



DWARVEN HOLDS

QUICK BATTLE - 2 070 POINTS



230 pts (5.00 %) **830 pts (18.00 %)** 0 pts (0.00 %) 1010 pts (22.00 %) 0 pts (0.00 %)
Characters **Core** **Clans' Thunder** **Special** **Engines of War**
 (35 Max) (25 Least) (35 Max) (0 NoLimit) (20 Max)

Characters

BJORNE IRONFIST

Lords of Stone - King - Standard - Infantry - 20x20mm

230 POINTS

Troops	M	WS	BS	S	T	W	I	A	Ld	Type
King	3	7	4	4	5	3	4	4	10	Infantry
Coursier elfique	9	3	0	3	3	1	4	1	5	Monstrous Beast
Model Rules	Relentless • Sturdy • Shield Wall • Plate Armor									

Core

WARRIORS

Clan Warriors x20 - Standard - Infantry - 20x20mm

360 POINTS

Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Clan Warriors	3	4	3	3	4	1	2	1	9	Infantry
Carnosaure	7	3	0	7	5	5	2	4	5	Monster
Model Rules	Scoring • Relentless • Sturdy • Shield Wall • Heavy Armour									
Model Rules (Carnosaure)	Cold-blooded • Multiple Wounds • Blood Frenzy • Large target • Scaly Skin • Terror									

Options	May take a Shield • Champion • Musician • Standard Bearer
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WARRIORS - GREATWEAPONS

Clan Warriors x20 - Standard - Infantry - 20x20mm

470 POINTS

Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Clan Warriors	3	4	3	3	4	1	2	1	9	Infantry
Carnosaure	7	3	0	7	5	5	2	4	5	Monster
Model Rules	Scoring • Relentless • Sturdy • Shield Wall • Heavy Armour									
Model Rules (Carnosaure)	Cold-blooded • Multiple Wounds • Blood Frenzy • Large target • Scaly Skin • Terror									

Options	Great Weapon • Champion • Musician • Standard Bearer
Magic banners	War Standard (Banner Enchantment)

Special

MINERS

Miners x20 - Standard - Infantry - 20x20mm

520 POINTS

Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Miners	3	4	3	4	4	1	2	1	9	Infantry
Model Rules	Scoring • Relentless • Sturdy • Shield Wall • Ambush • Heavy Armour									

Options	Great Weapon • Champion • Musician • Standard Bearer
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HAMMERERS

King's Guard x15 - Standard - Infantry - 20x20mm

490 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
Model Rules	Scoring • Bodyguard (General, Dwarf King) • Relentless • Sturdy • Shield Wall • Great Weapon • Plate Armor									

Options	Champion • Musician • Standard Bearer
Magic banners	Rending Banner (Banner Enchantment)

Magics

Magic banners

Rending Banner: All non-character models in the bearer's unit gain Armour Piercing (1).

War Standard: The bearer's unit adds +1 to the Combat Score of any combat they are involved in.

Model Rules

Ambush: Before Deployment, after choosing Deployment Zones, an army that includes units with the Ambush special rule must state which of your units with this special rule will use it (starting with the player that picked the Deployment Zone).

Deploy your army as usual, but without deploying any of the Ambushing units. Starting from Game Turn 2, roll a dice for each Ambushing unit at the start of each of your Remaining Moves subphases. After you have rolled for all Ambushing units, each unit that rolled 3+, now enters the Battlefield from any table edge. Place the arriving unit with all of its back rank touching the Board Edge. Ambushing models are free to move in the Remaining Moves subphase, except that they may not March Move, and they must end this Movement Phase no more than twice their Movement value from the Board Edge. If an Ambushing unit has not entered the board (due to failing all its 3+ rolls) before the game ends, the unit counts as destroyed. An Ambushing Character may choose to be deployed within an Ambushing unit that it would normally be allowed to join (declare this when declaring which units are Ambushing). In that case the player rolls once for the combined unit. Until arriving on the Battlefield, Ambushing units cannot do any actions at all, and all items, rules, abilities etc. do not work while not on the Battlefield.

Blood Frenzy:

Bodyguard (General, Dwarf King): When a Character is joined to a unit in which at least one model has the Bodyguard special rule, that Character gains Stubborn. When Characters or Character types are stated in brackets, Bodyguard only works for the specified Characters or Character types.

Cold-blooded:

Great Weapon:

Heavy Armour:

Large target:

Multiple Wounds:

Plate Armor:

Relentless: Infantry units entirely composed of models with this special rule may triple their Movement when marching instead of doubling it. This is extended to other situations where a move is limited by twice the Movement value of the model, such as Wheeling, Reforming, Moving Characters within a unit and so on. In those cases, use triple the movement value instead.

Scaly Skin:

Scoring: Units with at least one model with the Scoring special rule are considered Scoring Units and are used for capturing Secondary Objectives. Every army needs a few Scoring units to be able to complete Secondary Objectives, which is why units with the Scoring special rule are marked in the Armybooks with a special pennant icon:

The Scoring special rule can be lost during the game:

- One or more models in the unit are Light Troops.
- A unit that is Fleeing loses its Scoring special rule for as long as it is Fleeing.
- An Ambushing unit that entered the Battlefield on Game Turn 4 or later loses its Scoring Special rule.
- A unit that has performed a Post-Combat Reform loses its Scoring special rule until the end of the current Player Turn.

Shield Wall: As long as they are using a Shield, models with this special rule gain a Ward Save (6+) against non-Special Close Combat Attacks made by enemy models to their front.

This Ward Save is improved to (5+) during the Round of Combat following directly after the unit was charged.

Sturdy: A model with this rule has Thunderous Charge. Furthermore, it does not suffer to-hit modifiers from taking a Stand and Shoot Charge Reaction.

Terror:

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.

Bjorne Ironfist



Warriors



Warriors - Greatweapons



Miners



Hammerers

