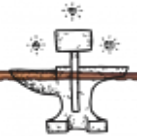




# DWARVEN HOLDS

## DWARVES VS GREEN SKINS - 5 792 POINTS



1080 pts (18.00 %) 1588 pts (26.00 %) 1979 pts (33.00 %) 550 pts (9.00 %) 830 pts (14.00 %)  
**Characters**      **Core**      **Special**      **Clans' Thunder**      **Engines of War**  
 (40 Max)      (25 Least)      (0 NoLimit)      (35 Max)      (20 Max)

### Characters

	<b>KING #1</b> King - Standard - 40x60	<b>450 POINTS</b>	
<i>Global</i>	<i>Cha</i> <i>Mob</i> <i>Cou</i>	<i>Model Rules</i>	
	"   "	Disciplined, Ancient Grudge (1)	
<i>Defensive</i>	<i>HP</i> <i>Def</i> <i>Res</i> <i>Arm</i>	<i>Shield Wall</i>	
	3   7   5   3		
<i>Offensive</i>	<i>Att</i> <i>Off</i> <i>Str</i> <i>Ap</i> <i>Agi</i>	<i>Metal Armour, Dwarf, Great Weapon, Hand Weapon</i>	
<b>King</b>	4   7   4   1   4	<i>, Devastating Charge (+1 Str, +1 AP), Sturdy</i>	

	<b>MOUNT WAR THRONE</b>	
<i>Global</i>	<i>Cha</i> <i>Mob</i> <i>Cou</i>	<i>Model Rules</i>
	3"   4"   C"   C	War Platform, Attached, Exclusive (Height 1), Ancient Grudge (1)
<i>Defensive</i>	<i>HP</i> <i>Def</i> <i>Res</i> <i>Arm</i>	<i>Cannot be Stomped</i>
	6   C   C   C+2	
<i>Offensive</i>	<i>Att</i> <i>Off</i> <i>Str</i> <i>Ap</i> <i>Agi</i>	<i>Mount</i>
<b>War Throne(4)</b>	1   5   4   1   2	

<b>Options</b>	General • War Throne • Great Weapon • Rune of Dragon's Breath
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	<b>DRAGON SEEKER #1</b> Dragon Seeker - Standard - 20x20	<b>330 POINTS</b>	
<i>Global</i>	<i>Cha</i> <i>Mob</i> <i>Cou</i>	<i>Model Rules</i>	
	"   "	Dying Blow, Unstable, Vanguard, Fearless, Stubborn, Light Troops	
<i>Defensive</i>	<i>HP</i> <i>Def</i> <i>Res</i> <i>Arm</i>	<i>Aegis (6+)</i>	
	3   7   5   0		
<i>Offensive</i>	<i>Att</i> <i>Off</i> <i>Str</i> <i>Ap</i> <i>Agi</i>	<i>Dwarf, Paired Weapons, Great Weapon, Hand Weapon</i>	
<b>Dragon Seeker</b>	5   7   5   2   5	<i>, Devastating Charge (+1 Str, +1 AP), Weapon Master</i>	

<b>Options</b>	Monster Seeker • Rune of Smashing
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	<b>RUNIC SMITH #1</b> Runic Smith - Standard - 20x20	<b>300 POINTS</b>	
<i>Global</i>	<i>Cha</i> <i>Mob</i> <i>Cou</i>	<i>Model Rules</i>	
	"   "	Magic Resistance (1), Channel (1), Rune Craft Mastery, Light Troops	
<i>Defensive</i>	<i>HP</i> <i>Def</i> <i>Res</i> <i>Arm</i>		



<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>		
	3	4	5	3 (+1)	Shield, Shield, Shield, Shield Wall	
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
<b>Runic Smith</b>	2	4	4	1	2	Metal Armour, Dwarf, Great Weapon, Hand Weapon, Devastating Charge (+1 Str, +1 AP)

<b>Options</b>	Rune of Destruction • Battle Rune x1 • Rune of Revocation • Shield • Great Weapon
<b>Core</b>	

