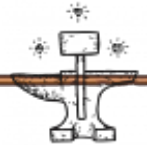




DWARVEN HOLDS


ENANOS 1 - 9 087 POINTS



0 pts (0.00 %) 4169 pts (83.00 %) 4140 pts (83.00 %) 573 pts (11.00 %) 205 pts (4.00 %) 0 pts (0.00 %)

Rare (25 Max) **Special** (50 Max) **Core** (25 Least) **Lords** (50 Max) **Heroes** (50 Max) **Mount** (0 NoLimit)


Lords



KING #1


King - Standard - Infantry - 20x20mm

300 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
King	3	7	4	4	5	3	4	4	10	Infantry
Model Rules	Shield Wall • Sturdy • Relentless • Plate Armour									


Options May take Holdstone • May take a Shield • Rune of Penetrating (Lord) • Rune of Destruction (Heroe) • Rune of Steel • Rune of Bronze



RUNIC MASTER #1

Runic Master - Standard - Infantry - 20x20mm


273 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Runic Master	3	6	4	4	5	3	3	2	10	Infantry
Model Rules	Rune Craft Mastery • Magic Resistance (2) • Channel • Sturdy • Relentless • Shield Wall • Plate Armour									

Options May take a Shield • Rune of Metal • Rune of Resolve • Rune of Reckoning • Rune of Resilience • Rune of Resistance • Rune of Steel • Rune of Bronze • Rune of Iron x2


Heroes



DRAGON SEEKER #1

Dragon Seeker - Standard - Infantry - 20x20mm


205 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Dragon Seeker	3	6	3	4	5	2	4	4	10	Infantry
Model Rules	Vanguard • Lethal Strike • Ward Save (6+) • Not A Leader • Unbreakable • Sturdy • Relentless • Weapon Master • "Yer comin' with me...!" • Great Weapon • Paired Weapons									

Options Magic Resistance (1) • Fear • Monster Seeker • Grim Resolve • Rune of Penetrating (Lord) • Rune of Destruction (Lord)


Core



CLAN MARKSMEN #1

Clan Marksmen x10 - Standard - Infantry - 20x20mm

1 160 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Marksmen	3	4	3	3	4	1	2	1	9	Infantry
Champion	3	5	4	3	4	1	2	2	9	Infantry
Model Rules	Sturdy • Relentless • Heavy Armour • Crossbow									

Options May take Shields • Champion • Musician • Standard Bearer • GuildCrafted Handguns (One of a Kind)



CLAN MARKSMEN #2
Clan Marksmen **x16** - Standard - Infantry - 20x20mm

1 212 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Marksmen	3	4	3	3	4	1	2	1	9	Infantry
Champion	3	5	4	3	4	1	2	2	9	
Model Rules	Sturdy • Relentless • Heavy Armour • Crossbow									

Options	May take Shields • Champion • Musician • Standard Bearer
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CLAN WARRIORS #1
Clan Warriors **x12** - Standard - Infantry - 20x20mm

668 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Warrior	3	4	3	3	4	1	2	1	9	Infantry
Champion	3	5	4	3	4	1	2	2	9	
Model Rules	Sturdy • Relentless • Shield Wall • Heavy Armour									

Options	Spear • May take a Shield • Champion • Musician • Standard Bearer
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GREYBEARDS #2
Greybeards **x20** - Standard - Infantry - 20x20mm

1 100 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Greybeard	3	5	3	4	4	1	2	1	9	Infantry
Champion	3	6	4	4	4	1	2	2	9	
Model Rules	Seen It All • Immune to Psychology • Sturdy • Relentless • Shield Wall • Heavy Armour									

Options	May take Throwing Weapons • May take a Shield • Champion • Musician • Standard Bearer
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Special



ATTACK COPTERS #1
Attack Copters **x2** - Standard - Infantry - 20x20mm

160 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Driver	-	4	3	4	4	-	2	2	9	Cavalry
Copter	1	-	-	-	5	3	-	-	-	
Model Rules	Fly(8) • Forge Repeater • Mount's Protection (6+) • Heavy Armour									

Options	May Skirmish (units of 2 or more models)
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CANNON #1
Cannon - Standard - Infantry - 20x20mm

140 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Machine	-	-	-	-	7	3	-	-	-	War Machine
Crew (3)	3	4	3	3	4	-	2	1	9	
Model Rules	Stubborn • Heavy Armour									

Options	Rune Crafted • Flaming Shot • Engineering Rune
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FORGE WARDENS #1

Forge Wardens x10 - Standard - Infantry - 20x20mm

1 450 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Forge Warden	3	5	3	4	4	1	2	1	9	Infantry
Champion	3	6	4	4	4	1	2	2	9	
Model Rules	Fireborn • Ward Save (6+) • Sturdy • Relentless • Forge Gun • Plate Armour									

Options	Champion • May take Wyrms-Slayer Rocket • Musician • Standard Bearer
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KING'S GUARD #1

King's Guard x10 - Standard - Infantry - 20x20mm

1 340 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
King's Guard	3	5	3	4	4	1	2	2	9	Infantry
Champion	3	6	4	4	4	1	2	3	9	
Model Rules	Bodyguard (General, Dwarf King) • Sturdy • Relentless • Great Weapons • Plate Armour									

Options	May take Shield • Champion • Musician • Standard Bearer
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MINERS #1

Miners x8 - Standard - Infantry - 20x20mm

934 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Miner	3	4	3	4	4	1	2	1	9	Infantry
Champion	3	5	4	4	4	1	2	2	9	
Model Rules	Ambush • Sturdy • Relentless • Heavy Armour									

Options	Shield • Pistol • Champion • Musician • Standard Bearer
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ORGAN GUN #1

Organ Gun - Standard - Infantry - 20x20mm

145 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Machine	-	-	-	-	7	3	-	-	-	War Machine
Crew (3)	3	4	3	3	4	-	2	1	9	
Model Rules	Stubborn • Heavy Armour									

Options	Flaming Shot • Engineering Rune
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Magics

Magic items

Rune of Destruction (Lord):

Rune of Penetrating (Lord):

Rune of Bronze:

Rune of Destruction (Heroe):

Rune of Steel:

Rune of Iron:

Rune of Resistance:

Model Rules

“Yer comin’ with me...!”:

Ambush:

Bodyguard (General, Dwarf King):

Channel:

Crossbow:

Fireborn:

Fly(8):

Forge Gun:

Forge Repeater:

Great Weapon:

Great Weapons:

Heavy Armour:

Immune to Psychology:

Lethal Strike:

Magic Resistance (2):

Mount’s Protection (6+):

Not A Leader:

Paired Weapons:

Plate Armour:

Relentless:

Rune Craft Mastery:

Seen It All:

Shield Wall:

Stubborn:

Sturdy:

Unbreakable:

Vanguard:

Ward Save (6+):

Weapon Master:

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.

Attack Copters #1



Cannon #1



Clan Marksmen #1



Clan Marksmen #2



Clan Warriors #1



Dragon Seeker #1



Forge Wardens #1



Greybeards #2



King #1



King's Guard #1



Miners #1



Organ Gun #1



Runic Master #1

