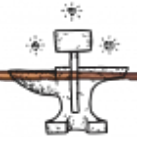




DWARVEN HOLDS

PORTES OUVERTES - 4 010 POINTS




625 pts (13.00 %) 1720 pts (34.00 %) 1170 pts (23.00 %) 1410 pts (28.00 %) 495 pts (10.00 %)

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


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

Characters




KING #1
King - Standard - 20x20

210 POINTS




Global	Cha	Mob	Cou	Model Rules		
	"	"		Disciplined, Ancient Grudge (1)		
Defensive	HP	Def	Res	Arm		
	3	7	5	3	Shield Wall	
Offensive	Att	Off	Str	Ap	Agi	
King	4	7	4	1	4	Metal Armour, Dwarf, Hand Weapon, Devastating Charge (+1 Str, +1 AP), Sturdy




THANE #1
Thane - Standard - 20x20

90 POINTS




Global	Cha	Mob	Cou	Model Rules		
	"	"		Disciplined		
Defensive	HP	Def	Res	Arm		
	3	6	5	3	Shield Wall	
Offensive	Att	Off	Str	Ap	Agi	
Thane	3	6	4	1	3	Metal Armour, Dwarf, Hand Weapon, Devastating Charge (+1 Str, +1 AP)



DRAGON SEEKER #1
Dragon Seeker - Standard - 20x20

190 POINTS



Global	Cha	Mob	Cou	Model Rules		
	"	"		Dying Blow, Unstable, Vanguard, Fearless, Stubborn, Light Troops		
Defensive	HP	Def	Res	Arm		
	3	7	5	0	Aegis (6+)	
Offensive	Att	Off	Str	Ap	Agi	
Dragon Seeker	5	7	5	2	5	Dwarf, Paired Weapons, Great Weapon, Hand Weapon, Devastating Charge (+1 Str, +1 AP), Weapon Master



RUNIC SMITH #1
Runic Smith - Standard - 20x20



135 POINTS



Global	Cha	Mob	Cou	Model Rules		
	"	"		Magic Resistance (1), Channel (1), Rune Craft Mastery, Light Troops		
Defensive	HP	Def	Res	Arm		
	3	4	5	3	Shield Wall	
Offensive	Att	Off	Str	Ap	Agi	

<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
Runic Smith	2	4	4	1	2	Metal Armour, Dwarf, Hand Weapon, Devastating Charge (+1 Str, +1 AP)

Core



	GREYBEARDS #1 Greybeards x20 - Standard - 20x20	400 POINTS	
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<i>Global</i>	<i>Cha</i>	<i>Mob</i>	<i>Cou</i>	<i>Model Rules</i>
	"	"		Rally Around the Flag (6"), Fearless

<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	1	4	4	2 (+1)	Shield, Shield Wall

<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
Greybeard	1	4	4	1	2	Metal Armour, Dwarf, Devastating Charge (+1 Str, +1 AP)

Options	Shield • Musician • Standard Bearer
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	GREYBEARDS #1 Greybeards x20 - Standard - 20x20	400 POINTS	
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<i>Global</i>	<i>Cha</i>	<i>Mob</i>	<i>Cou</i>	<i>Model Rules</i>
	"	"		Rally Around the Flag (6"), Fearless

<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	1	4	4	2 (+1)	Shield, Shield Wall

<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
Greybeard	1	4	4	1	2	Metal Armour, Dwarf, Devastating Charge (+1 Str, +1 AP)

Options	Shield • Musician • Standard Bearer
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 	CLAN MARKSMEN #1 Clan Marksmen x10 - Standard - 20x20	220 POINTS	
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<i>Global</i>	<i>Cha</i>	<i>Mob</i>	<i>Cou</i>	<i>Model Rules</i>
	"	"		

<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	1	4	4	2	Shield Wall

<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
Clan Marksman	1	4	3	0	2	Metal Armour, Dwarf, Great Weapon, Great Weapon, Crossbow, Crossbow, Devastating Charge (+1 Str, +1 AP)

Options	Crossbow (4+) and Great Weapon • Musician • Standard Bearer
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 	CLAN MARKSMEN #1 Clan Marksmen x10 - Standard - 20x20	220 POINTS	
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<i>Global</i>	<i>Cha</i>	<i>Mob</i>	<i>Cou</i>	<i>Model Rules</i>
	"	"		

<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	1	4	4	2	Shield Wall




<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
Clan Marksman	1	4	3	0	2	Metal Armour, Dwarf, Great Weapon, Great Weapon, Crossbow, Crossbow, Devastating Charge (+1 Str, +1 AP)

Options	Crossbow (4+) and Great Weapon • Musician • Standard Bearer
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 	CLAN MARKSMEN #3 Clan Marksmen x10 - Standard - 20x20	240 POINTS 
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Global	Cha	Mob	Cou	Model Rules		
	"	"				
Defensive	HP	Def	Res	Arm		
	1	4	4	2	Shield Wall	
Offensive	Att	Off	Str	Ap	Agi	
Clan Marksman	1	4	3	0	2	Metal Armour, Dwarf, Devastating Charge (+1 Str, +1 AP)



Options	Guild-Crafted Handgun (4+) • Musician • Standard Bearer
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 	CLAN MARKSMEN #3 Clan Marksmen x10 - Standard - 20x20	240 POINTS 
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Global	Cha	Mob	Cou	Model Rules		
	"	"				
Defensive	HP	Def	Res	Arm		
	1	4	4	2	Shield Wall	
Offensive	Att	Off	Str	Ap	Agi	
Clan Marksman	1	4	3	0	2	Metal Armour, Dwarf, Devastating Charge (+1 Str, +1 AP)