	<b>CLAN WARRIORS #1</b> Clan Warriors x30 - Standard - 20x20	<b>425 POINTS</b>	
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<i>Global</i>	<i>Cha</i>	<i>Mob</i>	<i>Cou</i>	<i>Model Rules</i>		
	"	"				
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>		
	1	4	4	2	Shield Wall	
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
<b>Clan Warrior</b>	1	4	3	0	2	Metal Armour, Dwarf, Paired Weapons, Devastating Charge (+1 Str, +1 AP)

<b>Options</b>	Paired Weapons • Musician • Standard Bearer • Runic Standard of Dismay
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	<b>CLAN WARRIORS #1</b> Clan Warriors x30 - Standard - 20x20	<b>425 POINTS</b>	
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<i>Global</i>	<i>Cha</i>	<i>Mob</i>	<i>Cou</i>	<i>Model Rules</i>		
	"	"				
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>		
	1	4	4	2	Shield Wall	
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
<b>Clan Warrior</b>	1	4	3	0	2	Metal Armour, Dwarf, Paired Weapons, Devastating Charge (+1 Str, +1 AP)

<b>Options</b>	Paired Weapons • Musician • Standard Bearer • Runic Standard of Dismay
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 	<b>CLAN MARKSMEN #1</b> Clan Marksmen x10 - Standard - 20x20	<b>235 POINTS</b>	
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<i>Global</i>	<i>Cha</i>	<i>Mob</i>	<i>Cou</i>	<i>Model Rules</i>		
	"	"				
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>		
	1	4	4	2	Shield Wall	
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
<b>Clan Marksman</b>	1	4	3	0	2	Metal Armour, Dwarf, Crossbow, Crossbow, Devastating Charge (+1 Str, +1 AP)

<b>Options</b>	Crossbow (4+) • Musician • Standard Bearer • Runic Standard of Dismay
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	<b>CLAN WARRIORS #3</b> Clan Warriors x15 - Standard - 20x20	<b>200 POINTS</b>	
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<i>Global</i>	<i>Cha</i>	<i>Mob</i>	<i>Cou</i>	<i>Model Rules</i>		
	"	"				
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>		
	1	4	4	2	Shield Wall	
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
<b>Clan Warrior</b>	1	4	3	0	2	Metal Armour, Dwarf, Devastating Charge (+1 Str, +1 AP)



**GREYBEARDS #1**  
Greybeards x14 - Standard - 20x20

303 POINTS



Global	Cha	Mob	Cou	Model Rules		
	"	"		Rally Around the Flag (6"), Fearless		
Defensive	HP	Def	Res	Arm		
	1	4	4	2	Shield Wall	
Offensive	Att	Off	Str	Ap	Agi	
Greybeard	1	4	4	1	2	Metal Armour, Dwarf, Great Weapon, Devastating Charge (+1 Str, +1 AP)

**Options** | Great Weapon • Musician • Standard Bearer • Runic Standard of Dismay

**Special**



**KING'S GUARD #1**  
King's Guard x15 - Standard - 20x20

300 POINTS



Global	Cha	Mob	Cou	Model Rules		
	"	"		Disciplined, Bodyguard (General King)		
Defensive	HP	Def	Res	Arm		
	1	5	4	3	Shield	
Offensive	Att	Off	Str	Ap	Agi	
King's Guard	2	5	4	1	2	Metal Armour, Dwarf, Great Weapon, First Strike (+1 Att), Devastating Charge (+1 Str, +1 AP)



**BROTHERS OF VENGEANCE #1**  
Brothers of Vengeance x13 - Standard - 20x20

349 POINTS



Global	Cha	Mob	Cou	Model Rules		
	"	"		Dying Blow, Unstable, Fearless, Skirmisher, Stubborn, Light Troops		
Defensive	HP	Def	Res	Arm		
	1	4	4	0	Aegis (6+), Hard Target (1)	
Offensive	Att	Off	Str	Ap	Agi	
Seeker	1	4	4	1	2	Dwarf, Paired Weapons, Great Weapon, Devastating Charge (+1 Str, +1 AP), Weapon Master, Zeal (Melee)

**Options** | Vanguard • Musician • Standard Bearer



**HOLD GUARDIANS #1**  
Hold Guardians x6 - Large - 40x40

575 POINTS



Global	Cha	Mob	Cou	Model Rules		
	"	"		Runic Engravings, Fearless		
Defensive	HP	Def	Res	Arm		
	3	4	5	4		
Offensive	Att	Off	Str	Ap	Agi	
Hold Guardian	3	4	5	2	1	Metal Armour, Dwarf, Magical Attacks

