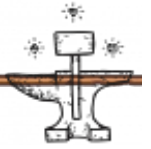




DWARVEN HOLDS

LIST DWARVEN HOLDS #1 - 3 994 POINTS



1085 pts (24.00 %) 1321 pts (29.00 %) 528 pts (12.00 %) 400 pts (9.00 %) 880 pts (20.00 %)

Characters **Core** **Special** **Clans' Thunder** **Engines of War**

(40 Max) (25 Least) (0 NoLimit) (35 Max) (20 Max)

Characters



KING #1
King - Standard - Infantry - 40x20

525 POINTS



Global	Adv	Mar	Dis	Model Rules		
	3"	9"	10			
Defensive	HP	Def	Res	Arm		
	3	7	5	0	Shield Wall (Ægide, Ægide), 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		
Offensive	Att	Off	Str	Ap	Agi	
Shield Bearers	2	5	4	1	2	Sturdy, Harnessed

Options | Shield Bearers • Rune of Shielding x3 • Rune of Iron x1 • Rune of Craftsmanship • Rune of Lightning x2



THANE #2
Thane - Standard - Infantry - 20x20

225 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 | Shield • Great Weapon • Rune of Resistance • Rune of Iron x2



THANE #1
Thane - Standard - Infantry - 20x20

335 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 • Aether Icon x1 • Rune of Shielding x3 • Rune of Iron x3

Core



CLAN WARRIORS #2

Clan Warriors x15 - Standard - Infantry - 20x20

250 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 • Champion • Musician • Standard Bearer



CLAN WARRIORS - GREAT WEAPONS

Clan Warriors x19 - Standard - Infantry - 20x20

336 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 • Great Weapon • Champion • Musician • Standard Bearer



GREYBEARDS #1

Greybeards x25 - Standard - Infantry - 20x20

515 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 • Champion • Musician • Standard Bearer • Aether Icon



CLAN MARKSMEN #1

Clan Marksmen x10 - Standard - Infantry - 20x20

220 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 Marksmen	1	4	3	0	2
Sturdy, Crossbow (4+, 4+)					

Options

Shield • Musician

Special

**KING'S GUARD #1**King's Guard **x23** - Standard - Infantry - 20x20**528** POINTS

Global	Adv	Mar	Dis	Model Rules	
	3"	9"	9	Scoring, Bodyguard	
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					

Options

Champion • Musician • Standard Bearer • Aether Icon

Clans' Thunder

**STEAM COPTERS - ATTACK COPTER #1**

Attack Copter - Standard - Construct - 40x40

180 POINTS

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

Engines of War

**FIELD ARTILLERY - 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

**FIELD ARTILLERY - CANNON (4+) #1**

Cannon - Standard - Construct - 60

250 POINTS

Global	Adv	Mar	Dis	Model Rules	
	3"	3"	9	War Machine, Stubborn, Engineering Rune	
Defensive	HP	Def	Res	Arm	

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, Dwarf Cannon (4+, 4+)



FIELD ARTILLERY - ORGAN GUN (4+) #1

Organ Gun - Standard - Construct - 60

330 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 (3)	1	4	3	0	2	Move or Fire, Volley Gun (4+, 4+)

Options	Rune crafted
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Magics

Magic items

Rune of Craftsmanship: A weapon engraved with this Rune follows the rules for Great Weapons (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.

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 Shielding: The bearer gains Aegis (+1, max 4+). The Aegis from this Rune only stacks with itself and/or Shield Wall.

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

Magic banners

Aether Icon: The bearer gains Magic Resistance (1). If the unit contains a model with another instance of Magic Resistance, it increases that model's Magic Resistance value by 1 instead.

Model Rules

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

Cannot be Stomped:

Catapult: Artillery Weapon Catapult (4x4):

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

Crossbow: Range 30" Shots 1 Strength 4 Armour Penetration 1 Unwieldy

Dwarf Cannon: Can be fired in two ways:

- As a Cannon Artillery Weapon:

Range 60", Shots 1, Str 4[10], AP 0[10], Area Attack (5x1), [Multiple Wounds (D3+1, Clipped Wings)].

- As a Volley Gun Artillery Weapon:

Range 12", Shots 2D6, Str 4, AP 4.

Engineering Rune: Universal Rule.

Field Artillery adds +4 to any roll 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 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.

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.

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.

Seen It All: Friendly units within 6" of a Greybeards unit may reroll failed Panic Tests and Decimated Tests.

Shield: +1 Armour Hand Weapons wielded by models on foot can be used alongside a Shield, then giving Parry.

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.

Shrapnel Grenades: Special Attack.
Sweeping Attack which can be used once per game.
The enemy unit suffers D3 hits for each Steam Copter in the unit. Hits are resolved with Strength 3 and Armour Penetration 0.

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.

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:

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.

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.

King, The, The, Clan, Clan, Warriors, Cr, Cr, Cr, King's, Steam, Copters, Field, Artillery, Field, Artillery, Field, Artillery, Cr, Cr

King of the Hill #1	King of the Hill #2	King of the Hill #1	King of the Hill #2	Greybeard's Marks #1	Greybeard's Marks #1	Steam Copters - Attack Copter #1	Field Artillery - Catapult #1	Field Artillery - Cannon (4+) #1	Field Artillery - Organ Gun (4+) #1
