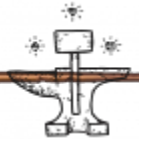




DWARVEN HOLDS

STRONGHOLD GUARDIANS - 4 524 POINTS




625 pts (14.00 %) 1125 pts (25.00 %) 1160 pts (26.00 %) 1339 pts (30.00 %) 855 pts (19.00 %)

Characters **Core** **Special** **Clans' Thunder** **Engines of War**

(40 Max) (25 Least) (0 NoLimit) (35 Max) (20 Max)


Characters



THOREK


Runic Smith - Standard - Infantry - 20x20

435 POINTS



Global	Adv	Mar	Dis	Model Rules		
	3"	9"	9	Channel, Magic Resistance, Rune Craft Mastery		
Defensive	HP	Def	Res	Arm		
	3	5	4	0	Shield Wall, Plate Armour	
Offensive	Att	Off	Str	Ap	Agi	
Runic Smith	2	5	4	1	3	Sturdy, Hand Weapon


Options | General • Rune of Gleaming • Rune of Resilience • Rune of Revocation • Shield • Rune of Harnessing • Rune of Shielding x1 • Rune of Storms • Rune of Steel • Rune of Iron x2



ANVIL OF POWER


Anvil of Power - Standard - Construct - 60

190 POINTS



Global	Adv	Mar	Dis	Model Rules		
	3"	3"	9	Channel, Fearless, Magic Resistance, Not a Leader, Unbreakable, War Machine, Runic Anvil		
Defensive	HP	Def	Res	Arm		
	5	1	4	0	Aegis, Plate Armour	
Offensive	Att	Off	Str	Ap	Agi	
Anvil Guards	3	5	4	1	2	Hand Weapon


Core



CLAN WARRIORS 1


Clan Warriors x35 - Standard - Infantry - 20x20

530 POINTS



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


Options | Shield and Spear • Champion • Musician • Standard Bearer



CLAN WARRIORS 2



Clan Warriors x40 - Standard - Infantry - 20x20

595 POINTS





<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>	
	3"	9"	9	Scoring	
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	1	4	4	0	Shield Wall, Heavy Armour
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
Clan Warrior	1	4	3	0	2 Sturdy

Options	Shield and Spear • Champion • Musician • Standard Bearer
Special	

	DEEP WATCH #1 Deep Watch x29 - Standard - Infantry - 20x20	580 POINTS	
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<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>	
	3"	9"	9	Bodyguard, Scoring	
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	1	5	4	0	Wall of Iron, Plate Armour, Shield
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
Deep Watch	1	5	4	1	2 Sturdy

Options	Champion • Musician • Standard Bearer • Runic Standard of Dismay
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	RANGERS 1 Rangers x14 - Standard - Infantry - 20x20	290 POINTS	
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<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>	
	3"	9"	9	Scoring, Scout, Strider (Forest)	
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	1	4	4	0	Shield Wall, Heavy Armour
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
Ranger	1	4	3	0	2 Quick to Fire, Sturdy

Options	Crossbow • Musician
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	RANGERS 1 Rangers x14 - Standard - Infantry - 20x20	290 POINTS	
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<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>	
	3"	9"	9	Scoring, Scout, Strider (Forest)	
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	1	4	4	0	Shield Wall, Heavy Armour
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
Ranger	1	4	3	0	2 Quick to Fire, Sturdy

Options	Crossbow • Musician
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Clans' Thunder



FORGE WARDENS 1

Forge Wardens x14 - Standard - Infantry - 20x20

272 POINTS



Global	Adv	Mar	Dis	Model Rules		
	3"	9"	9	Scoring		
Defensive	HP	Def	Res	Arm		
	1	5	4	0	Aegis, Plate Armour	
Offensive	Att	Off	Str	Ap	Agi	
Forge Warden	1	4	4	1	2	Sturdy, Forge Gun (3+)

Options	Musician
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FORGE WARDENS 2