**Options** | Musician • Standard Bearer • Runic Standard of Dismay



### HOLD GUARDIANS #1

Hold Guardians x6 - Large - 40x40

575 POINTS



Global	Cha	Mob	Cou	Model Rules	
	"	"		Runic Engravings, Fearless	
Defensive	HP	Def	Res	Arm	
	3	4	5	4	
Offensive	Att	Off	Str	Ap	Agi
Hold Guardian	3	4	5	2	1

Metal Armour, Dwarf, Magical Attacks

<b>Options</b>	Musician • Standard Bearer • Runic Standard of Dismay
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### ANVIL OF POWER #1

Anvil of Power - Standard - 60

180 POINTS



Global	Cha	Mob	Cou	Model Rules	
	"	"		Magic Resistance (2), Unstable, Channel (2), Fearless, Stubborn, Emplacement, Runic Anvil	
Defensive	HP	Def	Res	Arm	
	5	1	4	3	
Offensive	Att	Off	Str	Ap	Agi
Anvil Guard(3)	1	5	4	1	2

Aegis (5+)

Metal Armour, Dwarf, Construct

## Clans' Thunder



### STEAM COPTERS #1

Steam Copters x2 - Standard - 40x40

315 POINTS



Global	Cha	Mob	Cou	Model Rules	
	"	"		Fly, Swiftstride, Exclusive, Light Troops	
Defensive	HP	Def	Res	Arm	
	3	4	5	3	
Offensive	Att	Off	Str	Ap	Agi
Steam Copter	2	4	4	1	2

Metal Armour, Dwarf, Paired Weapons, Construct, Forge Repeater (4+)

<b>Options</b>	Shrapnel Grenades
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## Engines of War



### FIELD ARTILLERY #3

Field Artillery - Standard - 60

245 POINTS



Global	Cha	Mob	Cou	Model Rules	
	"	"		Dwarf Cannon, Stubborn, Emplacement, Exclusive	
Defensive	HP	Def	Res	Arm	
	5	1	4	2	
Offensive	Att	Off	Str	Ap	Agi
Crew	3	4	3	0	2

Metal Armour, Dwarf, Construct

<b>Options</b>	Dwarf Cannon
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### FIELD ARTILLERY #3

Field Artillery - Standard - 60

245 POINTS



<i>Global</i>	<i>Cha</i>	<i>Mob</i>	<i>Cou</i>	<i>Model Rules</i>	
	"	"		Dwarf Cannon, Stubborn, Emplacement, Exclusive	
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	5	1	4	2	
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
<b>Crew</b>	3	4	3	0	2

<b>Options</b>	Dwarf Cannon
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### FIELD ARTILLERY #1

Field Artillery - Standard - 60

170 POINTS



<i>Global</i>	<i>Cha</i>	<i>Mob</i>	<i>Cou</i>	<i>Model Rules</i>	
	"	"		Stubborn, Emplacement, Exclusive	
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	5	1	4	2	
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
<b>Crew</b>	3	4	3	0	2

<b>Options</b>	Flame Cannon
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### FIELD ARTILLERY #1

Field Artillery - Standard - 60

170 POINTS



<i>Global</i>	<i>Cha</i>	<i>Mob</i>	<i>Cou</i>	<i>Model Rules</i>	
	"	"		Stubborn, Emplacement, Exclusive	
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	5	1	4	2	
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
<b>Crew</b>	3	4	3	0	2

<b>Options</b>	Flame Cannon
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## Magics

### Magic items

**Rune of Dragon's Breath:** Breath Attack (Str 4, AP 1, Flaming Attacks, Magical Attacks).

**Rune of Smashing:** Attacks allocated towards a model with Res 5 or more have their Str set to 10 and AP set to 10.

**Rune of Destruction:** Multiple Wounds (D3).

### Magic banners

**Runic Standard of Dismay:** Charge Range rolls against the bearer's unit are Minimised.

## Model Rules

### Aegis:

**Ancient Grudge:** Dwarven Holds armies have a number of Grudges which confer a bonus when attacking specific enemies. The total number of Grudges held by a Dwarven Holds army is calculated in the following manner:

- One Grudge for a General with Ancestral Memory on the Army List
- One Grudge for each King on the Army List
- Two Grudges for each War Throne on the Army List

Right before the battle (during step 7 of the Deployment Phase Sequence), you must choose a single unit from the opponent's Army List for each Grudge in your army (this may also be a Character). The models of this unit are considered "marked". All models in the Dwarven Holds army gain Hatred against marked models, and against models joined to units with more than half of their models marked.

