




DWARVEN HOLDS

TEST - 3 933 POINTS



1180 pts (30.00 %) 1050 pts (27.00 %) 1023 pts (26.00 %) 423 pts (11.00 %) 680 pts (17.00 %)
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

365 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 • Holdstone • Rune of Resonance • Ancestral Memory • General |
|---------|---|
|---------|---|



THANE #1


Thane - Standard - Infantry - 20x20mm

280 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 |


| Options | Battle Standard Bearer • Holdstone • Rune of Resonance |
|---------------|--|
| Magic banners | Runic Standard of Dismay (Battle Standard Bearer) |



DRAGON SEEKER #1

Dragon Seeker - Standard - Infantry - 20x20mm

280 POINTS



| Global | Adv | Mar | Dis | Model Rules | | |
|---------------|-----|-----|-----|---|-------------------------------------|---|
| | 3" | 9" | 10 | , The bigger they Unbreakable, Vanguard, Fearless, Not a Leaderare... | | |
| Defensive | HP | Def | Res | Arm | | |
| | 3 | 7 | 5 | 0 | , Magic Resistance (1, Aegis (6+)1) | |
| Offensive | Att | Off | Str | Ap | Agi | |
| Dragon Seeker | 5 | 7 | 5 | 2 | 5 | Lethal Strike, Sturdy, Yer comin' with me!, Weapon MasterWeapons, Paired, Great Weapon, Hand Weapon |

| Options | Monster Seeker |
|---------|----------------|
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RUNIC SMITH #1

Runic Smith - Standard - Infantry - 20x20mm

255 POINTS



| Global | Adv | Mar | Dis | Model Rules | | |
|--------------------|-----|-----|-----|---------------------------------------|----------------------------|---|
| | 3" | 9" | 9 | , Rune Craft Channel (1, 1)Mastery | | |
| Defensive | HP | Def | Res | Arm | | |
| | 3 | 5 | 4 | 0 | Shield Wall (Ægide, Ægide) | , Magic Resistance (1, 1), Plate Armour |
| Offensive | Att | Off | Str | Ap | Agi | |
| Runic Smith | 2 | 5 | 4 | 1 | 3 | Sturdy, Hand Weapon |

Options

Rune of Resonance • Rune of Oaths x1 • Rune of Revocation x1 • Rune of Reckoning x1

Core



GREYBEARDS #2

Greybeards x20 - Standard - Infantry - 20x20mm

425 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



GREYBEARDS #2

Greybeards x20 - Standard - Infantry - 20x20mm

425 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



CLAN MARKSMEN #1

Clan Marksmen x10 - Standard - Infantry - 20x20mm

200 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 | |

| <i>Offensive</i> | <i>Att</i> | <i>Off</i> | <i>Str</i> | <i>Ap</i> | <i>Agi</i> | |
|----------------------|------------|------------|------------|-----------|------------|----------------------------------|
| Clan Marksmen | 1 | 4 | 3 | 0 | 2 | Sturdy, Crossbow (4+, 4+) |

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| Options | Champion |
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Special

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|  | KING'S GUARD #1 King's Guard x20 - Standard - Infantry - 20x20mm | 485 POINTS |  |
|--|--|-------------------|---|

| <i>Global</i> | <i>Adv</i> | <i>Mar</i> | <i>Dis</i> | <i>Model Rules</i> |
|---------------|------------|------------|------------|---------------------------|
| | 3" | 9" | 9 | Scoring, Bodyguard |

| <i>Defensive</i> | <i>HP</i> | <i>Def</i> | <i>Res</i> | <i>Arm</i> | |
|------------------|-----------|------------|------------|------------|-----------------------------|
| | 1 | 5 | 4 | 0 | Plate Armour, Shield |

| <i>Offensive</i> | <i>Att</i> | <i>Off</i> | <i>Str</i> | <i>Ap</i> | <i>Agi</i> | |
|---------------------|------------|------------|------------|-----------|------------|-----------------------------|
| King's Guard | 2 | 5 | 4 | 1 | 2 | Sturdy, Great Weapon |

| | |
|----------------|---------------------------------------|
| Options | Champion • Musician • Standard Bearer |
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| | |
|----------------------|---|
| Magic banners | Banner of Discipline (Banner Enchantment) |
|----------------------|---|


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|--|--|-------------------|--|
|  | HOLD GUARDIANS #1 Hold Guardians x3 - Large - Infantry - 40x40mm | 275 POINTS |  |
|--|--|-------------------|--|

| <i>Global</i> | <i>Adv</i> | <i>Mar</i> | <i>Dis</i> | <i>Model Rules</i> |
|---------------|------------|------------|------------|--|
| | 5" | 10" | 10 | Scoring, Fearless, Runic Engravings |

| <i>Defensive</i> | <i>HP</i> | <i>Def</i> | <i>Res</i> | <i>Arm</i> | |
|------------------|-----------|------------|------------|------------|---------------------|
| | 3 | 4 | 5 | 1 | Plate Armour |

| <i>Offensive</i> | <i>Att</i> | <i>Off</i> | <i>Str</i> | <i>Ap</i> | <i>Agi</i> | |
|-----------------------|------------|------------|------------|-----------|------------|------------------------|
| Hold Guardians | 3 | 4 | 5 | 2 | 2 | Magical Attacks |

| | |
|----------------|----------|
| Options | Champion |
|----------------|----------|

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|  | RANGERS CRAG WARDEN #1 Rangers x10 - Standard - Infantry - 20x20mm | 263 POINTS |  |
|--|--|-------------------|---|

| <i>Global</i> | <i>Adv</i> | <i>Mar</i> | <i>Dis</i> | <i>Model Rules</i> |
|---------------|------------|------------|------------|--------------------------------|
| | 3" | 9" | 9 | Strider, Scoring, Scout |

| <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> | |
|------------------|------------|------------|------------|-----------|------------|---------------|
| Rangers | 1 | 4 | 3 | 0 | 2 | Sturdy |

| | |
|----------------|---|
| Options | Crossbow (3+) • Great Weapon • Champion • Crag Warden |
|----------------|---|


Engines of War

| | | | |
|--|--|-------------------|---|
|  | ORGAN GUN #1 Organ Gun - Standard - Construct - 60mm round | 340 POINTS |  |
|--|--|-------------------|---|

| <i>Global</i> | <i>Adv</i> | <i>Mar</i> | <i>Dis</i> | <i>Model Rules</i> |
|---------------|------------|------------|------------|--------------------|
|---------------|------------|------------|------------|--------------------|

| 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+) |


| | |
|----------------|-----------------------------|
| Options | Flaming Shot • Rune crafted |
|----------------|-----------------------------|



ORGAN GUN #2

Organ Gun - Standard - Construct - 60mm round

340 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+) |

| | |
|----------------|-----------------------------|
| Options | Flaming Shot • Rune crafted |
|----------------|-----------------------------|

Magics

Magic banners

Banner of Discipline: The bearer's unit may reroll failed Panic Tests. If the Battle Standard Bearer or the General is part of the bearer's unit, it automatically passes Panic Tests instead.

Runic Standard of Dismay: Units charging the bearer's unit suffer -2" Advance Rate for their Charge Range roll.

Model Rules

Aegis:

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

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)).

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

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.

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.

Magic Resistance:

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).

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.

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.

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: +1 Armour Hand Weapons wielded by models on foot can be used alongside a Shield, then giving Parry.

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.

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.

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.

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.

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



Greybeards #2



Greybeards #2



Clan Marksmen #1



King's Guard #1



Hold Guardians #1



Organ Gun #1



Organ Gun #2



Rangers Crag Warden #1

