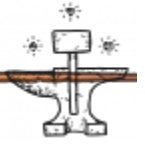




DWARVEN HOLDS

KIN1.0 - 4 361 POINTS



1520 pts (34.00 %) **1075 pts (24.00 %)** 906 pts (20.00 %) 580 pts (13.00 %) 500 pts (11.00 %)
Characters **Core** **Special** **Clans' Thunder** **Engines of War**
 (40 Max) (25 Least) (0 NoLimit) (35 Max) (20 Max)

Characters




ANVIL OF POWER

Anvil of Power - Standard - Construct - 60

195 POINTS




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



KING #2

King - Standard - Infantry - 40x60

695 POINTS




| Global | Adv | Mar | Dis | Model Rules | | |
|-----------|-----|-----|-----|-------------|--|---------------------|
| | 3" | 9" | 10 | | | |
| Defensive | HP | Def | Res | Arm | | |
| | 3 | 7 | 5 | 0 | Shield Wall (Ægide, Ægide), Plate Armour | |
| Offensive | Att | Off | Str | Ap | Agi | |
| King | 4 | 7 | 4 | 1 | 4 | Sturdy, Hand Weapon |

MOUNT WAR THRONE

| Global | Adv | Mar | Dis | Model Rules | | |
|------------|-----|-----|-----|-----------------------------|-----|---------------------------|
| | 3" | 9" | C | Tall, Majesty of High Kings | | |
| Defensive | HP | Def | Res | Arm | | |
| | 6 | C | C | C+2 | | |
| Offensive | Att | Off | Str | Ap | Agi | |
| War Throne | 4 | 5 | 4 | 1 | 2 | Harnessed, Sturdy, Hatred |


Options | Shield • War Throne • General • Rune of Resistance • Rune of the Forge x1 • Rune of Destruction • Rune of Might x2



KING #2

King - Standard - Infantry - 40x60

630 POINTS



| Global | Adv | Mar | Dis | Model Rules | | |
|-----------|-----|-----|-----|-------------|--|---------------------|
| | 3" | 9" | 10 | | | |
| Defensive | HP | Def | Res | Arm | | |
| | 3 | 7 | 5 | 0 | Shield Wall (Ægide, Ægide), Plate Armour | |
| Offensive | Att | Off | Str | Ap | Agi | |
| King | 4 | 7 | 4 | 1 | 4 | Sturdy, Hand Weapon |

MOUNT WAR THRONE

| Global | Adv | Mar | Dis | Model Rules | |
|--------|-----|-----|-----|-------------|--|
| | | | | | |

| | | | | | |
|------------------|------------|------------|------------|-----------------------------|------------|
| <i>Global</i> | <i>Adv</i> | <i>Mar</i> | <i>Dis</i> | <i>Model Rules</i> | |
| | 3" | 9" | C | Tall, Majesty of High Kings | |
| <i>Defensive</i> | <i>HP</i> | <i>Def</i> | <i>Res</i> | <i>Arm</i> | |
| | 6 | C | C | C+2 | |
| <i>Offensive</i> | <i>Att</i> | <i>Off</i> | <i>Str</i> | <i>Ap</i> | <i>Agi</i> |
| War Throne | 4 | 5 | 4 | 1 | 2 |

Options | War Throne • Rune of Steel x1 • Rune of Iron x1 • Rune of the Forge x1 • Rune of Craftsmanship • Rune of Fury x2

Core



CLAN WARRIORS #1

Clan Warriors x20 - Standard - Infantry - 20x20

335 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 (Ægide, Ægide), Heavy Armour | |
| <i>Offensive</i> | <i>Att</i> | <i>Off</i> | <i>Str</i> | <i>Ap</i> | <i>Agi</i> |
| Clan Warriors | 1 | 4 | 3 | 0 | 2 |

Options | Shield • Musician • Standard Bearer • Runic Standard of the Hold



CLAN WARRIORS #2

Clan Warriors x20 - Standard - Infantry - 20x20

335 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 (Ægide, Ægide), Heavy Armour | |
| <i>Offensive</i> | <i>Att</i> | <i>Off</i> | <i>Str</i> | <i>Ap</i> | <i>Agi</i> |
| Clan Warriors | 1 | 4 | 3 | 0 | 2 |

Options | Shield • Musician • Standard Bearer • Runic Standard of the Hold



GREYBEARDS #1

Greybeards x10 - Standard - Infantry - 20x20

185 POINTS



| | | | | | |
|------------------|------------|------------|------------|--|------------|
| <i>Global</i> | <i>Adv</i> | <i>Mar</i> | <i>Dis</i> | <i>Model Rules</i> | |
| | 3" | 9" | 9 | Scoring, Fearless, Seen It All | |
| <i>Defensive</i> | <i>HP</i> | <i>Def</i> | <i>Res</i> | <i>Arm</i> | |
| | 1 | 5 | 4 | 0 | |
| | | | | Shield Wall (Ægide, Ægide), Heavy Armour | |
| <i>Offensive</i> | <i>Att</i> | <i>Off</i> | <i>Str</i> | <i>Ap</i> | <i>Agi</i> |
| Greybeards | 1 | 5 | 4 | 1 | 2 |



