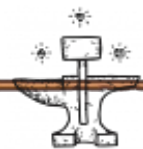




DWARVEN HOLDS

KOLKARAKAZ A 3.000 - 2 501 POINTS



1070 pts (36.00 %) **635 pts (21.00 %)** 436 pts (15.00 %) 550 pts (18.00 %) 100 pts (3.00 %)

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

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

Characters



BL'AZ ANGAZ
King - Standard - Infantry - 20x20mm

365 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

Options	Shield • Holdstone • Rune of Resonance • Ancestral Memory • General
Notes	<p>+Piedra Negra (Kolkarakaz): Un solo Uso . Se puede activar al inicio de cualquier Ronda de Combate . Los efectos duran hasta que la unidad deje de estar trabada en combate. Aplica los siguientes efectos:</p> <ul style="list-style-type: none"> ● Las unidades enemigas no obtienen bonos a la Resolución del Combate por estar en el Flanco o la Retaguardia de la unidad. ● La unidad no puede ser Apabullada ● Muro de Escudos , Muro de Hierro y Parada se pueden usar en cualquier Encaramiento ● A la hora de considerar Ataques de Apoyo , todos los Encaramientos se consideran el Frente (esto es, una miniatura puede realizar Ataques de Apoyo al Flanco o la Retaguardia) ● La unidad no puede Perseguir (ni Arrasar) ● Muro de Escudos: Al usar un Escudo, la miniatura obtiene Aegis (6+, contra Ataques Cuerpo a Cuerpo). Esto se mejora a Aegis (5+, contra Ataques Cuerpo a Cuerpo) si el atacante está cargando. Esta regla solo se puede usar contra ataques de enemigos trabados por el Encaramiento Frontal de la unidad. ● Runa de Resonancia (Rune of Resonance) : Hechizo Vinculado , Nivel de Energía (5/8). Tipo: Potenciación . Alcance: 12". Duración: Permanente. Una vez por Fase de Magia , una única unidad con al menos una miniatura afectada por la Runa de Resonancia puede ser elegida como objetivo adicional de una Runa de Batalla la cual una miniatura amiga esté lanzando en cualquier punto del Campo de Batalla (durante el Paso 1 de la Secuencia de Lanzamiento), con las siguientes restricciones: ● Una unidad no puede ser elegida si ya es el objetivo de la Runa de Batalla ● Los efectos de la Runa de Resonancia sobre una unidad acaban inmediatamente cuando una Runa de Batalla se lanza exitosamente en la unidad (independientemente de cuántas veces se haya lanzado) ● Los Personajes que abandonen unidades combinadas dejan de verse afectados por la Runa de Resonancia



ZHARIN KAR, PORTAESTANDARTE DE BATALLA
Thane - Standard - Infantry - 20x20mm

370 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	Shield • Runic Standard of Shielding • Runic Standard of Wisdom x1 • Rune of Steel x1 • Rune of Iron x2 • Rune of Might x1
Notes	<p>ARMADURA DE PLATA Y HIERRO</p> <ul style="list-style-type: none"> -Runa de Acero: debe repetir las tiradas de Salvación por Armadura fallidas -Runa de Hierro: obtiene +1 Armadura. El portador de dos o más Runas de Hierro obtiene +2 Armadura. <p>HACHA CON RUNA DE PODER: +1 Fuerza y +1 Penetración de Armadura</p> <ul style="list-style-type: none"> -Estandarte Rúnico de la Defensa: Todas las unidades amigas en un radio de 6" del portador obtienen Aegis (5+, contra Ataques de Disparo) -Estandarte Rúnico de la Sabiduría: El portador puede elegir una única Runa de Batalla durante la Selección de Hechizos. Esta Runa de Batalla puede lanzarse por el portador y tiene Alcance: Unidad del Lanzador



NARGRUND

Runic Smith - Standard - Infantry - 20x20mm

335 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	
Runic Smith	2	5	4	1	3	Sturdy, Hand Weapon

Options	Shield • Rune of Oaths x1 • Rune of Revocation x1 • Rune of Reckoning x1 • Rune of Resolve x1 • Rune of Denial
Notes	+Runa de Negación: Un Solo Uso. El jugador puede elegir usar esta Runa en vez de efectuar una tirada de Dispersión. El hechizo es automáticamente dispersado.

Core



BALLESTEROS

Clan Marksmen x10 - Standard - Infantry - 20x20mm

290 POINTS



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

Options	Shield • Champion • Musician • Standard Bearer • Banner of Speed
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AZAL GARAK

Greybeards x10 - Standard - Infantry - 20x20mm

345 POINTS



Global	Adv	Mar	Dis	Model Rules		
	3"	9"	9	Scoring, Fearless, Seen It All		
Defensive	HP	Def	Res	Arm		
	1	5	4	0	Shield Wall (Ægide, Ægide), Heavy Armour	
Offensive	Att	Off	Str	Ap	Agi	
Greybeards	1	5	4	1	2	Sturdy

Options	Shield • Throwing Weapons (5+) • Champion • Musician • Standard Bearer • Vanguard • Banner of Speed
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Special



BOKIAL

Miners x10 - Standard - Infantry - 20x20mm

185 POINTS



Global	Adv	Mar	Dis	Model Rules	
	3"	9"	9	Scoring, Ambush	
Defensive	HP	Def	Res	Arm	
	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



KARINAZ

Seekers **x9** - Standard - Infantry - 20x20mm


251 POINTS



<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 • Musician • Standard Bearer
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Clans' Thunder



GRUNGRONAL

Forge Wardens **x10** - Standard - Infantry - 20x20mm

260 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	5	4	0	Aegis (2+, against Flaming attacks), Plate Armour	
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
Forge Wardens	1	4	4	1	2	Sturdy, Forge Gun

Options	Champion • Musician • Standard Bearer • Banner of Speed
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Notes	Cañón de Forja: Arma de Disparo. Alcance 18", Disparos 1, Fue 3, PA 0, Ataques Flamígeros, siempre impacta a 2+.
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Engines of War



LANZAVIROTOS

Dwarf Ballista - Standard - Construct - 60mm round

100 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 Ballista (4+, 4+)

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 Might:** For each Rune of Might engraved on a weapon, attacks made with it gain +1 Strength and +1 Armour Penetration.

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

Rune of Denial: Dominant.

0-1 per Army.

One use only. The player may choose to use this Rune instead of making a Dispel Attempt. The spell is automatically dispelled.

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.

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

Banner of Speed: A unit with one or more Banners of Speed gains +1" Advance Rate and +2" March Rate.

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)).

Crossbow: Range 30" Shots 1 Strength 4 Armour Penetration 1 Unwieldy

Dwarf Ballista: Artillery Weapon:

Range 48", Shots 1, Str 3[6], AP 10, [Multiple Wounds (D3)], Area Attack (5x1).

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.

Forge Gun: Shooting Weapon.

Range 18", Shots 1, Str 3, AP 0, Flaming Attacks, always hit on 2+.

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:

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.

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.

Seen It All: Friendly units within 6" of a Greybeards unit may reroll failed Panic Tests and Decimated Tests.

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.

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 by 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.

Bl'Az Angaz



Zharin Kar, Portaestandarte de Batalla



Nargrund



Ballesteros



Bokial



Karinaz



Grungronal



Lanzavirotes



Azal Garak

