



# DWARVEN HOLDS

## LIST DWARVEN HOLDS #6 COPY - 4 185 POINTS



1280 pts (28.00 %) 1182 pts (26.00 %) 913 pts (20.00 %) 668 pts (15.00 %) 785 pts (17.00 %)  
**Characters**      **Core**      **Special**      **Clans' Thunder**      **Engines of War**  
 (40 Max)      (25 Least)      (0 NoLimit)      (35 Max)      (20 Max)

### Characters



#### THANE #1

Thane - Standard - Infantry - 40x20

540 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 |



#### 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** Battle Standard Bearer • Shield • Great Weapon • Holdstone • Pistol (3+) • Shield Bearers • Runic Standard of Shielding • Rune of Dragon's Breath x1 • Rune of Iron x3 • Rune of Lightning x1



#### RUNIC SMITH #1

Runic Smith - Standard - Infantry - 20x20

390 POINTS



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

**Options** Shield • Great Weapon • Ancestral Memory • General • Rune of Devouring • Rune of Resistance • Rune of the Forge x1 • Rune of Might x1



#### ENGINEER #1

Engineer - Standard - Infantry - 20x20

155 POINTS



| Global    | Adv | Mar | Dis | Model Rules             |  |                     |
|-----------|-----|-----|-----|-------------------------|--|---------------------|
|           | 3"  | 9"  | 9   | Engineer (3+), Entrench |  |                     |
| Defensive | HP  | Def | Res | Arm                     |  |                     |
|           | 2   | 5   | 4   | 0                       | Shield Wall (Ægide, Ægide), Plate Armour |                     |
| Offensive | Att | Off | Str | Ap                      | Agi                                      |                     |
| Engineer  | 2   | 5   | 4   | 1                       | 3  | Sturdy, Hand Weapon |

Options

Shield • Wyrn-Slayer Rocket (3+)



## ANVIL OF POWER

Anvil of Power - Standard - Construct - 60

195 POINTS



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

## Core



## CLAN WARRIORS #1

Clan Warriors x29 - Standard - Infantry - 20x20

487 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 Warriors | 1   | 4   | 3   | 0           | 2  | Sturdy |

Options

Shield and Spear • Champion • Musician • Standard Bearer • Banner of the Relentless Company



## GREYBEARDS #2

Greybeards x30 - Standard - Infantry - 20x20

695 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 • Great Weapon • Champion • Musician • Standard Bearer • Legion Standard

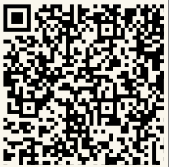
## Special



## MINERS #1

Miners x10 - Standard - Infantry - 20x20

245 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

Pistol (4+) • Paired Weapons

**RANGERS CRAG WARDEN #1**

Rangers x10 - Standard - Infantry - 20x20

243 POINTS



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

Options

Shield • Crossbow (3+) • Crag Warden

**SEEKERS BROTHERS OF VENGEANCE**

Seekers x15 - Standard - Infantry - 20x20

425 POINTS



| Global    | Adv | Mar | Dis | Model Rules                                   |            |  |
|-----------|-----|-----|-----|---|------------|--|
|           | 3"  | 9"  | 10  | Unbreakable, Fearless, The bigger they are... |            |  |
| Defensive | HP  | Def | Res | Arm   |            |  |
|           | 1   | 4   | 4   | 0   | Aegis (6+) |  |
| Offensive | Att | Off | Str | Ap  | Agi        |  |
| Seekers   | 1   | 4   | 4   | 1   | 2          | Sturdy, Yer comin' with me!, Weapon Master, Paired Weapons, Great Weapon |

Options

Vanguard • Champion • Musician • Standard Bearer • Crag Warden

## Clans' Thunder

**FORGE WARDENS #1**

Forge Wardens x10 - Standard - Infantry - 20x20

180 POINTS



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

## Engines of War

**CATAPULT #1**

Catapult - Large - Construct - 60

300 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 | Rune crafted |
|---------|--------------|



## ORGAN GUN #1

Organ Gun - Standard - Construct - 60

# 330 POINTS



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

|         |              |
|---------|--------------|
| Options | Rune crafted |
|---------|--------------|

## 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 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 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 additionally suffers 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 Devouring:** Runic Smiths only.  
One use only. The player may choose to use this Rune instead of performing a Dispelling Attempt. The spell is cast as normal but the Caster may not cast it again for the rest of the game. Spells dispelled by the Rune of Revocation and Attribute Spells are not affected.

**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 Resistance:** Successful to-wound rolls against the model of the wearer of an armour engraved with this Rune must be rerolled.

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

### 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.

**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.

### Model Rules

**Aegis:**

**Ambush:**

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

**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:** Universal Rule.

Field Artillery adds +4 to any roll on the Misfire Table.

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

**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.

**Forge Gun:** Shooting Weapon.  
Range 18", Shots 1, Str 3, AP 0, Flaming Attacks, always hit on 2+.

**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

**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.

**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

**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. Each Runic Smith may select up to three different Battle Runes during Spell Selection, provided it paid for them.

**Runic Anvil:** Each Anvil of Power may choose up to three different Battle Runes during Spell Selection.

**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.

**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.

**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.

**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.

**The bigger they are...:** When Charging a unit that contains at least one Large or Gigantic model, the model gains Swiftstride for the Charge Range roll.

**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.

**Volley Gun:** Artillery Weapon:  
Range 30", Shots 2D6\*2, Str 5, AP 3.

**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.

**Weapon Master:**

**Yer comin' with me!:** Close Combat.

In order to use this Attack Attribute, the unit must be at least as wide as it is deep at the start of the Round of Combat.

Close Combat Attacks made by models with this Attack Attribute can never wound on worse than 4+. In addition, when a model with this Attack Attribute is removed as a casualty during the Melee Phase due to an enemy Melee Attack, it must immediately, before removal, perform a single Close Combat Attack with the following rules and restrictions:

- The attack is always resolved with Strength 5 and Armour Penetration 2.
- The owner must choose one of the following options:













- (1) The attack is allocated towards the model that caused the casualty.
- (2) The attack is allocated towards a R&F model in that model's unit. The hit is distributed onto the unit.

In either case, the model with Yer comin' with me! is considered in base contact with the attacked model, and the models count as Engaged in the same Facing as their units.

- This Attack Attribute cannot be used against casualties caused by Impact Hits.

## 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.

| Thane #1   | Runic Smith #1  | Engineer #1   | Anvil of Power  | Clan Warriors #1  | Greybeards #2   | Miners #1   | Forge Wardens   | Catapult #1  | Organ Gun #1  | Rangers Crag Warden #1  | Seekers Brothers of Vengeance   |
|--|---|---|---|---|---|---|---|--|---|---|---|
|  |  |  |  |  |  |  |  |  |  |  |  |