



# DWARVEN HOLDS

## LIST DWARVEN HOLDS #5 - 4 074 POINTS



1725 pts (42.00 %) 929 pts (23.00 %) 760 pts (19.00 %) 865 pts (21.00 %) 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 - 40x60mm

720 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 WAR THRONE

Global	Adv	Mar	Dis	Model Rules		
	3"	9"	C	, Majesty of High TallKings		
Defensive	HP	Def	Res	Arm		
	6	C	C	C+2		
Offensive	Att	Off	Str	Ap	Agi	
War Throne	4	5	4	1	2	Harnessed, Sturdy, Hatred

<b>Options</b>	Shield • Holdstone • War Throne
<b>Magic items</b>	Rune of Iron (Plate Armour) • Rune of Shielding • Rune of Destruction (Hand Weapon) • Rune of Might (x2) (Hand Weapon)



#### THANE #1

Thane - Standard - Infantry - 20x20mm

335 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

<b>Options</b>	Battle Standard Bearer • Holdstone
<b>Magic items</b>	Rune of Might (Hand Weapon) • Rune of Fury (x2) (Hand Weapon)
<b>Magic banners</b>	Stalker's Standard (Battle Standard Bearer)



#### DRAGON SEEKER #1

Dragon Seeker - Standard - Infantry - 20x20mm

385 POINTS



Global	Adv	Mar	Dis	Model Rules		
	3"	9"	10	, The bigger they Unbreakable, Vanguard, Fearless, Not a Leaderare...		
Defensive	HP	Def	Res	Arm		

<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>		
	3	7	5	0	, Magic Resistance (1, Aegis (6+1))	
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
<b>Dragon Seeker</b>	5	7	5	2	5	, Paired Lethal Strike, Sturdy, Yer comin' with me!, Weapon Master Weapons, Great Weapon, Hand Weapon



<b>Options</b>	Grim Resolve
<b>Magic items</b>	Rune of Smashing (Paired Weapons) • Rune of Fury (Hand Weapon) • Rune of Fire (Paired Weapons)

	<b>RUNIC SMITH #1</b> Runic Smith - Standard - Infantry - 20x20mm	<b>285 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	, Rune Craft Channel (1, 1)Mastery		
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>		
	3	5	4	0	Shield Wall (Ægide, Ægide), Magic Resistance (1, 1), Plate Armour	
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
<b>Runic Smith</b>	2	5	4	1	3	Sturdy, Hand Weapon



<b>Options</b>	Shield
<b>Magic items</b>	Rune of Dragon's Breath • Rune of Lightning (x2)

**Core**

	<b>CLAN WARRIORS #1</b> Clan Warriors x20 - Standard - Infantry - 20x20mm	<b>310 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 Warriors</b>	1	4	3	0	2	Sturdy

<b>Options</b>	Shield • Paired Weapons • Champion • Musician • Standard Bearer
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	<b>GREYBEARDS #1</b> Greybeards x28 - Standard - Infantry - 20x20mm	<b>619 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	, Seen It Scoring, FearlessAll		
<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	Sturdy

<b>Options</b>	Shield • Champion • Musician • Standard Bearer
<b>Magic banners</b>	Runic Standard of Swiftess (Banner Enchantment)

# Special



## MINERS #1

Miners x10 - Standard - Infantry - 20x20mm

**245** 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	
Offensive	Att	Off	Str	Ap	Agi	
<b>Miners</b>	1	4	4	1	2	Sturdy

<b>Options</b>	Throwing Weapons (5+) • Paired Weapons
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## SEEKERS #1

Seekers x20 - Standard - Infantry - 20x20mm

**515** POINTS



Global	Adv	Mar	Dis			Model Rules
	3"	9"	10			, The bigger they Unbreakable, Fearlessare...
Defensive	HP	Def	Res	Arm		
	1	4	4	0	Aegis (6+)	
Offensive	Att	Off	Str	Ap	Agi	
<b>Seekers</b>	1	4	4	1	2	Sturdy, Yer comin' with me!, Paired Weapon MasterWeapons, Great Weapon

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



## STEAM COPTERS - ATTACK COPTER #1

Attack Copter x2 - Standard - Construct - 40x40mm

**330** POINTS



Global	Adv	Mar	Dis			Model Rules
	1"	2"	9			, Fly (8", 16", 8", Light Troops, Swiftstride, Tall16")
	8"	16"				
Defensive	HP	Def	Res	Arm		
	3	4	5	3	Cannot be Stomped	
Offensive	Att	Off	Str	Ap	Agi	
<b>Attack Copter</b>	2	4	4	1	2	Forge Repeater (4+, 4+), Shrapnel Grenades



## STEAM COPTERS - ATTACK COPTER #2

Attack Copter x2 - Standard - Construct - 40x40mm

**330** POINTS



Global	Adv	Mar	Dis			Model Rules
	1"	2"	9			, Fly (8", 16", 8", Light Troops, Swiftstride, Tall16")
	8"	16"				
Defensive	HP	Def	Res	Arm		

<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>		
	3	4	5	3	<b>Cannot be Stomped</b>	
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
<b>Attack Copter</b>	2	4	4	1	2	<b>Forge Repeater (4+, 4+), Shrapnel Grenades</b>

## Magics

### Magic items

**Rune of Destruction:** Attacks made with a weapon engraved with this Rune gain Multiple Wounds (D3).

**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 Fire:** At the start of any Phase or Round of Combat, this Rune may be activated. If so, attacks made with a weapon engraved with this Rune become Flaming Attacks until the end of the Phase.

