



DWARVEN HOLDS

DWARVEN HOLDS - 3 518 POINTS



1415 pts (40.00 %) **Characters** (40 Max)
 430 pts (12.00 %) **Core** (25 Least)
 1093 pts (31.00 %) **Special** (0 NoLimit)
 0 pts (0.00 %) **Clans' Thunder** (35 Max)
 580 pts (16.00 %) **Engines of War** (20 Max)

Characters



KING #1

King - Standard - Infantry - 40x60mm

670 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 • GuildCrafted Handgun (3+) • War Throne • Ancestral Memory • General • Rune of Resistance • Rune of Might x1 • Rune of Lightning x1 • Rune of Returning x1



THANE #1

Thane - Standard - Infantry - 20x20mm

445 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 • Great Weapon • Holdstone • GuildCrafted Handgun (3+) • Runic Standard of Shielding • Rune of Dragon's Breath x1 • Rune of Steel x1 • Rune of Precision x1



RUNIC SMITH #1

Runic Smith - Standard - Infantry - 20x20mm

300 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

<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 | Shield • Rune of Oaths x1 • Rune of Revocation x1 • Rune of Resilience x1 • Rune of Mastery x1 • Rune of Steel x1

Core



CLAN WARRIORS #1
Clan Warriors x30 - Standard - Infantry - 20x20mm


430 POINTS



<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 (Ægide, Ægide), Heavy Armour	
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
Clan Warriors	1	4	3	0	2	Sturdy


Options | Shield • Paired Weapons • Champion • Musician • Standard Bearer

Special




MINERS #1
Miners x15 - Standard - Infantry - 20x20mm

295 POINTS




<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>		
	3"	9"	9	Scoring, Ambush		
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>		
	1	4	4	0	Shield Wall (Ægide, Ægide), Heavy Armour	
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
Miners	1	4	4	1	2	Sturdy

Options | Shield • Champion • Musician • Standard Bearer



HOLD GUARDIANS #1
Hold Guardians x6 - Large - Infantry - 40x40mm

575 POINTS



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>		
	5"	10"	10	Scoring, Fearless, Runic Engravings		
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>		
	3	4	5	1	Plate Armour	
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
Hold Guardians	3	4	5	2	2	Magical Attacks

Options | Champion



SEEKERS BROTHERS OF VENGEANCE
Seekers x8 - Standard - Infantry - 20x20mm

223 POINTS




<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>		
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<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>	
	3"	9"	10	Unbreakable, Fearless, The bigger they are...	
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	1	4	4	0	Aegis (6+)
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
Seekers	1	4	4	1	2
Sturdy, Yer comin' with me!, Weapon Master, Paired Weapons, Great Weapon					

Options	Vanguard • Champion • Crag Warden
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Engines of War




CANNON #1

Cannon - Standard - Construct - 60mm round

250 POINTS




<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>	
	3"	3"	9	War Machine, Stubborn, Engineering Rune	
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	5	1	4	0	Heavy Armour
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
Crew	1	4	3	0	2
Move or Fire, Dwarf Cannon (4+, 4+)					



ORGAN GUN #1

Organ Gun - Standard - Construct - 60mm round

330 POINTS



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>	
	3"	3"	9	War Machine, Stubborn, Engineering Rune	
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	5	1	4	0	Heavy Armour
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
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 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 Might: For each Rune of Might engraved on a weapon, attacks made with it gain +1 Strength and +1 Armour Penetration.

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

Rune of Returning: A weapon engraved with this Rune can be used as a Shooting Weapon with Aim 2+ and the following profile:
 Range 8", Shots 1, Str as user, AP as user, Quick to Fire, Accurate, Reload!
 Shooting Attacks with this weapon are affected by all Runic Weapon Enchantments on the engraved weapon (even if the effects are normally restricted to Close Combat Attacks).

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 Precision: The wielder of a weapon engraved with this Rune gains Lightning Reflexes.

Rune of Steel: The wearer of an armour engraved with this Rune must reroll failed Armour Saves.

Rune of Mastery: One use only. May be activated just before casting a Bound Spell. The bearer adds (+2/+2) to the Power Level of this Bound Spell for

this casting attempt.

Magic banners

Runic Standard of Shielding: (Battle Standard Bearer, Deep Watch, and King's Guard only.)
All friendly units within 6" of the bearer gain Aegis (5+) against Shooting Attacks.

Model Rules

Aegis:

Ambush:

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)).

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 (5×1), [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.

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

Magic Resistance:

Magical Attacks: The attack doesn't have any special effects. However, it interacts with other rules, such as Otherworldly. Model parts with Magical Attacks apply it also to their Special Attacks (such as Stomp Attacks, Impact Hits and Breath Attack).

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. Each Runic Smith may select up to three different Battle Runes during Spell Selection, provided it paid for them.

Runic Engravings: At step 8 of the Pre-Game Sequence (after Spell Selection), each Hold Guardian unit must choose one of the following effects, which is applied for the duration of the game:

+1 Strength and +1 Armour Penetration.

Vanguard.

+2 Agility.

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 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.

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.

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.

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.

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

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 #1



Thane #1



Runic Smith #1



Clan Warriors #1



Miners #1



Hold Guardians #1



Cannon #1



Organ Gun #1



Seekers Brothers of Vengeance

