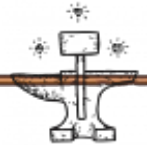




DWARVEN HOLDS

25 - 1 155 POINTS



915 pts (20.00 %) 240 pts (5.00 %) 0 pts (0.00 %) 0 pts (0.00 %) 0 pts (0.00 %)

Characters (40 Max) **Core** (25 Least) **Special** (0 NoLimit) **Clans' Thunder** (35 Max) **Engines of War** (20 Max)

Characters



KING #1
King - Standard - Infantry - 20x20mm

305 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	Hand Weapon, Sturdy

Options Rune of Precision • Rune of Lightning x1 • Rune of Craftsmanship • Rune of Iron x1



RUNIC SMITH #1
Runic Smith - Standard - Infantry - 20x20mm

215 POINTS



Global	Adv	Mar	Dis	Model Rules		
	3"	9"	9	Magic Resistance, Channel, Rune Craft Mastery		
Defensive	HP	Def	Res	Arm		
	3	5	4	0 (+1)	Shield Wall, Plate Armour, Shield, Shield, Shield	
Offensive	Att	Off	Str	Ap	Agi	
Runic Smith	2	5	4	1	3	Hand Weapon, Sturdy

Options Shield • Rune of Shielding x1 • Rune of Fury x1



THANE #1
Thane - Standard - Infantry - 40x20mm

395 POINTS



Global	Adv	Mar	Dis	Model Rules		
	3"	9"	9			
Defensive	HP	Def	Res	Arm		
	3	6	5	0 (+1)	Shield Wall, Plate Armour, Shield, Shield	
Offensive	Att	Off	Str	Ap	Agi	
Thane	3	6	4	1	3	Hand Weapon, Crossbow, Sturdy



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	Sturdy, Harnessed

Options | Rune of Resolve • Battle Standard Bearer • Shield • Crossbow • Shield Bearers • Flaming Standard x2

Core



GREYBEARDS #1

Greybeards x10 - Standard - Infantry - 20x20mm

240 POINTS



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

Options

Shield • Throwing Weapons • Musician

Magics

Magic items

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.

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

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

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

Flaming Standard: One use only. May be activated at the start of a Round of Combat or before shooting with the bearer's unit. The bearer's unit gains Flaming Attacks. If activated when Engaged in Combat, the effect lasts until the bearer's unit is no longer Engaged in Combat. If activated before shooting with the bearer's unit, the effect lasts until the end of the phase.

Model Rules

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)).

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

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.

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:

Magic Resistance:

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.

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.

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

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 profile with your phone.

King #1



Runic Smith #1



Thane #1



Greybeards #1

