



# DWARVEN HOLDS

## KARAK-AZERION - 4 320 POINTS



1180 pts (24.00 %) 1815 pts (36.00 %) 745 pts (15.00 %) 700 pts (14.00 %) 580 pts (12.00 %)  
**Characters**      **Core**      **Special**      **Clans' Thunder**      **Engines of War**  
 (40 Max)      (25 Least)      (0 NoLimit)      (35 Max)      (20 Max)

### Characters



#### KING AZIROK HAMMERBEARD

King - Standard - Infantry - 40x20

515 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	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	Cannot be Stomped	
Offensive	Att	Off	Str	Ap	Agi	
Shield Bearers	2	5	4	1	2	Harnessed, Sturdy

**Options** | General • Ancestral Memory • Shield • Shield Bearers • Rune of Resistance • Rune of Retribution x1 • Rune of the Forge • Rune of Precision • Rune of Penetration x1 • Rune of Returning



#### ZU ZON ZUL

Dragon Seeker - Standard - Infantry - 20x20

350 POINTS



Global	Adv	Mar	Dis	Model Rules		
	3"	9"	10	Fearless, Magic Resistance, Not a Leader, Unbreakable, Vanguard, The bigger they are...		
Defensive	HP	Def	Res	Arm		
	3	7	5	0	Aegis	
Offensive	Att	Off	Str	Ap	Agi	
Dragon Seeker	5	7	5	2	5	Lethal Strike, Weapon Master, Sturdy, Yer comin' with me!, Great Weapon, Hand Weapon, Paired Weapons

**Options** | Monster Seeker • Rune of Fury x2 • Rune of Fire



#### MIRIK HOLDENWATCH

Thane - Standard - Infantry - 20x20

315 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 the Hold x1 • Runic Standard of Shielding • Rune of Iron x1 • Rune of Craftsmanship

## Core



### CLAN MILLITIA

Clan Warriors **x40** - Standard - Infantry - 20x20

**435** 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	Sturdy



### CLAN YOUNG BEARDS

Clan Warriors **x20** - Standard - Infantry - 20x20

**305** 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	Sturdy

**Options**

Spear and Shield • Champion • Musician • Standard Bearer



### CLAN LONGSHANKS

Greybeards **x15** - Standard - Infantry - 20x20

**375** POINTS



Global	Adv	Mar	Dis	Model Rules		
	3"	9"	9	Fearless, Hold the Line, Scoring		
Defensive	HP	Def	Res	Arm		
	1	5	4	0	Shield Wall, Heavy Armour	
Offensive	Att	Off	Str	Ap	Agi	
Greybeard	1	5	4	1	2	Sturdy

**Options**

Throwing Weapons • Great Weapon • Champion • Musician • Standard Bearer • Runic Standard of Dismay



### CLAN SNIPERS

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

**335** 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	Sturdy

**Options**

Guild-Crafted Handgun (4+) • Champion • Musician • Standard Bearer



**CLAN QUARRELLERS**  
Clan Marksmen x20 - Standard - Infantry - 20x20

**365 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	Sturdy

<b>Options</b>	Crossbow • Champion • Musician • Standard Bearer
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**Special**



**FANATIC'S OF ZU ZON ZUL**  
Seekers x10 - Standard - Infantry - 20x20

**275 POINTS**



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

<b>Options</b>	Brothers of Vengeance • Vanguard • Champion • Musician • Standard Bearer
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**GUARDIANS OF HAMMERBEARD**  
King's Guard x20 - Standard - Infantry - 20x20

**470 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	Sturdy, Great Weapon

<b>Options</b>	Champion • Musician • Standard Bearer • Runic Standard of the Hold
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**Engines of War**



**CLAN ROCK THROWER**  
Field Artillery - Standard - Construct - 60

**290 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

<b>Options</b>	Dwarf Catapult (4+) • Rune Crafted
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## CLAN MAGMA THROWER

Field Artillery - Standard - Construct - 60

290 POINTS



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

Options
Flaming Shot • Dwarf Catapult (4+) • Rune Crafted

## Magics

### Magic items

**Rune of Penetration:** Attacks made with a weapon engraved with one or more Runes of Penetration gain +3 Armour Penetration.

**Rune of Precision:** The wielder of a weapon engraved with this Rune gains **Lightning Reflexes**.

**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 Retribution:** Whenever the wearer of an armour engraved with one or more Runes of Retribution rolls a successful Shield Wall Aegis Save against enemy Melee Attacks (including Shield Wall stacked with Rune of Shielding), the wearer immediately inflicts a hit with the Strength and Armour Penetration of the saved attack on 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 Returning:** A weapon engraved with this Rune can be used as a Shooting Weapon with Aim 2+ and the following profile: . Shooting Attacks made with this weapon are affected by all Runic Weapon Enchantments on the engraved weapon (even if the effects are normally restricted to Close Combat Attacks).

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

**Rune of Fire:** May be activated at the start of any phase or Round of Combat. If so, attacks made with a weapon engraved with this Rune become **Flaming Attacks** until the end of the phase.

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

**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 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.

### Magic banners

**Runic Standard of Dismay:** Units Charging the bearer's unit suffer -2' Advance Rate for their Charge Range roll.

**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.

**Runic Standard of Shielding:** All friendly units within 6' of the bearer gain **Aegis (5+, against Shooting Attacks)**.

### Model Rules

**Aegis:**

**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.

**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:**

**Lethal Strike:** If the attack wounds with a natural to-wound roll of 6+, its Armour Penetration is set to 10 and the target of the attack cannot take a Regeneration save against it.

### 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

**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**.

**The bigger they are...:** The model gains Devastating Charge (Swiftstride) for Charges against units that contain at least one Large or Gigantic model.

**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.

**Vanguard:** After Deployment (including units with Scout), models with Vanguard may perform a 12" move. The move is performed as an Advance Move in the Movement Phase, including any actions and restrictions the unit would normally have (such as Wheeling, Reforming, joining units, leaving units and so on). The 12" distance is used instead of the unit's Advance Rate and March Rate. This move cannot be used to move within 12" of enemy units. This is decreased to 6" for enemy units which have either Scouted or Vanguarded. Units that have moved in this way may not Declare Charges in the first Player Turn (if their side has the first turn). If both players have units with Vanguard, alternate moving units one at a time, starting with the player that finished deploying last. Instead of moving a unit, a player may declare to not move any more Vanguarding units.

**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!** 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 Facings as their units. • This Attack Attribute cannot be used for 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.

