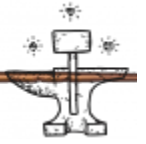




DWARVEN HOLDS

NANI 2 - 4 345 POINTS



1005 pts (22.00 %) 1410 pts (31.00 %) 710 pts (16.00 %) 980 pts (22.00 %) 860 pts (19.00 %)

Characters **Core** **Special** **Clans' Thunder** **Engines of War**
 (40 Max) (25 Least) (0 NoLimit) (35 Max) (20 Max)

Characters



RE
King - Standard - Infantry - 40x20

640 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 SHIELD BEARERS

| Global | Adv | Mar | Dis | Model Rules | | |
|----------------|-----|-----|-----|-------------|-----|-------------------|
| | 3" | 9" | C | Tall | | |
| Defensive | HP | Def | Res | Arm | | |
| | 4 | C | C | C+2 | | |
| Offensive | Att | Off | Str | Ap | Agi | |
| Shield Bearers | 2 | 5 | 4 | 1 | 2 | Sturdy, Harnessed |

Options | Shield • Shield Bearers • Ancestral Memory • General • Rune of Shielding x3 • Rune of Destruction • Rune of Might x1 • Rune of Craftsmanship



THANE
Thane - Standard - Infantry - 20x20

365 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 | |
| Thane | 3 | 6 | 4 | 1 | 3 | Sturdy, Hand Weapon |

Options | Battle Standard Bearer • Shield • Runic Standard of Shielding • Rune of Retribution x1 • Rune of Iron x2 • Rune of Smashing

Core




BARBE
Greybeards x20 - Standard - Infantry - 20x20

395 POINTS



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


| | |
|---------|-------------------|
| Options | Shield • Musician |
|---------|-------------------|



BARBEGRIGIE #2


Greybeards **x20** - Standard - Infantry - 20x20

395 POINTS



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


| | |
|---------|-------------------|
| Options | Shield • Musician |
|---------|-------------------|



TIRATORI


Clan Marksmen **x15** - Standard - Infantry - 20x20

310 POINTS



| Global | Adv | Mar | Dis | Model Rules | | |
|---------------|-----|-----|-----|-------------|--|---------------------------|
| | 3" | 9" | 9 | Scoring | | |
| Defensive | HP | Def | Res | Arm | | |
| | 1 | 4 | 4 | 0 | Shield Wall (Ægide, Ægide), Heavy Armour | |
| Offensive | Att | Off | Str | Ap | Agi | |
| Clan Marksmen | 1 | 4 | 3 | 0 | 2 | Sturdy, Crossbow (4+, 4+) |


| | |
|---------|---------------------------|
| Options | Crossbow and Great Weapon |
|---------|---------------------------|



TIRATORI DEL CLAN #2

Clan Marksmen **x15** - Standard - Infantry - 20x20


310 POINTS



| Global | Adv | Mar | Dis | Model Rules | | |
|---------------|-----|-----|-----|-------------|--|---------------------------|
| | 3" | 9" | 9 | Scoring | | |
| Defensive | HP | Def | Res | Arm | | |
| | 1 | 4 | 4 | 0 | Shield Wall (Ægide, Ægide), Heavy Armour | |
| Offensive | Att | Off | Str | Ap | Agi | |
| Clan Marksmen | 1 | 4 | 3 | 0 | 2 | Sturdy, Crossbow (4+, 4+) |

| | |
|---------|---------------------------|
| Options | Crossbow and Great Weapon |
|---------|---------------------------|


Special



MINATORI

Miners **x20** - Standard - Infantry - 20x20

355 POINTS



| Global | Adv | Mar | Dis | Model Rules | | |
|-----------|-----|-----|-----|-----------------|--|--------|
| | 3" | 9" | 9 | Scoring, Ambush | | |
| Defensive | HP | Def | Res | Arm | | |
| | 1 | 4 | 4 | 0 | Shield Wall (Ægide, Ægide), Heavy Armour | |
| Offensive | Att | Off | Str | Ap | Agi | |
| Miners | 1 | 4 | 4 | 1 | 2 | Sturdy |

| | |
|---------|--------------|
| Options | Great Weapon |
|---------|--------------|



MINATORI #2
Miners x20 - Standard - Infantry - 20x20

355 POINTS



| Global | Adv | Mar | Dis | Model Rules | | |
|---------------|-----|-----|-----|-----------------|--|--------|
| | 3" | 9" | 9 | Scoring, Ambush | | |
| Defensive | HP | Def | Res | Arm | | |
| | 1 | 4 | 4 | 0 | Shield Wall (Ægide, Ægide), Heavy Armour | |
| Offensive | Att | Off | Str | Ap | Agi | |
| Miners | 1 | 4 | 4 | 1 | 2 | Sturdy |

| | |
|-----------------------|--------------|
| Options | Great Weapon |
| Clans' Thunder | |



COTTERO
Attack Copter - Standard - Construct - 40x40

180 POINTS



| 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 |



ATTACK COPTER #2
Attack Copter - Standard - Construct - 40x40

180 POINTS



| 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



CANNONE 1
Cannon - Standard - Construct - 60

275 POINTS



| 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+) |

| | |
|----------------|-----------------------------|
| Options | Flaming Shot • Rune crafted |
|----------------|-----------------------------|



CANNONE 2

Cannon - Standard - Construct - 60

275 POINTS



| 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+) |

| | |
|----------------|-----------------------------|
| Options | Flaming Shot • Rune crafted |
|----------------|-----------------------------|



CATAPULTA

Catapult - Large - Construct - 60

310 POINTS



| 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, Catapult (4+, 4+) |

| | |
|----------------|-----------------------------|
| Options | Flaming Shot • Rune crafted |
|----------------|-----------------------------|

Magics

Magic items

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

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 Retribution: Whenever the wearer of an armour engraved with one or more Runes of Retribution rolls a successful Shield Wall Aegis Save (including Shield Wall stacked with Rune of Shielding), the wearer immediately inflicts a hit with the Strength and Armour Penetration of the saved attack against the model that caused the wound, before any casualties are removed, distributed onto the model's Health Pool. This is considered a Special Attack.

Rune of Smashing: Attacks made with a weapon engraved with this Rune that are allocated towards a model with Resilience 5 or more have their Strength set to 10 and their Armour Penetration set to 10.

Magic banners

Runic Standard of Shielding: (Battle Standard Bearer, Deep Watch, and King's Guard only.)
All friendly units within 6" of the bearer gain Aegis (5+) against Shooting Attacks.

Model Rules

Ambush:

Cannot be Stomped:

Catapult: Artillery Weapon Catapult (4x4):
Range 12-60", Shots 1, Str 3[7], AP 0[4], [Multiple Wounds (D3, Clipped Wings)].

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 (5×1), [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 Charge 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.

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.

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.

Plate Armour: +3 Armor

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 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:

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.