Forge Wardens x14 - Standard - Infantry - 20x20

272 POINTS



Global	Adv	Mar	Dis	Model Rules		
	3"	9"	9	Scoring		
Defensive	HP	Def	Res	Arm		
	1	5	4	0	Aegis, Plate Armour	
Offensive	Att	Off	Str	Ap	Agi	
Forge Warden	1	4	4	1	2	Sturdy, Forge Gun (3+)

Options	Musician
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STEAM COPTERS 1

Steam Copters - Standard - Construct - 40x40

215 POINTS



Global	Adv	Mar	Dis	Model Rules		
	1"	2"	9	Fly, Light Troops, Swiftstride, Tall		
	8"	16"				
Defensive	HP	Def	Res	Arm		
	3	4	5	3	Cannot be Stomped	
Offensive	Att	Off	Str	Ap	Agi	
Steam Copter	2	4	4	1	2	Forge Repeater

Options	Shrapnel Bombs
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Engines of War



FIELD ARTILLERY 1

Field Artillery - Standard - Construct - 60

235 POINTS



Global	Adv	Mar	Dis	Model Rules		
	3"	3"	9	Stubborn, War Machine, 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	Organ Gun (4+)
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FIELD ARTILLERY 3

Field Artillery - Standard - Construct - 60

295 POINTS



Global	Adv	Mar	Dis	Model Rules		
	3"	3"	9	Stubborn, War Machine, 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 Catapult (4+) • Rune Crafted
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FIELD ARTILLERY 2

Field Artillery - Standard - Construct - 60

325 POINTS



Global	Adv	Mar	Dis	Model Rules		
	3"	3"	9	Stubborn, War Machine, 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	Flaming Shot • Organ Gun (4+) • Rune Crafted
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Magics

Magic items

Rune of Harnessing: The Channel value of enemy model parts within 24' of the bearer's model (the value within brackets) is reduced by 1, to a minimum of 0.

Rune of Iron: The wearer of an armour engraved with: • A single Rune of Iron gains +1 Armour. • Two or more Runes of Iron gains +2 Armour.

Rune of Shielding: The bearer gains **Aegis (+1, max. 4+)**. The Aegis from this Rune **only** stacks with itself and/or Shield Wall.

Rune of Steel: The wearer of an armour engraved with this Rune **must** reroll failed Armour Saves.

Rune of Storms: One use only. May be activated at the start of the opponent's Player Turn. Choose a single enemy unit within 24' of the bearer. The Advance Rate and March Rate of all models with Fly in that unit (both for Ground and Flying Movement) are halved, rounding fractions up. The effect lasts until the end of the Player Turn.

Magic banners

Runic Standard of Dismay: Units Charging the bearer's unit suffer -2' Advance Rate for their Charge Range roll.

Model Rules

Aegis:

Bodyguard: When a Character is joined to a unit in which at least one model has Bodyguard, that Character gains Stubborn. When Characters or Character types are stated in brackets, Bodyguard only works for the specified Characters or Character types.

Cannot be Stomped:

Channel: During step 3 of the Magic Phase Sequence, each of the Active Player's models with Channel may add X Veil Tokens to the owner's Veil Token Pool. This Universal Rule is cumulative, adding X Veil Tokens of each independent instance of Channel to the model's total Channel value (so e.g. a model with Channel (1) and Channel (2) is treated like a model with Channel (3)).

Engineering Rune: Add +4 to the model's rolls on the Misfire Table.

Fearless: If more than half of a unit's models are Fearless, the unit automatically passes Panic Tests and Decimated Tests and cannot declare a Flee Charge Reaction (unless already Fleeing). Models that are Fearless are also immune to the effects of Fear.

Fly: The model gains Light Troops and Swiftstride. Units composed entirely of models with Fly may make Flying Movements when performing a Move Chargers move, an Advance Move, or a March Move. When a unit makes a Flying Movement, substitute its models' Advance Rate with the first value given in brackets

(X), and their March Rate with the second value given in brackets (Y). All modifiers to ground movement values are also applied to the flying values of a model. Units using Flying Movement ignore all Terrain Features and units during the Flying Movement (from their starting to their ending position), but must abide by the Unit Spacing rule at the end of the move (unless charging, when the normal exceptions to the Unit Spacing rule apply). They are still affected by the effects of the Terrain Features from which they take off and in which they land.

