)

Characters

DRAGON SEEKER #1
 Dragon Seeker - Standard - Infantry - 20x20

300 POINTS

| Troops | M | WS | BS | S | T | W | I | A | Ld | Type |
|--------------------|--|----|----|---|---|---|---|---|----|----------|
| Dragon Seeker | 3 | 7 | 4 | 5 | 5 | 3 | 5 | 5 | 10 | Infantry |
| Model Rules | Lethal Strike • Not a Leader • Unbreakable • Vanguard • Weapon Master • Magic Resistance (1) • Relentless • Ward Save (6+) • Sturdy • The bigger they are... • Great Weapon • Paired Weapons | | | | | | | | | |

| | |
|----------------|--------------|
| Options | Grim Resolve |
|----------------|--------------|

LORDS OF STONE - KING #1
 Lords of Stone - King - Standard - Infantry - 20x20

350 POINTS

| Troops | M | WS | BS | S | T | W | I | A | Ld | Type |
|-------------------------------------|---|----|----|---|---|---|---|---|----|-----------------|
| King | 3 | 7 | 4 | 4 | 5 | 3 | 4 | 4 | 10 | Infantry |
| Coursier elfique | 9 | 3 | 0 | 3 | 3 | 1 | 4 | 1 | 5 | Monstrous Beast |
| Shield Bearers | 6 | 5 | 3 | 4 | 4 | 4 | 2 | 2 | 9 | Infantry |
| Model Rules | Relentless • Sturdy • Shield Wall • Plate Armor | | | | | | | | | |
| Model Rules (Shield Bearers) | Relentless • Sturdy • Mount's Protection (5+) | | | | | | | | | |
| Model Rules (Shield Bearers) | Relentless • Sturdy • Mount's Protection (5+) | | | | | | | | | |

| | |
|----------------|----------------|
| Options | Shield Bearers |
|----------------|----------------|

RUNIC SMITH #1
 Runic Smith - Standard - Infantry - 20x20

227 POINTS

| Troops | M | WS | BS | S | T | W | I | A | Ld | Type |
|--------------------|---|----|----|---|---|---|---|---|----|----------|
| Runic Smith | 3 | 5 | 3 | 4 | 4 | 3 | 3 | 2 | 9 | Infantry |
| Model Rules | Channel • Magic Resistance (1) • Relentless • Sturdy • Shield Wall • Rune Craft Mastery • Plate Armor | | | | | | | | | |

| | |
|----------------|--|
| Options | May take a Great Weapon • 2 runes • Rune of Resolve • Rune of Resilience |
|----------------|--|

Core

CLAN WARRIORS #1
 Clan Warriors x10 - Standard - Infantry - 20x20

120 POINTS

| Troops | M | WS | BS | S | T | W | I | A | Ld | Type |
|---------------------------------|--|----|----|---|---|---|---|---|----|----------|
| Clan Warriors | 3 | 4 | 3 | 3 | 4 | 1 | 2 | 1 | 9 | Infantry |
| Carnosaure | 7 | 3 | 0 | 7 | 5 | 5 | 2 | 4 | 5 | Monster |
| Model Rules | Scoring • Relentless • Sturdy • Shield Wall • Heavy Armour | | | | | | | | | |
| Model Rules (Carnosaure) | Cold-blooded • Multiple Wounds • Blood Frenzy • Large target • Scaly Skin • Terror | | | | | | | | | |

Core

CLAN WARRIORS #2

Clan Warriors x15 - Standard - Infantry - 20x20

340 POINTS



| Troops | M | WS | BS | S | T | W | I | A | Ld | Type |
|---------------------------------|--|----|----|---|---|---|---|---|----|----------|
| Clan Warriors | 3 | 4 | 3 | 3 | 4 | 1 | 2 | 1 | 9 | Infantry |
| Carnosaure | 7 | 3 | 0 | 7 | 5 | 5 | 2 | 4 | 5 | Monster |
| Model Rules | Scoring • Relentless • Sturdy • Shield Wall • Heavy Armour | | | | | | | | | |
| Model Rules (Carnosaure) | Cold-blooded • Multiple Wounds • Blood Frenzy • Large target • Scaly Skin • Terror | | | | | | | | | |

