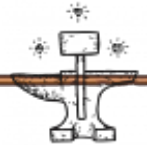




DWARVEN HOLDS

ARDU - 4 495 POINTS



1630 pts (36.00 %) 1205 pts (27.00 %) 1120 pts (25.00 %) 0 pts (0.00 %) 540 pts (12.00 %)

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

Characters



KING #1
King - Standard - Infantry - 40x60mm

750 POINTS



Global	Adv	Mar	Dis	Model Rules		
	3"	9"	10			
Defensive	HP	Def	Res	Arm		
	3	7	5	0 (+1)	Plate Armour, Shield, Shield Wall	
Offensive	Att	Off	Str	Ap	Agi	
King	4	7	4	1	4	Hand Weapon, Sturdy



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	Cannot be Stomped	
Offensive	Att	Off	Str	Ap	Agi	
War Throne	4	5	4	1	2	Hatred, Sturdy, Harnessed

Options

General • Holdstone • Shield • War Throne • Rune of Shielding x1 • Rune of Resistance • Rune of Destruction • Rune of Might x1 • Rune of Fury x1



THANE #1
Thane - Standard - Infantry - 40x20mm

400 POINTS



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

Holdstone • Battle Standard Bearer • Shield • Shield Bearers • Runic Standard of Shielding • Rune of Lightning x2



RUNIC SMITH #1

Runic Smith - Standard - Infantry - 20x20mm

280 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)	Plate Armour, Shield, Shield Wall	
Offensive	Att	Off	Str	Ap	Agi	
Runic Smith	2	5	4	1	3	Hand Weapon, Sturdy

Options	Battle Rune x2 • Shield • Rune of Harnessing x1 • Rune of Shielding x1
----------------	--



ANVIL OF POWER #1

Anvil of Power - Standard - Construct - 60mm round

200 POINTS



Global	Adv	Mar	Dis	Model Rules		
	3"	3"	9	Magic Resistance, Fearless, Runic Anvil, War Machine, Unbreakable, Channel, Not a Leader		
Defensive	HP	Def	Res	Arm		
	5	1	4	0	Aegis, Plate Armour	
Offensive	Att	Off	Str	Ap	Agi	
Anvil Guards	3	5	4	1	2	Hand Weapon

Core



GREYBEARDS #1

Greybeards x30 - Standard - Infantry - 20x20mm

720 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)	Heavy Armour, Shield, Shield Wall	
Offensive	Att	Off	Str	Ap	Agi	
Greybeard	1	5	4	1	2	Sturdy, Throwing Weapons

Options	Shield • Throwing Weapons • Champion • Musician • Standard Bearer • Banner of the Relentless Company
----------------	--



CLAN WARRIORS #1

Clan Warriors x30 - Standard - Infantry - 20x20mm

485 POINTS



Global	Adv	Mar	Dis	Model Rules		
	3"	9"	9	Scoring		
Defensive	HP	Def	Res	Arm		
	1	4	4	0 (+1)	Heavy Armour, Shield, Shield Wall	
Offensive	Att	Off	Str	Ap	Agi	
Clan Warrior	1	4	3	0	2	Spear, Sturdy

Options	Vanguard • Spear and Shield • Champion • Musician • Standard Bearer
----------------	---

Special



HOLD GUARDIANS #1

Hold Guardians **x6** - Large - Infantry - 40x40mm

625 POINTS



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

Options	Champion • Musician • Standard Bearer • Runic Standard of the Hold
----------------	--



KING'S GUARD #1

King's Guard **x20** - Standard - Infantry - 20x20mm

495 POINTS



Global	Adv	Mar	Dis			Model Rules
	3"	9"	9			Scoring
Defensive	HP	Def	Res	Arm		
	1	5	4	0	Plate Armour, Shield	
Offensive	Att	Off	Str	Ap	Agi	
King's Guard	2	5	4	1	2	Sturdy, Great Weapon

Options	Champion • Musician • Standard Bearer • Runic Standard of Swiftness
----------------	---

Engines of War



FIELD ARTILLERY #2

Field Artillery - Standard - Construct - 60mm round

240 POINTS



Global	Adv	Mar	Dis			Model Rules
	3"	3"	9			Dwarf Cannon, War Machine, Stubborn, 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	Move or Fire

Options	Dwarf Cannon
----------------	--------------



FIELD ARTILLERY #1

Field Artillery - Standard - Construct - 60mm round

300 POINTS



Global	Adv	Mar	Dis			Model Rules
	3"	3"	9			War Machine, Stubborn, Engineering Rune
Defensive	HP	Def	Res	Arm		
	5	1	4	0	Heavy 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>	
Crew	3	4	3	0	2	Dwarf Catapult, Move or Fire

Options	Dwarf Catapult • Rune Crafted
----------------	-------------------------------

Magics

Magic items

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

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

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

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 Harnessing: The Channel value of enemy model parts within 24' of the bearer's model (the value within brackets) is reduced by 1, to a minimum of 0.

Magic banners

Runic Standard of the Hold: A unit with one or more Runic Standards of the Hold counts as having an additional Full Rank for the purpose of Steadfast and Disrupted.

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 Shielding: All friendly units within 6' of the bearer gain **Aegis (5+, against Shooting Attacks)**.

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

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)).

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

Dwarf Catapult: Universal Rule.

Catapult (4x4), Range 12–60", Shots 1, Str 3 [7], AP 0 [4], [Multiple Wounds (D3, Clipped Wings)]. The model's Height is changed to Large.

Engineering Rune: Add +4 to the model's rolls 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

Hold the Line:

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.

Not a Leader: The model cannot be the General.

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.

Runic Anvil: Each Anvil of Power may select up to 3 different Battle Runes.

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: +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.

Spear:

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

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.

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 #1



Field Artillery #2



Hold Guardians #1



Greybeards #1



Thane #1



Runic Smith #1



Anvil of Power #1



Clan Warriors #1



King's Guard #1



Field Artillery #1

