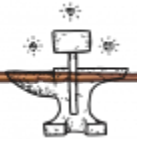




DWARVEN HOLDS

AGAINST SE - 4 292 POINTS



730 pts (16.00 %) 1235 pts (27.00 %) 1129 pts (25.00 %) 1368 pts (30.00 %) 520 pts (12.00 %)
Characters **Core** **Special** **Clans' Thunder** **Engines of War**
 (40 Max) (25 Least) (0 NoLimit) (35 Max) (20 Max)

Characters

KING #1

King - Standard - Infantry - 40x60

530 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

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	Cannot be Stomped
Offensive	Att	Off	Str	Ap	Agi
War Throne	4	5	4	1	2

Options | General • Holdstone • Shield • Pistol • War Throne • Great Weapon

ANVIL OF POWER #1

Anvil of Power - Standard - Construct - 60

200 POINTS

Global	Adv	Mar	Dis	Model Rules	
	3"	3"	9	Channel, Fearless, Magic Resistance, Not a Leader, Unbreakable, War Machine, Runic Anvil	
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

Core

CLAN WARRIORS #1

Clan Warriors x40 - Standard - Infantry - 20x20

545 POINTS

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

Options | Spear and Shield • Champion • Musician • Standard Bearer



CLAN MARKSMEN #1
Clan Marksmen x15 - Standard - Infantry - 20x20

345 POINTS



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

Options	Shield • Guild-Crafted Handgun (4+) • Musician
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CLAN MARKSMEN #2
Clan Marksmen x15 - Standard - Infantry - 20x20

345 POINTS



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

Options	Shield • Guild-Crafted Handgun (4+) • Musician
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Special



KING'S GUARD #1
King's Guard x26 - Standard - Infantry - 20x20

549 POINTS



Global	Adv	Mar	Dis	Model Rules	
	3"	9"	9	Scoring	
Defensive	HP	Def	Res	Arm	
	1	5	4	0	Plate Armour, Shield
Offensive	Att	Off	Str	Ap	Agi
King's Guard	2	5	4	1	2

Options	Champion • Musician • Standard Bearer
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HOLD GUARDIANS #1
Hold Guardians x6 - Large - Infantry - 40x40

580 POINTS



Global	Adv	Mar	Dis	Model Rules	
	5"	10"	10	Fearless, Scoring, 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

Options	Champion • Musician • Standard Bearer
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Clans' Thunder



FORGE WARDENS #1

Forge Wardens x16 - Standard - Infantry - 20x20

328 POINTS



Global	Adv	Mar	Dis	Model Rules		
	3"	9"	9	Scoring		
Defensive	HP	Def	Res	Arm		
	1	5	4	0	Aegis, Plate Armour	
Offensive	Att	Off	Str	Ap	Agi	
Forge Warden	1	4	4	1	2	Sturdy, Forge Gun (3+)

Options	Champion • Musician • Standard Bearer
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STEAM COPTERS #1

Steam Copters x2 - Standard - Construct - 40x40

350 POINTS



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

Options	Shrapnel Bombs
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Engines of War



FIELD ARTILLERY #1

Field Artillery - Standard - Construct - 60

135 POINTS



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

Options	Flaming Shot • Flame Cannon • Rune Crafted
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FIELD ARTILLERY #2

Field Artillery - Standard - Construct - 60

135 POINTS



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

Options	Flaming Shot • Flame Cannon • Rune Crafted
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FIELD ARTILLERY #3

Field Artillery - Standard - Construct - 60

125 POINTS



Global	Adv	Mar	Dis	Model Rules	
	3"	3"	9	Stubborn, War Machine, Engineering Rune	
Defensive	HP	Def	Res	Arm	
	5	1	4	0	Heavy Armour
Offensive	Att	Off	Str	Ap	Agi
Crew	3	4	3	0	2

Options	Flaming Shot • Dwarf Ballista (4+) • Rune Crafted
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FIELD ARTILLERY #4

Field Artillery - Standard - Construct - 60

125 POINTS



Global	Adv	Mar	Dis	Model Rules	
	3"	3"	9	Stubborn, War Machine, Engineering Rune	
Defensive	HP	Def	Res	Arm	
	5	1	4	0	Heavy Armour
Offensive	Att	Off	Str	Ap	Agi
Crew	3	4	3	0	2

Options	Flaming Shot • Dwarf Ballista (4+) • Rune Crafted
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Magics

Model Rules

Aegis:

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)).

Engineering Rune: Add +4 to the model's rolls 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 Gun: Shooting Weapon.

Range 18", Shots 1, Str 3, AP 0, Flaming Attacks, always hits on 2+.

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:

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).

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 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.

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.

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 **Steady Aim**.

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.

Clan Warriors #1	Clan Marksmen	Clan Marksmen #2	King #1	Anvil of Power #1	Forge Wardens #1	Steam Copters #1	King's Guard #1	Hold Guardians #1	Field Artillery #1	Field Artillery #2	Field Artillery #3	Field Artillery #4