



# DWARVEN HOLDS

JZHMZTGHM - 4 499 POINTS



950 pts (21.00 %) **Characters** (40 Max)  
 2400 pts (53.00 %) **Core** (25 Least)  
 404 pts (9.00 %) **Special** (0 NoLimit)  
 1974 pts (44.00 %) **Clans' Thunder** (35 Max)  
 895 pts (20.00 %) **Engines of War** (20 Max)

## Special

**MINERS #1**  
Miners x18 - Standard - Infantry - 20x20

**404 POINTS**

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

**Options** | Champion • Standard Bearer • Throwing Weapons (5+) • Shield • Great Weapon

## Characters

**ENGINEER #1**  
Engineer - Standard - Infantry - 20x20

**150 POINTS**

Global	Adv	Mar	Dis			Model Rules
	3"	9"	9			Engineer, Entrench
Defensive	HP	Def	Res	Arm		
	2	5	4	0	Shield Wall, Plate Armour	
Offensive	Att	Off	Str	Ap	Agi	
<b>Engineer</b>	2	5	4	1	3	Sturdy, Hand Weapon

**Options** | Shield • General • Wyrms-Slayer Rocket (3+)

**ANVIL OF POWER #1**  
Anvil of Power - Standard - Construct - 60

**190 POINTS**

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


**THANE #1**  
Thane - Standard - Infantry - 20x20

**240 POINTS**

Global	Adv	Mar	Dis			Model Rules
	3"	9"	9			

<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	3	6	5	0	Shield Wall, Plate Armour
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
Thane	3	6	4	1	3 Sturdy, Hand Weapon


<b>Options</b>	Shield • Crossbow (3+) • Battle Standard Bearer • Runic Standard of Shielding
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### RUNIC SMITH #1

Runic Smith - Standard - Infantry - 20x20

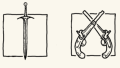
## 370 POINTS



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

<b>Options</b>	Shield • Great Weapon • Rune of Resilience • Rune of Denial • Rune of Shielding x2 • Rune of Craftsmanship • Rune of Returning
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## Core



### CLAN MARKSMEN #1

Clan Marksmen x25 - Standard - Infantry - 20x20

## 570 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 Sturdy

<b>Options</b>	Shield • Standard Bearer • Crossbow (4+) and Great Weapon • Flaming Standard
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### CLAN MARKSMEN #1

Clan Marksmen x25 - Standard - Infantry - 20x20

## 570 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 Sturdy

<b>Options</b>	Shield • Standard Bearer • Crossbow (4+) and Great Weapon • Runic Standard of the Hold
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### CLAN MARKSMEN #1

Clan Marksmen x18 - Standard - Infantry - 20x20


## 430 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, Heavy Armour
<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 <b>Sturdy</b>


<b>Options</b>	Shield • Standard Bearer • Crossbow (4+) and Great Weapon • Runic Standard of the Hold
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### GREYBEARDS #1

Greybeards x30 - Standard - Infantry - 20x20

## 830 POINTS



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

<b>Options</b>	Shield • Great Weapon • Champion • Standard Bearer • Vanguard • Throwing Weapons (5+) • Banner of the Relentless Company
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## Engines of War



### FIELD ARTILLERY #1

Field Artillery - Standard - Construct - 60

## 245 POINTS



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>	
	3"	3"	9	Stubborn, War Machine, Engineering Rune	
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	5	1	4	0	Heavy Armour
<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>Move or Fire</b>

<b>Options</b>	Flaming Shot • Organ Gun (4+)
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### FIELD ARTILLERY #2

Field Artillery - Standard - Construct - 60

## 145 POINTS



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>	
	3"	3"	9	Stubborn, War Machine, Engineering Rune	
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	5	1	4	0	Heavy Armour
<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>Move or Fire</b>


<b>Options</b>	Flame Cannon • Rune Crafted
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### GIANT DWARF #1

Giant Dwarf - Large - Infantry - 50x75

## 355 POINTS



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>
	5"	15"	9	Fear, Towering Presence, Giant See, Giant Do
<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>		
	6	3	6	1	<b>Shield</b>	
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
<b>Giant Dwarf</b>	5	3	5	2	3	<b>Rage, Stomp Attacks</b>

<b>Options</b>	Big Brother • Giant Club
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## Magics

### Magic items

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

**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 Returning:** A weapon engraved with this Rune can be used as a Shooting Weapon with Aim 2+ and the following profile: . Shooting Attacks made with this weapon are affected by all Runic Weapon Enchantments on the engraved weapon (even if the effects are normally restricted to Close Combat Attacks).

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

### Magic banners

**Flaming Standard:** One use only. May be activated at the start of a Round of Combat or before shooting with the bearer's unit.

The bearer's unit gains Flaming Attacks. If activated when Engaged in Combat, the effect lasts until the bearer's unit is no longer Engaged in Combat. If activated before shooting with the bearer's unit, the effect lasts until the end of the phase.

**Runic Standard of the Hold:** 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.

**Runic Standard of Shielding:** All friendly units within 6' of the bearer gain **Aegis (5+, against Shooting Attacks)**.

## Model Rules

**Aegis:**

**Ambush:**

**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)).

**Engineer:** Once per Shooting Phase, an unengaged Engineer may select a single War Machine within 6" that has not fired yet to gain the following effects:

- Replace the Aim of one of the War Machine's Artillery Weapons with the value given in brackets (X+).
- You may reroll the roll on the Misfire Table.
- You may reroll the dice (all of them or none) for determining the number of hits of a Flamethrower Artillery Weapon.

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

**Entrench:** Right before the battle (during step 7 of the Deployment Phase Sequence), the model may Entrench a single friendly War Machine. The War Machine counts as being in Hard Cover. The War Machine loses this instance of Hard Cover permanently if it performs an Advance or March Move or a Random Movement.

**Fear:** Units in base contact with one or more enemy models with Fear suffer -1 Discipline. At the start of each Round of Combat, such units must take a Discipline Test, called a Fear Test. If this test is failed, the models in the unit are Shaken until the end of the Round of Combat. Models that have Fear themselves are immune to the effects of Fear.

**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.

**Giant See, Giant Do:** Universal Rule.

The model gains Hatred (against Gigantic) and Sturdy

**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.

**Not a Leader:** The model cannot be the General.

**Plate Armour:** +3 Armor

**Rage:** Attack Attribute - Close Combat.

Whenever the model loses a Health Point, it gains +1 Attack Value. Whenever it gains a Health Point, it suffers -1 Attack Value.

**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 three 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.

**Seen It All:** Friendly units within 6" of a non-Fleeing Greybeard unit may reroll failed Panic Tests.

**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.

**Stomp Attacks:**

**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 does not suffer the -1 to-hit modifier for Stand and Shoot Charge Reactions.

**Towering Presence:** The model gains Tall and can never be joined or join a unit (unless it is a War Platform). A model with Towering Presence increases its Rally Around the Flag and Commanding Presence ranges by 6".

**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

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.

Field Artillery #1	Field Artillery #2	Clan Marksmen #1	Clan Marksmen #1	Clan Marksmen #1	Giant Dwarf #1	Engineer #1	Greybeards #1	Anvil of Power #1	Thane #1	Runic Smith #1	Miners #1
