



DWARFEN MOUNTAIN HOLDS

DREKTREK - 125 POINTS



125 pts (8.00 %) 0 pts (0.00 %) 0 pts (0.00 %) 0 pts (0.00 %) 0 pts (0.00 %) 0 pts (0.00 %)

Characters **Core** **Special** **Rare** **Mercenaries** **Allies**
 (50 Max) (25 Least) (50 Max) (25 Max) (20 Max) (25 Max)

Characters



Roi #1

King - Standard - Infantry - 20x20

125 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Roi	3	7	4	4	5	3	4	4	10	
Model Rules	Hatred(Orcs & Goblins) • Ancestral Grudge • Gromril Weapons • Hand Weapon • Full plate armour • Magic Resistance(-1) • Dwarf Crafted • Rallying Cry • Stubborn • Gromril Armour • Resolute									

Magics

Model Rules

Ancestral Grudge: Dwarfs never forget a wrong, imagined or otherwise, with lords and thanes being particularly overburdened with inherited grudges. These can never be forgotten, only settled or nurtured.

A model with this special rule has the Hatred (enemy characters) special rule, meaning it hates all characters in the opposing army. If this character joins a unit of Longbeards or Hammerers, that unit will also gain this special rule. Should this character leave a unit of Longbeards or Hammerers they have joined for any reason, that unit loses this special rule.

Dwarf Crafted: Dwarfs craft missile weapons with a skill and precision of both form and function that is not seen in the weapons of other races.

Models with this special rule do not suffer the usual -1 To Hit modifier when making a Stand & Shoot charge reaction.

Full plate armour:

Gromril Armour: The metal the Dwarfs call gromril is the toughest and sturdiest in the known world, able to turn aside any blow. Armour forged of gromril is highly coveted for its protective value and full suits of gromril armour are treasured and valued heirlooms.

A model with this special rule may re-roll any roll of a natural 1 made when making an Armour Save roll.

Gromril Weapons: Many Dwarf warriors bear weapons forged of gromril. Such fine weapons, family heirlooms passed down through many generations, possess remarkable sharpness and durability.

A hand weapon carried by a model with this special rule has an Armour Piercing characteristic of -1.

Note that this special rule only applies to a single, ordinary hand weapon. If the model is using two hand weapons or any other sort of weapon, or if their hand weapon is inscribed with any Weapon runes, this special rule ceases to apply.

Hand Weapon:

Hatred:

Magic Resistance:

Rallying Cry:

Resolute: Dwarfs are grim and determined warriors that abandon a position with great reluctance.

Models with this special rule suffer a -1 modifier to the result of any Flee roll or Pursuit roll they make (to a minimum of 1).

Stubborn:

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.

Roi #1