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

	KING'S GUARD #1 King's Guard x20 - Standard - 20x20	405 POINTS 
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Global	Cha	Mob	Cou	Model Rules		
	"	"		Disciplined, Bodyguard (General King)		
Defensive	HP	Def	Res	Arm		
	1	5	4	3	Shield	
Offensive	Att	Off	Str	Ap	Agi	
King's Guard	2	5	4	1	2	Metal Armour, Dwarf, Great Weapon, First Strike (+1 Att), Devastating Charge (+1 Str, +1 AP)

Options	Musician • Standard Bearer
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	SEEKERS #1 Seekers x12 - Standard - 20x20	275 POINTS 
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Global	Cha	Mob	Cou	Model Rules		
	"	"		Dying Blow, Unstable, Fearless, Stubborn		
Defensive	HP	Def	Res	Arm		
	1	4	4	0	Aegis (6+)	
Offensive	Att	Off	Str	Ap	Agi	
Seeker	1	4	4	1	2	Dwarf, Paired Weapons, Great Weapon, Devastating Charge (+1 Str, +1 AP), Weapon Master, Zeal (Melee)

Options	Musician • Standard Bearer
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MINERS #1
Miners x10 - Standard - 20x20

245 POINTS



<i>Global</i>	<i>Cha</i>	<i>Mob</i>	<i>Cou</i>	<i>Model Rules</i>	
	"	"		Ambush (Board Edge)	
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	1	4	4	2	Shield Wall
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
Miner	1	4	4	1	2 Metal Armour, Dwarf, Devastating Charge (+1 Str, +1 AP), Throwing Weapons, Throwing Weapons

Options	Throwing Weapons (5+) • Musician • Standard Bearer
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MINERS #1
Miners x10 - Standard - 20x20

245 POINTS



<i>Global</i>	<i>Cha</i>	<i>Mob</i>	<i>Cou</i>	<i>Model Rules</i>	
	"	"		Ambush (Board Edge)	
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	1	4	4	2	Shield Wall
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
Miner	1	4	4	1	2 Metal Armour, Dwarf, Devastating Charge (+1 Str, +1 AP), Throwing Weapons, Throwing Weapons

Options	Throwing Weapons (5+) • Musician • Standard Bearer
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Engines of War



FIELD ARTILLERY #2
Field Artillery - Standard - 60

250 POINTS



<i>Global</i>	<i>Cha</i>	<i>Mob</i>	<i>Cou</i>	<i>Model Rules</i>	
	"	"		Organ Gun, Stubborn, Emplacement, Exclusive	
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	5	1	4	2	
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
Crew	3	4	3	0	2 Metal Armour, Dwarf, Construct

Options	Organ Gun
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FIELD ARTILLERY #3
Field Artillery - Standard - 60

245 POINTS



<i>Global</i>	<i>Cha</i>	<i>Mob</i>	<i>Cou</i>	<i>Model Rules</i>	
	"	"		Dwarf Cannon, Stubborn, Emplacement, Exclusive	
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	5	1	4	2	
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
Crew	3	4	3	0	2 Metal Armour, Dwarf, Construct

Options	Dwarf Cannon
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Magics

Model Rules

Aegis:

Ambush:

Ancient Grudge: Dwarven Holds armies have a number of Grudges which confer a bonus when attacking specific enemies. The total number of Grudges held by a Dwarven Holds army is calculated in the following manner:

- One Grudge for a General with Ancestral Memory on the Army List
- One Grudge for each King on the Army List
- Two Grudges for each War Throne on the Army List

Right before the battle (during step 7 of the Deployment Phase Sequence), you must choose a single unit from the opponent's Army List for each Grudge in your army (this may also be a Character). The models of this unit are considered "marked". All models in the Dwarven Holds army gain Hatred against marked models, and against models joined to units with more than half of their models marked.

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.

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)).

Construct:

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

Devastating Charge: Attacks & Weapons, Melee

A charging model part with Devastating Charge, or using a weapon with Devastating Charge, gains the Model Rules and Characteristic modifiers stated in brackets. For example, a charging model part with Devastating Charge (+1 Strength, Poison Attacks) gains +1 Strength and Poison Attacks when it is charging. This rule is cumulative: a model part with several instances of Devastating Charge applies all Attack Attributes and Characteristics modifiers from all of them when charging.

Disciplined:

Dwarf:

Dwarf Cannon: Artillery Weapon.

This Artillery Weapon can be fired in two ways:

- Cannon, Range 60", Shots 1, Str 4 [10], AP 0 [10], Area Attack (1x5), [Multiple Wounds (D3+1, Clipped Wings)]
- Volley Gun, Range 12", Shots 2D6, Str 4, AP 4

Dying Blow:

Emplacement:

Exclusive:

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.

First Strike:

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

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:

Metal Armour:

Organ Gun: Artillery Weapon.

Volley Gun, Range 30", Shots 2D6x2, Str 5, AP 3.

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.

Rally Around the Flag: All units, including Fleeing units, within 12" of a friendly non-Fleeing model with Rally Around the Flag may reroll failed Discipline Tests

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.

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**.

Throwing Weapons: Range 8", Shots 2, FO Same as user, AP Same as user, Accurate, Quick to Fire

Unstable:

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.

Weapon Master:

Zeal:

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.

Greybeards #1	Shield Artillery #2	King's Guard #1	Seekers #1	Field Artillery #3	Greybeards #1	Clan Marksmen #1	Clan Marksmen #1	Clan Marksmen #3	Clan Marksmen #3	Miners #1	Miners #1	King #1	Thane #1	Dragon Seeker #1	Runic Smith #1