



DWARVEN HOLDS

OCTOBER - 3 470 POINTS



510 pts (15.00 %) 950 pts (27.00 %) 1540 pts (44.00 %) 0 pts (0.00 %) 470 pts (13.00 %)
Characters **Core** **Special** **Clans' Thunder** **Engines of War**
 (40 Max) (25 Least) (0 NoLimit) (35 Max) (20 Max)

Characters



RUNIC SMITH #1

Runic Smith - Standard - Infantry - 20x20mm

310 POINTS



Global	Adv	Mar	Dis	Model Rules		
	3"	9"	9	Channel, Magic Resistance, Rune Craft Mastery		
Defensive	HP	Def	Res	Arm		
	3	5	4	0 (+1)	Shield Wall, Plate Armour, Shield	
Offensive	Att	Off	Str	Ap	Agi	
Runic Smith	2	5	4	1	3	Sturdy, Hand Weapon

Options | General • Rune of Gleaming • Rune of Reckoning • Rune of Resilience • Shield • Rune of Devouring • Rune of Mastery



ANVIL OF POWER #1

Anvil of Power - Standard - Construct - 60mm round

200 POINTS



Global	Adv	Mar	Dis	Model Rules		
	3"	3"	9	Channel, Fearless, Magic Resistance, Not a Leader, Unbreakable, War Machine, Runic Anvil		
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 x25 - Standard - Infantry - 20x20mm

475 POINTS



Global	Adv	Mar	Dis	Model Rules		
	3"	9"	9	Fearless, Hold the Line, Scoring		
Defensive	HP	Def	Res	Arm		
	1	5	4	0	Shield Wall, Heavy Armour	
Offensive	Att	Off	Str	Ap	Agi	
Greybeard	1	5	4	1	2	Sturdy, Great Weapon

Options | Great Weapon • Champion • Musician • Standard Bearer



GREYBEARDS #1

Greybeards x25 - Standard - Infantry - 20x20mm

475 POINTS



Global	Adv	Mar	Dis	Model Rules		
	3"	9"	9	Fearless, Hold the Line, Scoring		
Defensive	HP	Def	Res	Arm		
	1	5	4	0	Shield Wall, Heavy Armour	
Offensive	Att	Off	Str	Ap	Agi	
Greybeard	1	5	4	1	2	Sturdy, Great Weapon

Options

Great Weapon • Champion • Musician • Standard Bearer

Special



HOLD GUARDIANS #1

Hold Guardians x8 - Large - Infantry - 40x40mm

770 POINTS



Global	Adv	Mar	Dis	Model Rules		
	5"	10"	10	Fearless, Scoring, 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 • Standard Bearer



HOLD GUARDIANS #1

Hold Guardians x8 - Large - Infantry - 40x40mm

770 POINTS



Global	Adv	Mar	Dis	Model Rules		
	5"	10"	10	Fearless, Scoring, 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 • Standard Bearer

Engines of War



FIELD ARTILLERY #1

Field Artillery - Standard - Construct - 60mm round


235 POINTS



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


Options	Dwarf Cannon (4+) • Rune Crafted
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FIELD ARTILLERY #1

Field Artillery - Standard - Construct - 60mm round

235 POINTS



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>
	3"	3"	9	Stubborn, War Machine, 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	4	3	0	2	Move or Fire

Options	Dwarf Cannon (4+) • Rune Crafted
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Magics

Magic items

Rune of Devouring: One use only. The player may choose to use this Rune instead of performing a Dispelling Attempt. The spell is cast as normal but the Caster may not cast it again for the rest of the game. Spells dispelled by a Rune of Revocation and Attribute Spells are not affected.

Rune of Mastery: One use only. A single Rune of Mastery may be activated immediately before the bearer attempts to cast a Bound Spell. Add (+2/+2) to the Power Level of this Bound Spell for this Casting Attempt.

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)).
- 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.

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**.

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

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.

Greybeards #1



Greybeards #1



Hold Guardians #1



Hold Guardians #1



Field Artillery #1



Field Artillery #1



Runic Smith #1



Anvil of Power #1