Options | Great Weapon • Champion • Musician • Standard Bearer

Core

CLAN WARRIORS #3

Clan Warriors x19 - Standard - Infantry - 20x20

344 POINTS



| Troops | M | WS | BS | S | T | W | I | A | Ld | Type |
|---------------------------------|--|----|----|---|---|---|---|---|----|----------|
| Clan Warriors | 3 | 4 | 3 | 3 | 4 | 1 | 2 | 1 | 9 | Infantry |
| Carnosaure | 7 | 3 | 0 | 7 | 5 | 5 | 2 | 4 | 5 | Monster |
| Model Rules | Scoring • Relentless • Sturdy • Shield Wall • Heavy Armour | | | | | | | | | |
| Model Rules (Carnosaure) | Cold-blooded • Multiple Wounds • Blood Frenzy • Large target • Scaly Skin • Terror | | | | | | | | | |

Options | May take a Shield • Champion • Musician • Standard Bearer

Core

GREYBEARDS #1

Greybeards x14 - Standard - Infantry - 20x20

440 POINTS



| Troops | M | WS | BS | S | T | W | I | A | Ld | Type |
|---------------------------------|---|----|----|---|---|---|---|---|----|----------|
| Greybeards | 3 | 5 | 3 | 4 | 4 | 1 | 2 | 1 | 9 | Infantry |
| Carnosaure | 7 | 3 | 0 | 7 | 5 | 5 | 2 | 4 | 5 | Monster |
| Model Rules | Scoring • Immune to Psychology • Relentless • Sturdy • Shield Wall • Seen It All • Heavy Armour | | | | | | | | | |
| Model Rules (Carnosaure) | Cold-blooded • Multiple Wounds • Blood Frenzy • Large target • Scaly Skin • Terror | | | | | | | | | |

Options | May take a Shield • May take a Great Weapon • Champion • Musician • Standard Bearer

Engines of War

Core

FIELD ARTILLERY - CANNON #1

Field Artillery - Cannon - Standard - Infantry - 60

310 POINTS



| Troops | M | WS | BS | S | T | W | I | A | Ld | Type |
|--------------------|--|----|----|---|---|---|---|---|----|-------------|
| Machine | - | - | - | - | 4 | 5 | - | - | - | War Machine |
| Crew (3) | 3 | 4 | 3 | 3 | - | - | 2 | 1 | 9 | |
| Model Rules | Stubborn • Engineering Rune • Heavy Armour | | | | | | | | | |

Options | Rune Crafted

Magics

Magic items

Rune of Resilience: All to-wound rolls against the target receive a -1 modifier (multiple instances cast on the same unit do not stack).

Rune of Resolve: The target friendly unit may perform a 6" Magical Move.

Model Rules

Blood Frenzy:

Channel: Each model part with this special rule adds +1 to its side's Channel rolls. All Wizards have this special rule.

Cold-blooded:

Engineering Rune: A Field Artillery with this Rune adds +4 to any roll on the Misfire Table.

Great Weapon:

Heavy Armour:

Immune to Psychology: If half or more of a unit's models are Immune to Psychology, the unit automatically passes Panic Tests and cannot declare a Flee reaction (unless already fleeing). Models that are Immune to Psychology are also immune to the effects of Fear.

Large target:

Lethal Strike: If an Attack with this special rule, or a Close Combat Attack from a model part with this special rule rolls an unmodified '6' to wound, this Wound has Armour Piercing (6) and Regeneration Saves cannot be taken against it.

Magic Resistance (1): All models in a unit with one or more models with Magic Resistance add the value within brackets (X) to any Ward Save rolls (using the same rules as for adding to Armour Saves) when rolling Ward Saves against Wounds caused by spell effects. Magic Resistance, like most special rules, is not cumulative.

Multiple Wounds:

Not a Leader: Models with this rule can never be the General.