CLAN MARKSMEN #1

Clan Marksmen x10 - Standard - Infantry - 20x20



220 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> | |



| | | | | | | |
|------------------|------------|------------|------------|------------|--|---------------------------|
| <i>Defensive</i> | <i>HP</i> | <i>Def</i> | <i>Res</i> | <i>Arm</i> | | |
| | 1 | 4 | 4 | 0 | Shield Wall (Ægide, Ægide), Heavy Armour | |
| <i>Offensive</i> | <i>Att</i> | <i>Off</i> | <i>Str</i> | <i>Ap</i> | <i>Agi</i> | |
| Clan Marksmen | 1 | 4 | 3 | 0 | 2 | Sturdy, Crossbow (4+, 4+) |

| | |
|----------------|----------------------------|
| Options | Guild-Crafted Handgun (4+) |
| Special | |

| | | | |
|--|--|-------------------|---|
|  | KING'S GUARD #1 King's Guard x18 - Standard - Infantry - 20x20 | 453 POINTS |  |
|--|--|-------------------|---|

| | | | | | | |
|------------------|------------|------------|------------|--------------------|----------------------|----------------------|
| <i>Global</i> | <i>Adv</i> | <i>Mar</i> | <i>Dis</i> | <i>Model Rules</i> | | |
| | 3" | 9" | 9 | Scoring, Bodyguard | | |
| <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 | Sturdy, Great Weapon |

| | |
|----------------|--|
| Options | Champion • Musician • Standard Bearer • Banner of the Relentless Company |
|----------------|--|

| | | | |
|--|--|-------------------|--|
|  | KING'S GUARD #2 King's Guard x18 - Standard - Infantry - 20x20 | 453 POINTS |  |
|--|--|-------------------|--|



| | | | | | | |
|------------------|------------|------------|------------|--------------------|----------------------|----------------------|
| <i>Global</i> | <i>Adv</i> | <i>Mar</i> | <i>Dis</i> | <i>Model Rules</i> | | |
| | 3" | 9" | 9 | Scoring, Bodyguard | | |
| <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 | Sturdy, Great Weapon |

| | |
|----------------|--|
| Options | Champion • Musician • Standard Bearer • Banner of the Relentless Company |
|----------------|--|

Clans' Thunder

| | | | |
|--|---|-------------------|---|
|  | ATTACK COPTER #1 Attack Copter - Standard - Construct - 40x40 | 180 POINTS |  |
|--|---|-------------------|---|

| | | | | | | |
|------------------|------------|------------|------------|---|-------------------|--|
| <i>Global</i> | <i>Adv</i> | <i>Mar</i> | <i>Dis</i> | <i>Model Rules</i> | | |
| | 1" | 2" | 9 | Light Troops, Swiftstride, Tall, Fly (8", 16", 8", 16") | | |
| | 8" | 16" | | | | |
| <i>Defensive</i> | <i>HP</i> | <i>Def</i> | <i>Res</i> | <i>Arm</i> | | |
| | 3 | 4 | 5 | 3 | Cannot be Stomped | |
| <i>Offensive</i> | <i>Att</i> | <i>Off</i> | <i>Str</i> | <i>Ap</i> | <i>Agi</i> | |
| Attack Copter | 2 | 4 | 4 | 1 | 2 | Forge Repeater (4+, 4+), Shrapnel Grenades |

| | | | |
|--|---|-------------------|---|
|  | ATTACK COPTER #2 Attack Copter - Standard - Construct - 40x40 | 180 POINTS |  |
|--|---|-------------------|---|

| | | | | |
|---------------|------------|------------|------------|--------------------|
| <i>Global</i> | <i>Adv</i> | <i>Mar</i> | <i>Dis</i> | <i>Model Rules</i> |
|---------------|------------|------------|------------|--------------------|

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

Engines of War

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

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

Magics

Magic items

Rune of Destruction: Attacks made with a weapon engraved with this Rune gain Multiple Wounds (D3).

Rune of Might: For each Rune of Might engraved on a weapon, attacks made with it gain +1 Strength and +1 Armour Penetration.

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

Rune of the Forge: The wearer of an armour engraved with this Rune gains Aegis (2+, against Flaming Attacks).

Rune of Craftsmanship: A weapon engraved with this Rune follows the rules for Great Weapons (this does not prevent the weapon from being engraved with additional Runes).

Rune of Fury: For each Rune of Fury engraved on a weapon, the wielder gains +1 Attack Value when using it.

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

Magic banners

Runic Standard of the Hold: 0-3 per Army.

A unit with one or more Runic Standards of the Hold counts as having an additional Full Rank for the purpose of Steadfast and Disrupted.

Banner of the Relentless Company: One use only. May be activated during the owner's Movement Phase. All Infantry models in the bearer's unit always

have March Rate 15", until the end of the Player Turn. Only a single Banner of the Relentless Company may be activated during the same phase.

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)).

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

Dwarf Cannon: Can be fired in two ways:

- As a Cannon Artillery Weapon:

Range 60", Shots 1, Str 4[10], AP 0[10], Area Attack (5x1), [Multiple Wounds (D3+1, Clipped Wings)].

- As a Volley Gun Artillery Weapon:

Range 12", Shots 2D6, Str 4, AP 4.

Engineering Rune: Universal Rule.

Field Artillery adds +4 to any roll 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 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

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

Runic Anvil: Each Anvil of Power may choose up to three different Battle Runes during Spell Selection.

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.

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

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

Shield Wall: When 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.

Shrapnel Grenades: Special Attack.

Sweeping Attack which can be used once per game.

The enemy unit suffers D3 hits for each Steam Copter in the unit. Hits are resolved with Strength 3 and Armour Penetration 0.

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: Melee.

The model gains Devastating Charge (+1 Str, +1 AP) and it does not suffer from negative to-hit modifiers from a Stand and Shoot Charge Reaction.

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.

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

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.

| Anvil of Power | King #2 | King #2 | Clan Warriors | Clan Warriors #2 | Greybeards #1 | Clan Marksmen #1 | King's Guard #1 | King's Guard #2 | Attack Copter #1 | Attack Copter #2 | Cannon #1 | Cannon #2 |
|----------------|---------|---------|---------------|------------------|---------------|------------------|-----------------|-----------------|------------------|------------------|-----------|-----------|
| | | | | | | | | | | | | |