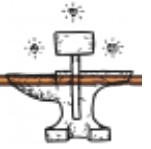





DWARVEN HOLDS

KARAK ZORN - 995 POINTS



250 pts (25.00 %) 745 pts (75.00 %) 0 pts (0.00 %) 190 pts (19.00 %) 0 pts (0.00 %)
Characters **Core** **Special** **Clans' Thunder** **Engines of War**
 (40 Max) (25 Least) (0 NoLimit) (35 Max) (20 Max)


Characters



RUNE SMITH

Runic Smith - Standard - Infantry - 20x20mm


250 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	General • Ancestral Memory • Shield • Rune of Steel
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Core



LONGBEARDS


Greybeards x15 - Standard - Infantry - 20x20mm

310 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


Options	Shield • Musician • Standard Bearer
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WARRIORS

Clan Warriors x15 - Standard - Infantry - 20x20mm

245 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	Spear and Shield • Champion • Musician • Standard Bearer
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QUARRELLERS

Clan Marksmen **x10** - Standard - Infantry - 20x20mm

190 POINTS



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

Options	Crossbow
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Magics

Magic items

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

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.

Spear:

Sturdy: The model part gains **Devastating Charge (+1 Str, +1 AP)** and **Steady Aim**.

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.

Rune Smith



LongBeards



Warriors



Quarrellers