Paired Weapons:

Plate Armor:

Relentless: Infantry units entirely composed of models with this special rule may triple their Movement when marching instead of doubling it. This is extended to other situations where a move is limited by twice the Movement value of the model, such as Wheeling, Reforming, Moving Characters within a unit and so on. In those cases, use triple the movement value instead.

Rune Craft Mastery: An Anvil of Power can make Dispel Attempts as if it were a Wizard Apprentice. An Anvil of Power may choose up to three different Bound Spells from among the Battle Runes (free) and the Anvil Runes below. All Battle and Anvil Bound Spells cast by the Anvil of Power have a 36" range. Battle Runes are cast with a Power Level of 4, while Anvil Runes are cast with a Power Level of 5.

Scaly Skin:

Scoring: Units with at least one model with the Scoring special rule are considered Scoring Units and are used for capturing Secondary Objectives. Every army needs a few Scoring units to be able to complete Secondary Objectives, which is why units with the Scoring special rule are marked in the Armybooks with a special pennant icon:

The Scoring special rule can be lost during the game:

- One or more models in the unit are Light Troops.
- A unit that is Fleeing loses its Scoring special rule for as long as it is Fleeing.
- An Ambushing unit that entered the Battlefield on Game Turn 4 or later loses its Scoring Special rule.
- A unit that has performed a Post-Combat Reform loses its Scoring special rule until the end of the current Player Turn.

Seen It All: Friendly units within 6" of a Greybeards unit may reroll failed Panic Tests.

Shield Wall: As long as they are using a Shield, models with this special rule gain a Ward Save (6+) against non-Special Close Combat Attacks made by enemy models to their front. This Ward Save is improved to (5+) during the Round of Combat following directly after the unit was charged.

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

Sturdy: A model with this rule has Thunderous Charge. Furthermore, it does not suffer to-hit modifiers from taking a Stand and Shoot Charge Reaction.

Terror:

The bigger they are...: Close Combat Attacks made by models with this special rule always wound on to-wound rolls of 4+ (or better if the model's Strength allows it). When rolling for Charge Range, if the charged unit contains one or more models of the following Troop Types: Ridden Monsters, Monsters, Monstrous Beast, Monstrous Cavalry or Monstrous Infantry, models with this rule gain Swiftstride for this Charge Range roll. This does not apply to Pursuit moves.

Unbreakable: Units with this special rule are Immune to Psychology and automatically pass all Break Tests. Characters with the Unbreakable special rule can only join Unbreakable units. Unbreakable units can only be joined by Unbreakable Characters.









Vanguard: After Deployment (including Scouts), units composed entirely of models with this special rule may perform a 12" move. The move is performed as if in the Remaining Moves subphase, including any actions and restrictions the unit would normally have in the Remaining Moves subphase (such as Wheeling, Reforming, joining units, leaving units and so on). The 12" distance is used instead of the unit's Movement Characteristic and no March Moves are allowed. This move cannot be used to move within 12" of enemy units. This is decreased to 6" for enemy units which have either Scouted or Vanguarded. Units that have moved in this way may not Declare Charges in the first Player Turn (if their side has the first turn). If both players have units with Vanguard, alternate moving units one at a time, starting with the player that finished deploying last. Instead of moving a unit, a player may declare to not move any more Vanguarding units.

Ward Save (6+): Ward Saves are special saves, taken after failed Armour Saves. The value of the save will be stated in brackets. Ward Saves cannot be taken alongside Regeneration Saves (if a model has both, it must choose which one to use).

Weapon Master: At the beginning of each Round of Combat, model parts with this special rule may choose which weapon they fight with. This includes selecting to use a Hand Weapon even if they have other weapons. If armed with a Magical Weapon, the model must still use it.

Qr codes of your army

Your 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 Warriors #1 | Clan Warriors #2 | Clan Warriors #3 | Dragon Seeker #1 | Field Artillery - Cannon #1 | Greybeards #1 | Lords of Stone - King #1 | Runic Smith #1 |
|  |  |  |  |  |  |  |  |