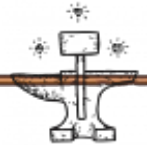




# DWARVEN HOLDS

## PPP - 3 492 POINTS



626 pts (18.00 %) 1038 pts (30.00 %) **1304 pts (37.00 %)** 978 pts (28.00 %) 490 pts (14.00 %)

**Characters** (35 Max) **Core** (25 Least) **Clans' Thunder** (35 Max) **Special** (0 NoLimit) **Engines of War** (20 Max)

### Characters

**LORDS OF STONE - KING #1**  
Lords of Stone - King - Standard - Infantry - 20x20

**370 POINTS**

Troops	M	WS	BS	S	T	W	I	A	Ld	Type
King	3	7	4	4	5	3	4	4	10	Infantry
Coursier elfique	9	3	0	3	3	1	4	1	5	Monstrous Beast
Shield Bearers	6	5	3	4	4	4	2	2	9	Infantry
<b>Model Rules</b>	Relentless • Sturdy • Shield Wall • Plate Armor									
<b>Model Rules (Shield Bearers)</b>	Relentless • Sturdy • Mount's Protection (5+)									
<b>Model Rules (Shield Bearers)</b>	Relentless • Sturdy • Mount's Protection (5+)									

<b>Options</b>	May take a Great Weapon • Shield Bearers
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**LORDS OF STONE - THANE #1**  
Lords of Stone - Thane - Standard - Infantry - 20x20

**256 POINTS**

Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Thane	3	6	4	4	5	3	3	3	9	Infantry
Shield Bearers	6	5	3	4	4	4	2	2	9	Infantry
<b>Model Rules</b>	Relentless • Sturdy • Shield Wall • Plate Armor									
<b>Model Rules (Shield Bearers)</b>	Relentless • Sturdy • Mount's Protection (5+)									
<b>Model Rules (Shield Bearers)</b>	Relentless • Sturdy • Mount's Protection (5+)									

<b>Options</b>	May take a Shield • Shield Bearers
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### Core

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

**480 POINTS**

Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Clan Marksmen	3	4	3	3	4	1	2	1	9	Infantry
<b>Model Rules</b>	Scoring • Relentless • Sturdy • Shield Wall • Heavy Armour • Crossbow									


<b>Options</b>	Guild-Crafted Handgun (max 20 models) • May take a Shield • Champion • Musician • Standard Bearer
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**GREYBEARDS #2**  
Greybeards x10 - Standard - Infantry - 20x20


**240 POINTS**

Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Greybeards	3	5	3	4	4	1	2	1	9	Infantry
Carnosaure	7	3	0	7	5	5	2	4	5	Monster
<b>Model Rules</b>	Scoring • Immune to Psychology • Relentless • Sturdy • Shield Wall • Seen It All • Heavy Armour									
<b>Model Rules (Carnosaure)</b>	Cold-blooded • Multiple Wounds • Blood Frenzy • Large target • Scaly Skin • Terror									


<b>Options</b>	May take a Great Weapon
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Core	<b>GREYBEARDS #1</b>		<b>318 POINTS</b>								
	Greybeards x12 - Standard - Infantry - 20x20										
<b>Troops</b>		<b>M</b>	<b>WS</b>	<b>BS</b>	<b>S</b>	<b>T</b>	<b>W</b>	<b>I</b>	<b>A</b>	<b>Ld</b>	<b>Type</b>
Greybeards		3	5	3	4	4	1	2	1	9	Infantry
Carnosaure		7	3	0	7	5	5	2	4	5	Monster
<b>Model Rules</b>		Scoring • Immune to Psychology • Relentless • Sturdy • Shield Wall • Seen It All • Heavy Armour									
<b>Model Rules (Carnosaure)</b>		Cold-blooded • Multiple Wounds • Blood Frenzy • Large target • Scaly Skin • Terror									

<b>Options</b>	May take a Shield • Champion • Musician • Standard Bearer • Gleaming Icon
<b>Special</b>	


