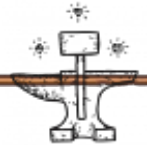




# DWARVEN HOLDS

## TATO - 6 445 POINTS



A test

120 pts (2.00 %) **3785 pts (76.00 %)** 2010 pts (40.00 %) 235 pts (5.00 %) 295 pts (6.00 %) **0 pts (0.00 %)**  
**Rare** (25 Max) **Special** (50 Max) **Core** (25 Least) **Lords** (50 Max) **Heroes** (50 Max) **Mount** (0 NoLimit)

### Lords



#### KING #1

King - Standard - Infantry - 20x20

235 POINTS



| Troops                              | M  | WS | BS | S | T | W | I | A | Ld | Type     |
|-------------------------------------|--|----|----|---|---|---|---|---|----|----------|
| King                                | 3  | 7  | 4  | 4 | 5 | 3 | 4 | 4 | 10 | Infantry |
| Shield Bearers                      | 3  | 5  | 3  | 4 | 4 | 4 | 2 | 2 | 10 | Infantry |
| <b>Model Rules</b>                  | Shield Wall • Sturdy • Relentless • Plate Armour |    |    |   |   |   |   |   |    |          |
| <b>Model Rules (Shield Bearers)</b> | Sturdy • Relentless • Mount's Protection (5+)    |    |    |   |   |   |   |   |    |          |
| <b>Model Rules (Shield Bearers)</b> | Sturdy • Relentless • Mount's Protection (5+)    |    |    |   |   |   |   |   |    |          |

**Options** | May take a Shield • Mount : Shield Bearers • Rune of Might x2

### Heroes



#### RUNIC SMITH #1

Runic Smith - Standard - Infantry - 20x20

117 POINTS



| Troops             | M  | WS | BS | S | T | W | I | A | Ld | Type     |
|--------------------|--|----|----|---|---|---|---|---|----|----------|
| Runic Smith        | 3  | 5  | 3  | 4 | 4 | 2 | 3 | 2 | 9  | Infantry |
| <b>Model Rules</b> | Rune Craft • Magic Resistance (1) • Channel • Sturdy • Relentless • Shield Wall • Plate Armour |    |    |   |   |   |   |   |    |          |

**Options** | May take a Shield • Rune of Metal • Rune of Resolve • Rune of Resilience • Rune of Steel



#### THANE - BSB

Thane - BSB - Standard - Infantry - 20x20

178 POINTS



| Troops             | M  | WS | BS | S | T | W | I | A | Ld | Type     |
|--------------------|--|----|----|---|---|---|---|---|----|----------|
| Thane              | 3  | 6  | 4  | 4 | 5 | 2 | 3 | 3 | 10 | Infantry |
| <b>Model Rules</b> | Sturdy • Relentless • Shield Wall • Plate Armour |    |    |   |   |   |   |   |    |          |

**Options** | May take a Shield • Runic Standard of Shielding • Rune of Iron x3

### Core



#### CLAN WARRIORS #1

Clan Warriors x30 - Standard - Infantry - 20x20

830 POINTS



| Troops             | M  | WS | BS | S | T | W | I | A | Ld | Type     |
|--------------------|--|----|----|---|---|---|---|---|----|----------|
| Warrior            | 3  | 4  | 3  | 3 | 4 | 1 | 2 | 1 | 9  | Infantry |
| Champion           | 3  | 5  | 4  | 3 | 4 | 1 | 2 | 2 | 9  |          |
| <b>Model Rules</b> | Sturdy • Relentless • Shield Wall • Heavy Armour |    |    |   |   |   |   |   |    |          |

**Options** | A single Clan Warriors or Graybeards unit may Vanguard ( max 30 models) • May take a Shield • Champion • Musician • Standard Bearer



**GREYBEARDS #2**  
Greybeards **x30** - Standard - Infantry - 20x20

**1 180 POINTS**



| Troops             | M   | WS | BS | S | T | W | I | A | Ld | Type     |
|--------------------|---|----|----|---|---|---|---|---|----|----------|
| Greybeard          | 3   | 5  | 3  | 4 | 4 | 1 | 2 | 1 | 9  | Infantry |
| Champion           | 3   | 6  | 4  | 4 | 4 | 1 | 2 | 2 | 9  |          |
| <b>Model Rules</b> | Seen It All • Immune to Psychology • Sturdy • Relentless • Shield Wall • Heavy Armour |    |    |   |   |   |   |   |    |          |

**Options** | May take a Shield • Champion • Musician • Standard Bearer

**Special**



**STEAM COPTER #1**  
Attack Copters **x2** - Standard - Infantry - 20x20

**150 POINTS**



| Troops             | M  | WS | BS | S | T | W | I | A | Ld | Type    |
|--------------------|--|----|----|---|---|---|---|---|----|---------|
| Driver             | -  | 4  | 3  | 4 | 4 | - | 2 | 2 | 9  | Cavalry |
| Copter             | 1  | -  | -  | - | 5 | 3 | - | - | -  |         |
| <b>Model Rules</b> | Fly(8) • Forge Repeater • Mount's Protection (6+) • Heavy Armour |    |    |   |   |   |   |   |    |         |

