



# DWARVEN HOLDS

## DWARVES2.5K - 6 948 POINTS



574 pts (8.00%)   2160 pts (31.00%)   3668 pts (53.00%)   376 pts (5.00%)   170 pts (2.00%)   0 pts (0.00%)

**Rare**                      **Special**                      **Core**                      **Lords**                      **Heroes**                      **Mount**  
(25 Max)                      (50 Max)                      (25 Least)                      (50 Max)                      (50 Max)                      (0 NoLimit)

### Lords



**MASTER ENGINEER #1**  
Master Engineer - Standard - Infantry - 20x20mm

**133 POINTS**



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Master Engineer	3	6	4	4	5	3	3	2	10	Infantry
<b>Model Rules</b>	Entrench • Master Marksman • Engineer • Sturdy • Relentless • Shield Wall • Plate Armour									

<b>Options</b>	May take a Shield • Forge Repeater
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**RUNIC MASTER #1**  
Runic Master - Standard - Infantry - 20x20mm

**243 POINTS**



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Runic Master	3	6	4	4	5	3	3	2	10	Infantry
<b>Model Rules</b>	Rune Craft Mastery • Magic Resistance (2) • Channel • Sturdy • Relentless • Shield Wall • Plate Armour									

<b>Options</b>	May take a Great Weapon • Rune of Metal • Rune of Reckoning • Rune of Oaths • Rune of Gleaming
<b>Magic items</b>	Rune of Iron (x2) • Rune of Denial - One per army • Rune of Devouring - One per army

### Heroes



**THANE - BSB**  
Thane - BSB - Standard - Infantry - 20x20mm

**170 POINTS**



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Thane	3	6	4	4	5	2	3	3	10	Infantry
<b>Model Rules</b>	Sturdy • Relentless • Shield Wall • Plate Armour									

<b>Options</b>	May take a Great Weapon
<b>Magic items</b>	Rune of Iron (x2)
<b>Magic banners</b>	Runic Standard of Shielding (Banner Enchantment)

### Core



**CLAN MARKSMEN #2**  
Clan Marksmen x16 - Standard - Infantry - 20x20mm

**1 212 POINTS**



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Marksmen	3	4	3	3	4	1	2	1	9	Infantry
Champion	3	5	4	3	4	1	2	2	9	
<b>Model Rules</b>	Sturdy • Relentless • Heavy Armour • Crossbow									

<b>Options</b>	May take Shields • Champion • Musician • Standard Bearer
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### CLAN MARKSMEN #3

Clan Marksmen x16 - Standard - Infantry - 20x20mm

1 212 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Marksman	3	4	3	3	4	1	2	1	9	Infantry
Champion	3	5	4	3	4	1	2	2	9	
<b>Model Rules</b>	Sturdy • Relentless • Heavy Armour • Crossbow									

<b>Options</b>	May take Shields • Champion • Musician • Standard Bearer
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### CLAN MARKSMEN #1

Clan Marksmen x16 - Standard - Infantry - 20x20mm

1 244 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Marksman	3	4	3	3	4	1	2	1	9	Infantry
Champion	3	5	4	3	4	1	2	2	9	
<b>Model Rules</b>	Sturdy • Relentless • Heavy Armour • Crossbow									

<b>Options</b>	May take Shields • Champion • Musician • Standard Bearer • GuildCrafted Handguns (One of a Kind)
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## Special



### CANNON #1

Cannon - Standard - Infantry - 20x20mm

115 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Machine	-	-	-	-	7	3	-	-	-	War Machine
Crew (3)	3	4	3	3	4	-	2	1	9	
<b>Model Rules</b>	Stubborn • Heavy Armour									

<b>Options</b>	Engineering Rune
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### FLAME COPTER #1

Flame Copter - Standard - Infantry - 20x20mm

85 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Driver	-	4	3	4	4	-	2	2	9	Cavalry
Copter	1	-	-	-	5	3	-	-	-	
<b>Model Rules</b>	Fly(8) • Flame Culverin • Mount's Protection (6+) • Heavy Armour									



### FLAME COPTER #2

Flame Copter - Standard - Infantry - 20x20mm

85 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Driver	-	4	3	4	4	-	2	2	9	Cavalry
Copter	1	-	-	-	5	3	-	-	-	
<b>Model Rules</b>	Fly(8) • Flame Culverin • Mount's Protection (6+) • Heavy Armour									



### KING'S GUARD #1

King's Guard x25 - Standard - Infantry - 20x20mm

1 595 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
King's Guard	3	5	3	4	4	1	2	2	9	Infantry
Champion	3	6	4	4	4	1	2	3	9	
<b>Model Rules</b>	Bodyguard (General, Dwarf King) • Sturdy • Relentless • Great Weapons • Plate Armour									

<b>Options</b>	May take Shield • Champion • Musician • Standard Bearer
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### ORGAN GUN #1

Organ Gun - Standard - Infantry - 20x20mm

140 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Machine	-	-	-	-	7	3	-	-	-	War Machine
Crew (3)	3	4	3	3	4	-	2	1	9	
<b>Model Rules</b>	Stubborn • Heavy Armour									

<b>Options</b>	Engineering Rune
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### ORGAN GUN #2

Organ Gun - Standard - Infantry - 20x20mm

140 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Machine	-	-	-	-	7	3	-	-	-	War Machine
Crew (3)	3	4	3	3	4	-	2	1	9	
<b>Model Rules</b>	Stubborn • Heavy Armour									

<b>Options</b>	Engineering Rune
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Rare



### HOLD GUARDIANS #1

Hold Guardians x4 - Standard - Infantry - 20x20mm

574 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Hold Guardian	5	4	3	6	5	3	2	2	10	Monstrous Infantry
Champion	5	5	4	6	5	3	2	3	10	
<b>Model Rules</b>	Magical Attacks • Multiple Wounds (D3) • Immune to Psychology • Plate Armour • Innate Defence (6+)									

<b>Options</b>	May gain Flaming Attacks and Fireborn • Champion • Musician • Standard Bearer
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## Magics

### Magic items

Rune of Denial - One per army:

Rune of Devouring - One per army:

Rune of Iron:

### Magic banners

Runic Standard of Shielding:

## Model Rules

**Bodyguard (General, Dwarf King):**

**Channel:**

**Crossbow:**

**Engineer:**

**Entrench:**

**Flame Culverin:**

**Fly(8):**

**Great Weapons:**

**Heavy Armour:**

**Immune to Psychology:**

**Innate Defence (6+):**

**Magic Resistance (2):**

**Magical Attacks:**

**Master Marksman:**

**Mount's Protection (6+):**

**Multiple Wounds (D3):**

**Plate Armour:**

**Relentless:**

**Rune Craft Mastery:**

**Shield Wall:**

**Stubborn:**

**Sturdy:**

## 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.

Cannon #1



Clan Marksmen #2



Clan Marksmen #3



Clan Marksmen #1



Flame Copter #1



Flame Copter #2



Hold Guardians #1



King's Guard #1



Master Engineer #1



Organ Gun #1



Organ Gun #2



Runic Master #1



Thane - BSB



