




DWARVEN HOLDS

DH WARBAND - 1 798 POINTS



400 pts (22.00 %) 635 pts (35.00 %) 763 pts (42.00 %) 363 pts (20.00 %) 0 pts (0.00 %)
Characters **Core** **Special** **Clans' Thunder** **Engines of War**
 (40 Max) (25 Least) (0 NoLimit) (35 Max) (20 Max)


Characters



KING #1

King - Standard - Infantry - 20x20mm

400 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 • Pistol (3+)
Magic items	Rune of Might (Hand Weapon) • Rune of Dragon's Breath • Rune of Lightning (Hand Weapon) • Rune of Iron (Plate Armour) • Rune of the Forge (Plate Armour)

Core



CLAN WARRIORS #1

Clan Warriors x20 - Standard - Infantry - 20x20mm

350 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
Magic banners	Banner of the Relentless Company (Banner Enchantment)



GREYBEARDS #1

Greybeards x10 - Standard - Infantry - 20x20mm

285 POINTS



Global	Adv	Mar	Dis				Model Rules
	3"	9"	9				, Seen It Scoring, FearlessAll
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	Great Weapon • Champion • Musician • Standard Bearer
Magic banners	Banner of the Relentless Company (Banner Enchantment)

Special



RANGERS #1

Rangers x20 - Standard - Infantry - 20x20mm

443 POINTS



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

Options	Crossbow (3+) • Great Weapon
----------------	------------------------------



HOLD GUARDIANS #1

Hold Guardians x3 - Large - Infantry - 40x40mm

320 POINTS



Global	Adv	Mar	Dis				Model Rules
	5"	10"	10				Scoring, Fearless, Runic Engravings
Defensive	HP	Def	Res	Arm			
	3	4	5	1	Plate Armour		
Offensive	Att	Off	Str	Ap	Agi		
Hold Guardians	3	4	5	2	2	Magical Attacks	

Options	Champion • Standard Bearer
Magic banners	Runic Standard of Wisdom (Banner Enchantment)

Magics

Magic items

Rune of Dragon's Breath: The bearer gains Breath Attack (Str 4, AP 1, Flaming Attacks, Magical Attacks). A single friendly Rune of Dragon's Breath may be used per Round of Combat.

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 Lightning: If the wielder scores at least one successful hit with a weapon engraved with one or more Runes of Lightning (consider each set of simultaneous attacks separately), each enemy unit that was hit additionally suffers D3 hits for each instance of this Rune. The hits are considered Special Attacks and are resolved with Strength 4, Armour Penetration 1, and Magical Attacks.

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 the Forge: The wearer of an armour engraved with this Rune gains Aegis (2+, against Flaming Attacks).

Magic banners

Banner of the Relentless Company: One use only. May be activated during the owner's Movement Phase. All Infantry models in the bearer's unit always have March Rate 15", until the end of the Player Turn. Only a single Banner of the Relentless Company may be activated during the same phase.

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.

Model Rules

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

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).

Plate Armour: +3 Armor

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.

Scout: At step 8 of the Pre-Game Sequence (after Spell Selection) an army that includes units with Scout must state which of its units with Scout will use it, starting with the player that picked the Deployment Zone. Deploy your army as usual, but without deploying any of the Scouting units. These units are placed after all other non-Scouting units have been deployed. They can either be deployed in your Deployment Zone, using the normal rules, or they can be deployed outside the Deployment Zone, but must be more than 18" away from any enemy units. This is decreased to 12" if the Scouting unit is deployed entirely within a Forest, Ruins, Field, Building, or Water Terrain Feature. Scouting units that are deployed outside their player's Deployment Zone may not Declare Charges in the first Player Turn (if their side has the first turn). If both players have Scouting units, alternate deploying one unit at a time, starting with the player that finished deploying first.

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.

Strider: The model automatically passes Dangerous Terrain Tests taken due to Terrain.

If more than half of a unit's models have Strider, the unit never loses their Steadfast or Rank Bonus due to Terrain.

Sometimes Strider is linked to a specific type of Terrain, stated in brackets.

In this case, models with Strider are considered Striders only when interacting with such type of Terrain.

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.

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



Greybeards #1



Rangers #1



Hold Guardians #1

