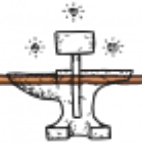




# DWARVEN HOLDS

## ILE-DE-FRANCE4 KOMIKAZ DH - 4 303 POINTS



1485 pts (33.00 %) **1049 pts (23.00 %)** 1399 pts (31.00 %) 615 pts (14.00 %) 0 pts (0.00 %)  
**Characters** **Core** **Special** **Clans' Thunder** **Engines of War**  
 (40 Max) (25 Least) (0 NoLimit) (35 Max) (20 Max)

### Characters



#### KING ON WAR THRONE GG

King - Standard - Infantry - 40x60

730 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 WAR THRONE

Global	Adv	Mar	Dis	Model Rules		
	3"	9"	C	Tall, Majesty of High Kings		
Defensive	HP	Def	Res	Arm		
	6	C	C	C+2		
Offensive	Att	Off	Str	Ap	Agi	
War Throne	4	5	4	1	2	Harnessed, Sturdy, Hatred

**Options** | Shield • Holdstone • War Throne • General • Rune of Dragon's Breath x1 • Rune of Destruction • Rune of Might x2



#### THANE ON SHIELD BEARERS BSB

Thane - Standard - Infantry - 40x20

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



#### 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 • Shield Bearers • Banner of the Relentless Company x1 • Rune of Shielding x1



## RUNIC SMITH

Runic Smith - Standard - Infantry - 20x20

225 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

<b>Options</b>	Shield • Rune of Revocation x1 • Rune of Resolve x1 • Rune of Gleaming x1
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## 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



## GREYBEARDS

Greybeards x27 - Standard - Infantry - 20x20

709 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

<b>Options</b>	Shield • Throwing Weapons (5+) • Champion • Musician • Standard Bearer • Runic Standard of Swiftess
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## CLAN WARRIORS

Clan Warriors x10 - Standard - Infantry - 20x20

170 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

<b>Options</b>	Shield • Musician
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**CLAN WARRIORS**  
Clan Warriors x10 - Standard - Infantry - 20x20

170 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 • Musician
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**Special**



**SEEKERS**  
Seekers x23 - Standard - Infantry - 20x20

577 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
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**SEEKERS**  
Seekers x23 - Standard - Infantry - 20x20

577 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
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**MINERS**  
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	Throwing Weapons (5+) • Shield • Musician
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# Clans' Thunder



## STEAM COPTERS BOMBER

Steam Copters - Standard - Construct - 40x40

185 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
Steam Copter	2	4	4	1	2



## STEAM COPTERS BOMBER

Steam Copters - Standard - Construct - 40x40

185 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
Steam Copter	2	4	4	1	2

## Magics

### Magic items

**Rune of Destruction:** Attacks made with a weapon engraved with this Rune gain Multiple Wounds (D3).

**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 Might:** For each Rune of Might engraved on a weapon, attacks made with it gain +1 Strength and +1 Armour Penetration.

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

### Magic banners

**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.

**Runic Standard of Swiftiness:** The bearer's unit gains Vanguard.

### Model Rules

**Aegis:**

**Ambush:**

**Cannot be Stomped:**

**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)).

**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.

**Magic Resistance:**

**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.

**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.

**Shrapnel Bombs:** Special Attack.

Sweeping Attack.

The enemy unit suffers D6\*2 hits with Strength 3 and Armour Penetration 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 during this battle.

**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:**

**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.

**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**

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.

King on War Throne GG	Thane on Shield Bearers BSB	Runic Smith	Anvil of Power	Greybeard Warriors	Clan Warriors	Clan Warriors	Seekers	Seekers	Miners	Steam Copters Bomber	Steam Copters Bomber
