



DWARVEN HOLDS

TEST 3500 - 3 585 POINTS



840 pts (24.00 %) 1510 pts (43.00 %) 760 pts (22.00 %) 490 pts (14.00 %) 630 pts (18.00 %)

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

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

Characters



KING ULRIC (SONS OF YMIR)

King - Standard - Infantry - 40x20mm

480 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	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	Cannot be Stomped	
Offensive	Att	Off	Str	Ap	Agi	
Shield Bearers	2	5	4	1	2	Harnessed, Sturdy

Options | General • Ancestral Memory • Holdstone • Shield Bearers • Rune of Resistance • Rune of Iron x1



DWARF ENGINEER (AOW)

Engineer - Standard - Infantry - 20x20mm

155 POINTS



Global	Adv	Mar	Dis	Model Rules		
	3"	9"	9	Engineer, Entrench		
Defensive	HP	Def	Res	Arm		
	2	5	4	0	Shield Wall, Plate Armour	
Offensive	Att	Off	Str	Ap	Agi	
Engineer	2	5	4	1	3	Sturdy, Hand Weapon

Options | Rune of Gleaming • Guild-Crafted Handgun (3+)



RUNELORD GW

Runic Smith - Standard - Infantry - 20x20mm



205 POINTS



Global	Adv	Mar	Dis	Model Rules	
	3"	9"	9	Channel, Magic Resistance, Rune Craft Mastery	
Defensive	HP	Def	Res	Arm	
	3	5	4	0	Shield Wall, Plate Armour
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	5	4	1	3	Sturdy, Hand Weapon

Options	Battle Rune x2 • Shield
Core	

	DWARF WARRIOR UNIT (SONS OF YMIR) Clan Warriors x20 - Standard - Infantry - 20x20mm	305 POINTS	
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<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>		
	3"	9"	9	Scoring		
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>		
	1	4	4	0	Shield Wall, Heavy Armour	
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
Clan Warrior	1	4	3	0	2	Sturdy

Options	Shield • Champion • Musician • Standard Bearer
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	DWARF WARRIOR UNIT (SONS OF YMIR) Clan Warriors x20 - Standard - Infantry - 20x20mm	305 POINTS	
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<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>		
	3"	9"	9	Scoring		
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>		
	1	4	4	0	Shield Wall, Heavy Armour	
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
Clan Warrior	1	4	3	0	2	Sturdy

Options	Shield • Champion • Musician • Standard Bearer
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	DWARF VETERANS (SONS OF YMIR) Greybeards x20 - Standard - Infantry - 20x20mm	410 POINTS	
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<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>		
	3"	9"	9	Fearless, Hold the Line, Scoring		
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>		
	1	5	4	0	Shield Wall, Heavy Armour	
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
Greybeard	1	5	4	1	2	Sturdy

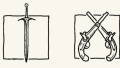

Options	Shield • Champion • Musician • Standard Bearer
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	DWARF MARKSMEN UNIT (SONS OF YMIR) Clan Marksmen x10 - Standard - Infantry - 20x20mm	245 POINTS	
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<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>		
	3"	9"	9	Scoring		
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>		

<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	1	4	4	0	Shield Wall, Heavy Armour
<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 Sturdy

Options	Guild-Crafted Handgun (4+) • Champion • Musician • Standard Bearer
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	DWARF MARKSMEN UNIT (SONS OF YMIR) Clan Marksman x10 - Standard - Infantry - 20x20mm	245 POINTS	
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

<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>
	3"	9"	9	Scoring

<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	1	4	4	0	Shield Wall, Heavy Armour

<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 Sturdy

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

	DWARF KINGSGUARD UNIT (SONS OF YMIR) King's Guard x20 - Standard - Infantry - 20x20mm	475 POINTS	
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<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>
	3"	9"	9	Scoring

<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	1	5	4	0	Plate Armour, Shield

<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
King's Guard	2	5	4	1	2 Sturdy, Great Weapon

Options	Champion • Musician • Standard Bearer • Runic Standard of Wisdom
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	VULKITE BERZERKERS GW Seekers x10 - Standard - Infantry - 20x20mm	285 POINTS	
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<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>
	3"	9"	10	Fearless, Unbreakable, The bigger they are...

<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	1	4	4	0	Aegis

<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
Seeker	1	4	4	1	2 Weapon Master, Sturdy, Yer comin' with me!, Great Weapon, Paired Weapons

Options	Brothers of Vengeance • Vanguard • Champion • Musician • Standard Bearer
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Engines of War



DWARF CANNON (SONS OF YMIR)

Field Artillery - Standard - Construct - 60mm round

240 POINTS



Global	Adv	Mar	Dis	Model Rules	
	3"	3"	9	Stubborn, War Machine, Engineering Rune	
Defensive	HP	Def	Res	Arm	
	5	1	4	0	Heavy Armour
Offensive	Att	Off	Str	Ap	Agi
Crew	3	4	3	0	2

Options	Dwarf Cannon (4+) • Rune Crafted
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DWARF ORGAN GUN (SONS OF YMIR)

Field Artillery - Standard - Construct - 60mm round

235 POINTS



Global	Adv	Mar	Dis	Model Rules	
	3"	3"	9	Stubborn, War Machine, Engineering Rune	
Defensive	HP	Def	Res	Arm	
	5	1	4	0	Heavy Armour
Offensive	Att	Off	Str	Ap	Agi
Crew	3	4	3	0	2

Options	Organ Gun (4+)
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Magics

Magic items

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

Magic banners

Runic Standard of Wisdom: The bearer may select a single Battle Rune during Spell Selection. This Battle Rune can be cast by the bearer and has Range Caster's Unit.

Model Rules

Aegis:

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)).

Engineer: Once per Shooting Phase, an unengaged Engineer may select a single War Machine within 6" that has not fired yet to gain the following effects:

- Replace the Aim of one of the War Machine's Artillery Weapons with the value given in brackets (X+).
- You may reroll the roll on the Misfire Table.
- You may reroll the dice (all of them or none) for determining the number of hits of a Flamethrower Artillery Weapon.

Engineering Rune: Add +4 to the model's rolls on the Misfire Table.

Entrench: Right before the battle (during step 7 of the Deployment Phase Sequence), the model may Entrench a single friendly War Machine. The War Machine counts as being in Hard Cover. The War Machine loses this instance of Hard Cover permanently if it performs an Advance or March Move or a Random Movement.

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.

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

Hold the Line:

Magic Resistance:

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.

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.

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.

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**.

The bigger they are...: The model gains Devastating Charge (Swiftstride) for Charges against units that contain at least one Large or Gigantic model.

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!: 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 Facings as their units. • This Attack Attribute cannot be used for casualties caused by Impact Hits.

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 Ulric (Sons of Ymir)



Dwarf Warrior Unit (Sons of Ymir)



Dwarf Warrior Unit (Sons of Ymir)



Dwarf Veterans (Sons of Ymir)



Dwarf Marksmen unit (Sons of Ymir)



Dwarf Marksmen unit (Sons of Ymir)



Dwarf kingsguard unit (Sons of Ymir)



Vulkite Berzerkers GW



Dwarf Cannon (Sons of Ymir)



Dwarf Organ Gun (Sons of Ymir)



Dwarf Engineer (AoW)



Runelord GW