**Rune of Fury:** For each Rune of Fury engraved on a weapon, the wielder gains +1 Attack Value when using it.

**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 Shielding:** The bearer gains Aegis (+1, max 4+). The Aegis from this Rune only stacks with itself and/or Shield Wall.

**Rune of Smashing:** Attacks made with a weapon engraved with this Rune that are allocated towards a model with Resilience 5 or more have their Strength set to 10 and their Armour Penetration set to 10.

### Magic banners

**Runic Standard of Swiftmess:** The bearer's unit gains Vanguard.

**Stalker's Standard:** The bearer's unit gains Strider.

### Model Rules

**Aegis:**

**Ambush:**

**Cannot be Stomped:**

**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)).

**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.

**Fly:** The model gains Light Troops and Swiftstride. Units composed entirely of models with Fly may make Flying Movements when performing a Move Chargers move, an Advance Move, or a March Move. When a unit makes a Flying Movement, substitute its models' Advance Rate with the first value given in brackets (X), and their March Rate with the second value given in brackets (Y). All modifiers to ground movement values are also applied to the flying values of a model. Units using Flying Movement ignore all Terrain Features and units during the Flying Movement (from their starting to their ending position), but must abide by the Unit Spacing rule at the end of the move (unless charging, when the normal exceptions to the Unit Spacing rule apply). They are still affected by the effects of the Terrain Features from which they take off and in which they land.

**Forge Repeater:** Shooting Weapon.

Range 18", Shots 4, Str 5, AP 2, Flaming Attacks, Quick to Fire.

**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

**Lethal Strike:** If the attack wounds with a natural to-wound roll of 6+, its Armour Penetration is set to 10 and the target of the attack cannot take a Regeneration save against it.

**Light Troops:** Units composed entirely of models with Light Troops are allowed to make any number of Reforms when performing Advance Moves or March Moves. They are allowed to shoot even if they Marched or Reformed. No model can end its movement with its centre further away than its March Rate from its starting position, around any obstructions (including the Unit Spacing rule). This means that when checking the distance travelled by a model, check the path the model would have taken if it was alone, with the exception that the unit as a whole cannot break the Unit Spacing rule while performing the move. If a model performed any action during the movement (such as a Sweeping Attack), the distance moved is counted from its starting position to the point on the Battlefield where it performed that action and then to its final position.

If more than half the models in a unit have Light Troops, the unit always counts as having 0 Full Ranks. Characters with Light Troops that are joined to units with one or more models without Light Troops, lose this rule for as long as they remain with the unit. An Infantry Character joined to an Infantry unit with both Light Troops and the same Size as the Character gains Light Troops for as long as it remains with the unit.

#### **Magic Resistance:**

**Not a Leader:** The model cannot be the General.

**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.

**Shrapnel Grenades:** Special Attack.

Sweeping Attack which can be used once per game.

The enemy unit suffers D3 hits for each Steam Copter in the unit. Hits are resolved with Strength 3 and Armour Penetration 0.

**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.

**Swiftstride:** When a unit composed entirely of models with Swiftstride rolls Charge Range, Flee Distance, Pursuit Distance or Overrun Distance, it rolls an additional D6 (normally this will lead to rolling 3D6) and discards the lowest D6 rolled.

**Tall:**

**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.

**Vanguard:** After Deployment (including units with Scout), models with Vanguard may perform a 12" move. The move is performed as an Advance Move in the Movement Phase, including any actions and restrictions the unit would normally have (such as Wheeling, Reforming, joining units, leaving units and so on). The 12" distance is used instead of the unit's Advance Rate and March Rate. This move cannot be used to move within 12" of enemy units. This is decreased to 6" for enemy units which have either Scouted or Vanguarded. Units that have moved in this way may not Declare Charges in the first Player Turn (if their side has the first turn). If both players have units with Vanguard, alternate moving units one at a time, starting with the player that finished deploying last. Instead of moving a unit, a player may declare to not move any more Vanguarding units.

**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 on 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.

King #1



Thane #1



Dragon Seeker #1



Runic Smith #1



Clan Warriors #1



Greybeards #1



Miners #1



Seekers #1



Steam Copters - Attack Copter #1



Steam Copters - Attack Copter #2