	<b>KING'S GUARD #1</b>		<b>450 POINTS</b>								
	King's Guard x15 - Standard - Infantry - 20x20										
<b>Troops</b>		<b>M</b>	<b>WS</b>	<b>BS</b>	<b>S</b>	<b>T</b>	<b>W</b>	<b>I</b>	<b>A</b>	<b>Ld</b>	<b>Type</b>
King's Guard		3	5	3	4	4	1	2	2	9	Infantry
<b>Model Rules</b>		Scoring • Bodyguard (General, Dwarf King) • Relentless • Sturdy • Shield Wall • Great Weapon • Plate Armor									


<b>Options</b>	May take a Shield • Champion • Musician • Standard Bearer
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	<b>RANGERS #1</b>		<b>528 POINTS</b>								
	Rangers x16 - Standard - Infantry - 20x20										
<b>Troops</b>		<b>M</b>	<b>WS</b>	<b>BS</b>	<b>S</b>	<b>T</b>	<b>W</b>	<b>I</b>	<b>A</b>	<b>Ld</b>	<b>Type</b>
Rangers		3	4	4	3	4	1	2	1	9	Infantry
<b>Model Rules</b>		Scoring • Scout • Relentless • Strider (Forest) • Sturdy • Shield Wall • Heavy Armour									

<b>Options</b>	Crossbow • Great Weapon • Champion • Musician • Standard Bearer
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<b>Clans' Thunder</b>	
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	<b>STEAM COPTERS - ATTACK COPTER #1</b>		<b>160 POINTS</b>								
	Steam Copters - Attack Copter - Standard - Infantry - 40x40										
<b>Troops</b>		<b>M</b>	<b>WS</b>	<b>BS</b>	<b>S</b>	<b>T</b>	<b>W</b>	<b>I</b>	<b>A</b>	<b>Ld</b>	<b>Type</b>
Steam Copters - Attack Copter		1(8)	-	-	-	5	8	-	-	-	Cavalry
Pilot		-	4	4	4	4	-	2	2	9	
<b>Model Rules</b>		Fly (8) • Shrapnel Grenades • Mount's Protection (6+) • Heavy Armour • Forge Repeater									

	<b>STEAM COPTERS - STEAM BOMBER #1</b>		<b>200 POINTS</b>								
	Steam Copters - Steam Bomber - Standard - Infantry - 40x40										
<b>Troops</b>		<b>M</b>	<b>WS</b>	<b>BS</b>	<b>S</b>	<b>T</b>	<b>W</b>	<b>I</b>	<b>A</b>	<b>Ld</b>	<b>Type</b>
Copter		1(8)	-	-	-	5	8	-	-	-	Cavalry
Pilot		-	4	4	4	4	-	2	2	9	
<b>Model Rules</b>		Fly (8) • Shrapnel Bombs • Mount's Protection (6+) • Heavy Armour • Forge Repeater									

# Engines of War

## FIELD ARTILLERY - CANNON #1

Field Artillery - Cannon - Standard - Infantry - 60

270 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Machine	-	-	-	-	4	5	-	-	-	War Machine
Crew (3)	3	4	3	3	-	-	2	1	9	
<b>Model Rules</b>	Stubborn • Engineering Rune • Heavy Armour									

## FIELD ARTILLERY - CATAPULT #1

Field Artillery - Catapult - Standard - Infantry - 60

220 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Machine	-	-	-	-	4	5	-	-	-	War Machine
Crew (3)	3	4	3	3	-	-	2	1	9	
<b>Model Rules</b>	Stubborn • Engineering Rune • Heavy Armour									

## Magics

### Magic banners

**Gleaming Icon:** One use only. Must be activated the first time the bearer's unit fails a Leadership Test. The unit may reroll the failed test.

### Model Rules

**Blood Frenzy:**

**Bodyguard (General, Dwarf King):** When a Character is joined to a unit in which at least one model has the Bodyguard special rule, that Character gains Stubborn. When Characters or Character types are stated in brackets, Bodyguard only works for the specified Characters or Character types.