Forge Gun: Shooting Weapon.

Range 18", Shots 1, Str 3, AP 0, Flaming Attacks, always hits on 2+.

Forge Repeater: Shooting Weapon

Range 18", Shots 4, Str 5, AP 2, Flaming Attacks, Quick to Fire

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

Light Troops: Units composed entirely of models with Light Troops are allowed to make any number of Reforms when performing Advance Moves or March Moves. They are allowed to shoot even if they Marched or Reformed. No model can end its movement with its centre further away than its March Rate from its starting position, around any obstructions (including the Unit Spacing rule). This means that when checking the distance travelled by a model, check the path the model would have taken if it was alone, with the exception that the unit as a whole cannot break the Unit Spacing rule while performing the move. If a model performed any action during the movement (such as a Sweeping Attack), the distance moved is counted from its starting position to the point on the Battlefield where it performed that action and then to its final position.

If more than half the models in a unit have Light Troops, the unit always counts as having 0 Full Ranks. Characters with Light Troops that are joined to units with one or more models without Light Troops, lose this rule for as long as they remain with the unit. An Infantry Character joined to an Infantry unit with both Light Troops and the same Size as the Character gains Light Troops for as long as it remains with the unit.

Magic Resistance:

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.

Not a Leader: The model cannot be the General.

Plate Armour: +3 Armor

Quick to Fire:

Rune Craft Mastery: Close Combat Attacks from models in the same unit as one or more models with Rune Craft Mastery gain +1 Armour Penetration.

Runic Anvil: Each Anvil of Power may select up to 3 different Battle Runes.

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.

Scout: At step 8 of the Pre-Game Sequence (after Spell Selection) an army that includes units with Scout must state which of its units with Scout will use it, starting with the player that picked the Deployment Zone. Deploy your army as usual, but without deploying any of the Scouting units. These units are placed after all other non-Scouting units have been deployed. They can either be deployed in your Deployment Zone, using the normal rules, or they can be deployed outside the Deployment Zone, but must be more than 18" away from any enemy units. This is decreased to 12" if the Scouting unit is deployed entirely within a Forest, Ruins, Field, Building, or Water Terrain Feature. Scouting units that are deployed outside their player's Deployment Zone may not Declare Charges in the first Player Turn (if their side has the first turn). If both players have Scouting units, alternate deploying one unit at a time, starting with the player that finished deploying first.

Shield: +1 Armour Hand Weapons wielded by models on foot can be used alongside a Shield, then giving Parry.

Shield Wall: While 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.

Strider: The model automatically passes Dangerous Terrain Tests taken due to Terrain.

If more than half of a unit's models have Strider, the unit never loses their Steadfast or Rank Bonus due to Terrain.

Sometimes Strider is linked to a specific type of Terrain, stated in brackets.

In this case, models with Strider are considered Striders only when interacting with such type of Terrain.

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: The model part gains **Devastating Charge (+1 Str, +1 AP)** and **Steady Aim**.

Swiftstride: When a unit composed entirely of models with Swiftstride rolls Charge Range, Flee Distance, Pursuit Distance or Overrun Distance, it rolls an additional D6 (normally this will lead to rolling 3D6) and discards the lowest D6 rolled.

Tall:

Unbreakable: The model gains Fearless and its unit automatically passes all Break Tests. Characters with Unbreakable can only join units consisting entirely of models with Unbreakable. Units with one or more models with Unbreakable can only be joined by Characters with Unbreakable.

Wall of Iron: The model gains **Aegis (5+, against Close Combat Attacks)**. This Special Save can only be used against attacks from enemies Engaged in the model's unit's Front Facing.

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.

Thorek	Anvil of Power	Clan Warriors 1	Clan Warriors 2	Deep Watch #1	Rangers 1	Rangers 1	Forge Wardens	Forge Wardens 2	Steam Copters 1	Field Artillery 1	Field Artillery 3	Field Artillery 2