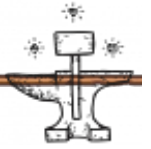




# DWARVEN HOLDS

## LIST FORTERRESSES NAINES #2 - 3 416 POINTS



325 pts (10.00 %) 1821 pts (53.00 %) 310 pts (9.00 %) 870 pts (25.00 %) 750 pts (22.00 %)

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

### Characters



#### KING #1

King - Standard - Infantry - 40x20mm

325 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



#### MOUNT SHIELD BEARERS

Global	Adv	Mar	Dis	Model Rules		
	3"	9"	C	Tall		
Defensive	HP	Def	Res	Arm		
	4	C	C	C+2		
Offensive	Att	Off	Str	Ap	Agi	
Shield Bearers	2	5	4	1	2	Sturdy, Harnessed

#### Options

Shield Bearers

### Core



#### CLAN WARRIORS #1

Clan Warriors x28 - Standard - Infantry - 20x20mm

406 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 Warriors	1	4	3	0	2	Sturdy

#### Options

Shield • Champion • Musician • Standard Bearer



#### CLAN WARRIORS #2

Clan Warriors x30 - Standard - Infantry - 20x20mm



430 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

<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
<b>Clan Warriors</b>	1	4	3	0	2	<b>Sturdy</b>

<b>Options</b>	Great Weapon • Champion • Musician • Standard Bearer
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	<b>GREYBEARDS #1</b> Greybeards x15 - Standard - Infantry - 20x20mm	<b>325 POINTS</b>	
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<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>
	3"	9"	9	Scoring, Fearless, Seen It All

<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	1	5	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>	
<b>Greybeards</b>	1	5	4	1	2	<b>Sturdy</b>

<b>Options</b>	Shield • Champion • Musician • Standard Bearer
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 	<b>CLAN MARKSMEN #1</b> Clan Marksmen x10 - Standard - Infantry - 20x20mm	<b>220 POINTS</b>	
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<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	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>	
<b>Clan Marksmen</b>	1	4	3	0	2	<b>Sturdy, Crossbow (4+, 4+)</b>

<b>Options</b>	Champion • Musician • Standard Bearer
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 	<b>CLAN MARKSMEN #2</b> Clan Marksmen x10 - Standard - Infantry - 20x20mm	<b>220 POINTS</b>	
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<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	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>	
<b>Clan Marksmen</b>	1	4	3	0	2	<b>Sturdy, Crossbow (4+, 4+)</b>

<b>Options</b>	Champion • Musician • Standard Bearer
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 	<b>CLAN MARKSMEN #4</b> Clan Marksmen x10 - Standard - Infantry - 20x20mm	<b>220 POINTS</b>	
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<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	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>	
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<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
<b>Clan Marksmen</b>	1	4	3	0	2	<b>Sturdy, Crossbow (4+, 4+)</b>

<b>Options</b>	Champion • Musician • Standard Bearer
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## Special

	<b>MINERS #1</b> Miners <b>x15</b> - Standard - Infantry - 20x20mm	<b>310</b> POINTS	
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<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>
	3"	9"	9	<b>Scoring, Ambush</b>

<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	1	4	4	0	<b>Shield Wall (Ægide, Ægide), Heavy Armour</b>

<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
<b>Miners</b>	1	4	4	1	2	<b>Sturdy</b>

<b>Options</b>	Great Weapon • Champion • Musician • Standard Bearer
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## Clans' Thunder

	<b>FORGE WARDENS #1</b> Forge Wardens <b>x10</b> - Standard - Infantry - 20x20mm	<b>210</b> POINTS	
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<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>
	3"	9"	9	<b>Scoring</b>

<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	1	5	4	0	<b>Aegis (2+, against Flaming attacks), Plate Armour</b>

<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
<b>Forge Wardens</b>	1	4	4	1	2	<b>Sturdy, Forge Gun</b>

<b>Options</b>	Champion • Musician • Standard Bearer
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## Engines of War

	<b>FIELD ARTILLERY - CANNON (4+) #1</b> Cannon - Standard - Construct - 60mm round	<b>250</b> POINTS	
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<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>
	3"	3"	9	<b>War Machine, Stubborn, Engineering Rune</b>

<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	5	1	4	0	<b>Heavy Armour</b>

<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
<b>Crew</b>	1	4	3	0	2	<b>Move or Fire, Dwarf Cannon (4+, 4+)</b>

	<b>FIELD ARTILLERY - CANNON (4+) #2</b> Cannon - Standard - Construct - 60mm round	<b>250</b> POINTS	
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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	
Crew	1	4	3	0	2	Move or Fire, Dwarf Cannon (4+, 4+)



## FIELD ARTILLERY - ORGAN GUN (4+) #1

Organ Gun - Standard - Construct - 60mm round

# 250 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	
Crew (3)	1	4	3	0	2	Move or Fire, Volley Gun (4+, 4+)

## Magics

### Model Rules

**Aegis:**

**Ambush:**

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

**Dwarf Cannon:** Can be fired in two ways:  
 - As a Cannon Artillery Weapon:  
 Range 60", Shots 1, Str 4[10], AP 0[10], Area Attack (5x1), [Multiple Wounds (D3+1, Clipped Wings)].  
 - As a Volley Gun Artillery Weapon:  
 Range 12", Shots 2D6, Str 4, AP 4.

**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+.

**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

**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.

**Plate Armour:** +3 Armor

**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.

**Volley Gun:** Artillery Weapon:

Range 30", Shots 2D6\*2, Str 5, AP 3.

**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.

King #1



Clan Warriors #1



Clan Warriors #2



Greybeards #1



Clan Marksmen #1



Clan Marksmen #2



Clan Marksmen #4



Miners #1



Forge Wardens #1



Field Artillery - Cannon (4+) #1



Field Artillery - Cannon (4+) #2



Field Artillery - Organ Gun (4+) #1

