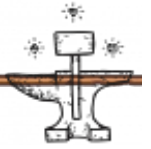




# DWARVEN HOLDS

## BASTIONES ENANOS PABLO - 2 498 POINTS



Se ha priorizado el disparo con las dos básicas de ballesteros. El porta de batalla irá en el centro de las dos unidades de ballesteros dentro de una unidad central de martilladores. A uno de los lados irán los Guerreros de Clan con el general para proteger el flanco más débil o a la artillería. El general cuenta con un pergamino de dispersión y una runa de batalla. La artillería solo será una balista y un cañón órgano para bajar monstruos y caballerías.

610 pts (24.00 %) 1064 pts (43.00 %) 474 pts (19.00 %) 680 pts (27.00 %) 350 pts (14.00 %)  
**Characters**      **Core**      **Special**      **Clans' Thunder**      **Engines of War**  
 (40 Max)      (25 Least)      (0 NoLimit)      (35 Max)      (20 Max)

### Characters



#### HERRERO RUNICO

Runic Smith - Standard - Infantry - 20x20

395 POINTS



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

<b>Options</b>	General • Ancestral Memory • Battle Rune x1 • Great Weapon • Rune of Denial • Rune of Resistance • Rune of Iron x2
<b>Notes</b>	Es el general. Va en la unidad de Guerreros de Clan para potenciarla con su Memoria ancestral. Va chapadísimo con dos runas de hierro, la de resistencia y armadura de placas. Tiene un pergamino de dispersión y una runa de batalla.



#### SEÑOR DEL CLAN

Thane - Standard - Infantry - 20x20

215 POINTS



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

<b>Options</b>	Battle Standard Bearer • Great Weapon • x2
<b>Notes</b>	Este va de apoyo con los martilladores, sirve como porta de batalla y se intentará desplegar en el centro de las dos unidades de ballesteros.

### Core



#### GUERREROS DEL CLAN

Clan Warriors x29 - Standard - Infantry - 20x20

384 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	
<b>Clan Warrior</b>	1	4	3	0	2	Great Weapon, Sturdy

<b>Options</b>	Great Weapon • Champion • Musician • Standard Bearer
<b>Notes</b>	Son 5 filas de 6 Guerreros de clan al frente. Van con el general herrero rúnico y tendrán +1 de penetración de armadura por su efecto. El objetivo de la unidad será proteger el flanco del ejército más débil o a la artillería. Le he incluido al capitán para aceptar duelos y así proteger al personaje.



### TIRADORES DEL CLAN #1

Clan Marksmen x18 - Standard - Infantry - 20x20

340 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 Marksman	1	4	3	0	2 Great Weapon, Crossbow, Sturdy

<b>Options</b>	Crossbow and Great Weapon • Musician • Standard Bearer
<b>Notes</b>	Se despliegan a 2 filas de 9 para que disparen todos. Llegado el momento se reorganizan con el músico a 3 filas de 6. Aguantan y disparan, y a continuación responden con arma a dos manos.



### TIRADORES DEL CLAN #2

Clan Marksmen x18 - Standard - Infantry - 20x20

340 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 Marksman	1	4	3	0	2 Great Weapon, Crossbow, Sturdy

<b>Options</b>	Crossbow and Great Weapon • Musician • Standard Bearer
<b>Notes</b>	Se despliegan a 2 filas de 9 para que disparen todos. Llegado el momento se reorganizan con el músico a 3 filas de 6. Aguantan y disparan, y a continuación responden con arma a dos manos.

Special



### GUARDIA REAL

King's Guard x23 - Standard - Infantry - 20x20

474 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	5	4	0	Plate Armour, Shield
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
King's Guard	2	5	4	1	2 Great Weapon, Sturdy

<b>Options</b>	Champion • Musician • Standard Bearer
<b>Notes</b>	Son 4 filas de 6 al frente. Aquí va el Señor del Clan con porta de batalla. Debería ir desplegada en el centro de las dos unidades de ballesteros, pero podría ir en un flanco. Siempre cerca de las dos unidades de disparo.

Engines of War



## CANON ORGANO

Field Artillery - Standard - Construct - 60

250 POINTS



Global	Adv	Mar	Dis	Model Rules		
	3"	3"	9	Organ Gun, War Machine, Engineering Rune, Stubborn		
Defensive	HP	Def	Res	Arm		
	5	1	4	0	Heavy Armour	
Offensive	Att	Off	Str	Ap	Agi	
<b>Crew</b>	3	4	3	0	2	Move or Fire

<b>Options</b>	Organ Gun
<b>Notes</b>	Para bajar caballerías y monstruos.



## BALISTA

Field Artillery - Standard - Construct - 60

100 POINTS



Global	Adv	Mar	Dis	Model Rules		
	3"	3"	9	War Machine, Engineering Rune, Stubborn, Dwarf Cannon		
Defensive	HP	Def	Res	Arm		
	5	1	4	0	Heavy Armour	
Offensive	Att	Off	Str	Ap	Agi	
<b>Crew</b>	3	4	3	0	2	Move or Fire

<b>Options</b>	Dwarf Ballista (4+)
<b>Notes</b>	Para bajar monstruos.

## Magics

### Magic items

**Rune of Denial:** One use only. The player may choose to use this Rune instead of performing a Dispelling Attempt. The spell is automatically dispelled.

**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 Resistance:** Successful to-wound rolls against the model of the wearer of an armour engraved with this Rune **must** be rerolled.

### Model Rules

**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)).

**Crossbow:** Range 30" Shots 1 Strength 4 Armour Penetration 1 Unwieldy

**Dwarf Cannon:** Artillery Weapon.

This Artillery Weapon can be fired in two ways:

- Cannon, Range 60", Shots 1, Str 4 [10], AP 0 [10], Area Attack (1x5), [Multiple Wounds (D3+1, Clipped Wings)]
- Volley Gun, Range 12", Shots 2D6, Str 4, AP 4

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

**Great Weapon:** Attacks made with a Great Weapon gain +2 Strength, +2 Armour Penetration and always strike at Initiative Step 0 (regardless of the wielder's Agility). A model using this weapon cannot simultaneously use a Shield against Melee Attacks

**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

**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.

**Organ Gun:** Artillery Weapon.  
Volley Gun, Range 30", Shots 2D6×2, Str 5, AP 3.

**Plate Armour:** +3 Armor

**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.

**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:** +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.

**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**.

**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.