**Options** | May Skirmish (units of 2 or more models)



**FORGE WARDENS #1**  
Forge Wardens **x20** - Standard - Infantry - 20x20

**1 590 POINTS**



| Troops             | M  | WS | BS | S | T | W | I | A | Ld | Type     |
|--------------------|--|----|----|---|---|---|---|---|----|----------|
| Forge Warden       | 3  | 5  | 3  | 4 | 4 | 1 | 2 | 1 | 9  | Infantry |
| Champion           | 3  | 6  | 4  | 4 | 4 | 1 | 2 | 2 | 9  |          |
| <b>Model Rules</b> | Fireborn • Ward Save (6+) • Sturdy • Relentless • Forge Gun • Plate Armour |    |    |   |   |   |   |   |    |          |

**Options** | Champion • May take Wyrms-Slayer Rocket • Musician • Standard Bearer



**KING'S GUARD #1**  
King's Guard **x25** - Standard - Infantry - 20x20

**1 600 POINTS**



| Troops             | M  | WS | BS | S | T | W | I | A | Ld | Type     |
|--------------------|--|----|----|---|---|---|---|---|----|----------|
| King's Guard       | 3  | 5  | 3  | 4 | 4 | 1 | 2 | 2 | 9  | Infantry |
| Champion           | 3  | 6  | 4  | 4 | 4 | 1 | 2 | 3 | 9  |          |
| <b>Model Rules</b> | Bodyguard (General, Dwarf King) • Sturdy • Relentless • Great Weapons • Plate Armour |    |    |   |   |   |   |   |    |          |

**Options** | Champion • Musician • Standard Bearer • Runic Standard of Dismay



**SEEKERS #1**  
Seekers **x15** - Standard - Infantry - 20x20

**445 POINTS**



| Troops             | M   | WS | BS | S | T | W | I | A | Ld | Type     |
|--------------------|---|----|----|---|---|---|---|---|----|----------|
| Seeker             | 3   | 4  | 3  | 4 | 4 | 1 | 2 | 1 | 10 | Infantry |
| <b>Model Rules</b> | Ward Save (6+) • Unbreakable • Sturdy • Relentless • Weapon Master • "Yer comin' with me...!" • Great Weapon • Paired Weapons |    |    |   |   |   |   |   |    |          |

**Options** | May take Vanguard • May take Skirmisher (max 15 models)

# Rare



## VENGEANCE SEEKER #1

Vengeance Seeker - Standard - Infantry - 20x20

60 POINTS



| Troops             | M   | WS | BS | S | T | W | I | A | Ld | Type     |
|--------------------|---|----|----|---|---|---|---|---|----|----------|
| Vengeance Seeker   | 3   | 5  | 3  | 4 | 4 | 3 | 2 | * | 10 | Infantry |
| <b>Model Rules</b> | "The bigger they are..." • Ward Save (6+) • Distracting • Unbreakable • Hard Target • Relentless • "Yer comin' with me...!" • Whirling Chains of Doom |    |    |   |   |   |   |   |    |          |



## VENGEANCE SEEKER #2

Vengeance Seeker - Standard - Infantry - 20x20

60 POINTS



| Troops             | M   | WS | BS | S | T | W | I | A | Ld | Type     |
|--------------------|---|----|----|---|---|---|---|---|----|----------|
| Vengeance Seeker   | 3   | 5  | 3  | 4 | 4 | 3 | 2 | * | 10 | Infantry |
| <b>Model Rules</b> | "The bigger they are..." • Ward Save (6+) • Distracting • Unbreakable • Hard Target • Relentless • "Yer comin' with me...!" • Whirling Chains of Doom |    |    |   |   |   |   |   |    |          |

## Magics

### Magic items

Rune of Might:

Rune of Steel:

Rune of Iron:

### Magic banners

Runic Standard of Dismay:

Runic Standard of Shielding:

### Model Rules

"The bigger they are...":

"Yer comin' with me...!":

Bodyguard (General, Dwarf King):

Channel:

Distracting:

Fireborn:

Fly(8):

Forge Gun:

Forge Repeater:

Great Weapon:

Great Weapons:

Hard Target:












Heavy Armour:

Immune to Psychology:

- Magic Resistance (1):**
- Mount's Protection (6+):**
- Paired Weapons:**
- Plate Armour:**
- Relentless:**
- Rune Craft:**
- Seen It All:**
- Shield Wall:**
- Sturdy:**
- Unbreakable:**
- Ward Save (6+):**
- Weapon Master:**
- Whirling Chains of Doom:**

### 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.

| Steam Copter #1   | Clan Warriors #1   | Forge Wardens #1   | Greybeards #2  | King #1  | King's Guard #1  | Runic Smith #1   | Seekers #1   | Thane - BSB   | Vengeance Seeker #1  | Vengeance Seeker #2  |
|---|--|--|--|--|--|--|--|---|--|--|
|  |  |  |  |  |  |  |  |  |  |  |