



DWARVEN HOLDS

KRASNAL DWARFY - 4 496 POINTS



1775 pts (39.00 %) 1129 pts (25.00 %) 1592 pts (35.00 %) 147 pts (3.00 %) 0 pts (0.00 %)
Characters **Core** **Special** **Clans' Thunder** **Engines of War**
 (40 Max) (25 Least) (0 NoLimit) (35 Max) (20 Max)

Characters



RUNIC SMITH #1

Runic Smith - Standard - Infantry - 20x20

420 POINTS



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

Options Battle Rune x3 • Shield • Rune of Dragon's Breath • Rune of Harnessing x1 • Rune of Mastery x1 • Rune of Iron x2 • Rune of the Forge



THANE #1

Thane - Standard - Infantry - 40x20

330 POINTS



Global	Adv	Mar	Dis	Model Rules	
	3"	9"	9		
Defensive	HP	Def	Res	Arm	
	3	6	5	0 (+1)	Shield Wall, Plate Armour, Shield, Shield
Offensive	Att	Off	Str	Ap	Agi
Thane	3	6	4	1	3
Hand Weapon, Sturdy					



MOUNT SHIELD BEARERS

Global	Adv	Mar	Dis	Model Rules	
	3"	9"	C	Tall	
Defensive	HP	Def	Res	Arm	
	4	C	C	C+2	Cannot be Stomped
Offensive	Att	Off	Str	Ap	Agi
Shield Bearers	2	5	4	1	2
Sturdy, Harnessed					

Options Battle Standard Bearer • Shield • Shield Bearers • Legion Standard x1 • Rune of Lightning x2 • Rune of the Forge



ANVIL OF POWER #1

Anvil of Power - Standard - Construct - 60

200 POINTS



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



KING #1

King - Standard - Infantry - 40x60

825 POINTS



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



MOUNT WAR THRONE

Global	Adv	Mar	Dis	Model Rules		
	3"	9"	C			
Defensive	HP	Def	Res	Arm		
	6	C	C	C+2	Cannot be Stomped	
Offensive	Att	Off	Str	Ap	Agi	
War Throne	4	5	4	1	2	Hatred, Sturdy, Harnessed

Options | General • Ancestral Memory • Holdstone • War Throne • Rune of Shielding x3 • Rune of Destruction • Rune of Fury x1 • Rune of Craftsmanship • Rune of Iron x1

Core



GREYBEARDS #1

Greybeards x29 - Standard - Infantry - 20x20

622 POINTS



Global	Adv	Mar	Dis	Model Rules		
	3"	9"	9			
Defensive	HP	Def	Res	Arm		
	1	5	4	0 (+1)	Shield Wall, Heavy Armour, Shield	
Offensive	Att	Off	Str	Ap	Agi	
Greybeard	1	5	4	1	2	Great Weapon, Sturdy

Options | Shield • Great Weapon • Champion • Musician • Standard Bearer • Banner of the Relentless Company



CLAN WARRIORS #1

Clan Warriors x36 - Standard - Infantry - 20x20

507 POINTS



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

Options | Shield • Champion • Musician • Standard Bearer • Legion Standard

Special



MINERS #1

Miners x10 - Standard - Infantry - 20x20

195 POINTS



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

Options	Paired Weapons • Musician
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RANGERS #1


Rangers **x9** - Standard - Infantry - 20x20

147 POINTS



Global	Adv	Mar	Dis	Model Rules		
	3"	9"	9	Scoring, Strider (Forest), Scout		
Defensive	HP	Def	Res	Arm		
	1	4	4	0	Shield Wall, Heavy Armour	
Offensive	Att	Off	Str	Ap	Agi	
Ranger	1	4	3	0	2	Paired Weapons, Quick to Fire, Throwing Weapons, Sturdy


Options	Crag Warden • Throwing Weapons • Paired Weapons
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HOLD GUARDIANS #1


Hold Guardians **x6** - Large - Infantry - 40x40

625 POINTS



Global	Adv	Mar	Dis	Model Rules		
	5"	10"	10	Scoring, Fearless, Runic Engravings		
Defensive	HP	Def	Res	Arm		
	3	4	5	1	Plate Armour	
Offensive	Att	Off	Str	Ap	Agi	
Hold Guardian	3	4	5	2	2	Magical Attacks


Options	Champion • Musician • Standard Bearer • Runic Standard of the Hold
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HOLD GUARDIANS #1

Hold Guardians **x6** - Large - Infantry - 40x40

625 POINTS



Global	Adv	Mar	Dis	Model Rules		
	5"	10"	10	Scoring, Fearless, Runic Engravings		
Defensive	HP	Def	Res	Arm		
	3	4	5	1	Plate Armour	
Offensive	Att	Off	Str	Ap	Agi	
Hold Guardian	3	4	5	2	2	Magical Attacks

Options	Champion • Musician • Standard Bearer • Runic Standard of the Hold
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Magics

- ### Magic items
- Rune of Dragon's Breath:** The bearer gains **Breath Attack (Str 4, AP 1, Flaming Attacks, Magical Attacks)**. A single friendly Rune of Dragon's Breath may be used per Round of Combat.
 - Rune of Harnessing:** The Channel value of enemy model parts within 24' of the bearer's model (the value within brackets) is reduced by 1, to a minimum of 0.
 - 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 Mastery: One use only. A single Rune of Mastery may be activated immediately before the bearer attempts to cast a Bound Spell. Add (+2/+2) to the Power Level of this Bound Spell for this Casting Attempt.

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

Rune of Lightning: If the wielder scores at least one successful hit with a weapon engraved with one or more Runes of Lightning (consider each set of simultaneous attacks separately), each enemy unit that was hit suffers an additional D3 hits for each instance of this Rune. The hits are considered Special Attacks and are resolved with Strength 4, Armour Penetration 1, and **Magical Attacks**.

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

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

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

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.

Legion Standard: A unit with one Legion Standard increases the maximum of its Rank Bonus by +1 (normally this means the unit can add up to 4 Full Ranks to its Combat Score). A unit with two or more Legion Standards increases the maximum of its Rank Bonus by +2 instead.

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.

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)).

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.

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

Hold the Line:

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).

Not a Leader: The model cannot be the General.

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.

Plate Armour: +3 Armor

Quick to Fire:

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

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.

Scout: At step 8 of the Pre-Game Sequence (after Spell Selection) an army that includes units with Scout must state which of its units with Scout will use it, starting with the player that picked

the Deployment Zone. Deploy your army as usual, but without deploying any of the Scouting units. These units are placed after all other non-Scouting units have been deployed. They can either be deployed in your Deployment Zone, using the normal rules, or they can be deployed outside the Deployment Zone, but must be more than 18" away from any enemy units. This is decreased to 12" if the Scouting unit is deployed entirely within a Forest, Ruins, Field, Building, or Water Terrain Feature. Scouting units that are deployed outside their player's Deployment Zone may not Declare Charges in the first Player Turn (if their side has the first turn). If both players have Scouting units, alternate deploying one unit at a time, starting with the player that finished deploying first.

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.

Strider: The model automatically passes Dangerous Terrain Tests taken due to Terrain.

If more than half of a unit's models have Strider, the unit never loses their Steadfast or Rank Bonus due to Terrain.

Sometimes Strider is linked to a specific type of Terrain, stated in brackets.

In this case, models with Strider are considered Striders only when interacting with such type of Terrain.

Sturdy: The model part gains **Devastating Charge (+1 Str, +1 AP)** and **Steady Aim**.

Throwing Weapons: Range 8", Shots 2, FO Same as user, AP Same as user, Accurate, Quick to Fire

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.