**Cold-blooded:**

**Crossbow:** Shooting Weapon. Range 18", Strength 5, Flaming Attacks, Quick to Fire, Multiple Shots (4)

**Engineering Rune:** A Field Artillery with this Rune adds +4 to any roll on the Misfire Table.

**Fly (8):** Units composed entirely of models with this special rule can make Flying Movements in the Move Chargers and Remaining Moves sub-phases. When a unit makes a Flying Movement, substitute the models' Movement Characteristic with the value given in brackets (X). However, they cannot end their Movement inside or within 1" of a unit or Impassable Terrain (unless charging, when the normal exceptions to the Unit Spacing rule apply). Units using Flying Movement ignore any Terrain or units they fly over from their starting to their ending position, but they are still affected by the effects of the Terrain from which they take off and in which they land. Flying Movement can be used to March. Models with the Fly special rule also always have Swiftstride and Light Troops.

**Forge Repeater:** Shooting Weapon. Range 18", Strength 5, Flaming Attacks, Quick to Fire, Multiple Shots (4)

**Great Weapon:**

**Heavy Armour:**

**Immune to Psychology:** If half or more of a unit's models are Immune to Psychology, the unit automatically passes Panic Tests and cannot declare a Flee reaction (unless already fleeing). Models that are Immune to Psychology are also immune to the effects of Fear.

**Large target:**

**Mount's Protection (6+):**

**Multiple Wounds:**

**Plate Armor:**

**Relentless:** Infantry units entirely composed of models with this special rule may triple their Movement when marching instead of doubling it. This is extended to other situations where a move is limited by twice the Movement value of the model, such as Wheeling, Reforming, Moving Characters within a unit and so on. In those cases, use triple the movement value instead.

### Scaly Skin:

**Scoring:** Units with at least one model with the Scoring special rule are considered Scoring Units and are used for capturing Secondary Objectives. Every army needs a few Scoring units to be able to complete Secondary Objectives, which is why units with the Scoring special rule are marked in the Armybooks with a special pennant icon:

The Scoring special rule can be lost during the game:

- One or more models in the unit are Light Troops.
- A unit that is Fleeing loses its Scoring special rule for as long as it is Fleeing.
- An Ambushing unit that entered the Battlefield on Game Turn 4 or later loses its Scoring Special rule.
- A unit that has performed a Post-Combat Reform loses its Scoring special rule until the end of the current Player Turn.

**Scout:** Before deploying an army that includes units with Scout, you must state which of your units with this special rule 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 whole within a Forest, Ruin, Building, Field 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.

**Shield Wall:** As long as they are using a Shield, models with this special rule gain a Ward Save (6+) against non-Special Close Combat Attacks made by enemy models to their front.

This Ward Save is improved to (5+) during the Round of Combat following directly after the unit was charged.

**Shrapnel Bombs:** Sweeping Attack. The enemy unit suffers D6\*2 Strength 3 hits with Armour Piercing (1). If a natural '6' is rolled for the number of hits, after the attack has been resolved, the Shrapnel Bombs cannot be used anymore this battle.

**Shrapnel Grenades:** Sweeping Attack which can be used once per game, the enemy unit suffers D3 Strength 3 hits for each Steam Copter in the unit. One Use Only.

**Strider (Forest):** Models with this special rule may ignore any movement effect caused by Terrain except Impassable Terrain and Buildings and never lose their Steadfast or Rank Bonus due to Terrain. Sometimes this special rule is only linked to a specific type of Terrain, stated in brackets. In this case, the Strider rule effects is only applied in relation to the specified Terrain type.

**Stubborn:** A unit with at least one model with this special rule ignores any Combat Score penalties to its Leadership when taking Break Tests or Combat Reform Leadership Tests.

**Sturdy:** A model with this rule has Thunderous Charge. Furthermore, it does not suffer to-hit modifiers from taking a Stand and Shoot Charge Reaction.

**Terror:**

### 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.

Clan Marsmer #1	Field Artillery Cannon #1	Field Artillery Catapult #1	Greybeards #2	Greybeards Guard #1	Lords of Stone - King #1	Lords of Stone - Thane #1	Rangers #1	Steam Copters - Attack Copter #1	Steam Copters - Steam Bomber #1