**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.

**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)).

**Construct:**

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

**Devastating Charge:** Attacks & Weapons, Melee

A charging model part with Devastating Charge, or using a weapon with Devastating Charge, gains the Model Rules and Characteristic modifiers stated in brackets. For example, a charging model part with Devastating Charge (+1 Strength, Poison Attacks) gains +1 Strength and Poison Attacks when it is charging. This rule is cumulative: a model part with several instances of Devastating Charge applies all Attack Attributes and Characteristics modifiers from all of them when charging.

**Disciplined:**

**Dwarf:**

**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

**Dying Blow:**

**Emplacement:**

**Exclusive:**

**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.

**First Strike:**

**Flame Cannon:** Artillery Weapon.

Flamethrower, Range 24", Shots 1, Str 4 {5}, AP 1 {2}, Flaming Attacks, {Multiple Wounds (D3)}.

**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 Repeater:** Shooting Weapon

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

**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

**Hard Target:**

**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:**

**Magical Attacks:** The attack doesn't have any special effects. However, it interacts with other rules, such as Otherworldly. Model parts with Magical Attacks apply it also to their Special Attacks (such as Stomp Attacks, Impact Hits and Breath Attack).

**Metal Armour:**

**Paired Weapons:** The wielder gains +1 Attack Value when using Paired Weapons. Attacks made with Paired Weapons gain +1 Offensive Skill and ignore Parry. A model using this weapon cannot simultaneously use a Shield against Melee Attacks.

**Rally Around the Flag:** All units, including Fleeing units, within 12" of a friendly non-Fleeing model with Rally Around the Flag may reroll failed Discipline Tests

**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.

**Runic Engravings:** At step 8 of the Pre-Game Sequence (after Spell Selection), each Hold Guardian unit must choose one of the following effects, which is applied for the duration of the game: • +1 Strength and +1 Armour Penetration • Vanguard • +2 Agility

**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.

**Skirmisher:** The model can draw Lines of Sight in any direction (i.e. it is not limited by the Front Arc) from any point on its base (remember that Charge Moves are limited by a single Wheel of no more than 90°, and that Stand and Shoot Charge Reactions can only be done against enemies in the Front Arc) and can always use Shooting Attacks from any rank (they are not limited to shooting from first and second rank).

Units with at least one R&F model with Skirmisher are formed into a skirmish formation. They are not placed in base to base contact with each other. Instead, models are placed with a 12.5 mm distance between them. This gap is considered part of the unit for Cover purposes, and will have the same Size as the models in the unit. Other than this gap between models, units with Skirmisher follow the normal rules for forming units and therefore have a Front, two Flanks, a Rear, can perform Supporting Attacks, and so on. Units in skirmish formation gain Hard Target and Light Troops, never block Line of Sight, and when units in skirmish formation would contribute to Hard Cover, they contribute to Soft Cover instead.

**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.

**Unstable:**

**Vanguard:** After Deployment (including units with Scout), models with Vanguard may perform a 12" move. The move is performed as an Advance Move in the Movement Phase, including any actions and restrictions the unit would normally have (such as Wheeling, Reforming, joining units, leaving units and so on). The 12" distance is used instead of the unit's Advance Rate and March Rate. 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.

**Weapon Master:**

**Zeal:**

### 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.

King #1	King's Guard #1	Dragon Seeker #1	Brothers of Vengeance #1	Hold Guardian #1	Hold Guardian #1	Clan Warrior #1	Field Artillery #3	Field Artillery #3	Clan Warrior #1	Clan Marksman #1	Clan Warrior #3	Runic Smith #1	Greybeard #1	Field Artillery #1	Field Artillery #1	Steam Copters #1	Anvil Power #1