



DWARVEN HOLDS

LIST FORTERRESSES NAINES (v2021 BETA 2) #1 - 4 497 POINTS



1660 pts (37.00 %) 1143 pts (25.00 %) 1099 pts (24.00 %) 503 pts (11.00 %) 595 pts (13.00 %)
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

740 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

Options	Shield • Holdstone • War Throne • General
Magic items	Rune of Might (x2) (Hand Weapon) • Rune of Destruction (Hand Weapon) • Rune of the Forge (Plate Armour) • Rune of Shielding (x2)



ANVIL OF POWER

Anvil of Power - Standard - Construct - 60mm round

195 POINTS



Global	Adv	Mar	Dis	Model Rules		
	3"	3"	9	, War , Runic Unbreakable, Channel (2, 2), Fearless, Not a LeaderMachine Anvil		
Defensive	HP	Def	Res	Arm		
	5	1	4	0	, Magic Resistance (2), Aegis (5+2)	, Plate Armour
Offensive	Att	Off	Str	Ap	Agi	
Anvil Guards	3	5	4	1	2	Hand Weapon



RUNIC SMITH #1

Runic Smith - Standard - Infantry - 20x20mm

415 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

<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>
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<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
Runic Smith	2	5	4	1	3	Sturdy, Hand Weapon

Options	Shield • Battle Rune x3
Magic items	Rune of Devouring • Rune of Dragon's Breath (x2)

	THANE #1 Thane - Standard - Infantry - 20x20mm	310 POINTS	
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<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>
	3"	9"	9	

<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	3	6	5	0	, Plate Shield Wall Armour

<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
Thane	3	6	4	1	3	Sturdy, Hand Weapon

Options	Battle Standard Bearer • Shield
Magic items	Rune of Dragon's Breath
Magic banners	Runic Standard of Shielding (Battle Standard Bearer)

Core



	CLAN MARKSMEN #1 Clan Marksmen x11 - Standard - Infantry - 20x20mm	263 POINTS	
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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>	
Clan Marksmen	1	4	3	0	2	Sturdy, Crossbow (4+, 4+)

Options	Shield • Guild-Crafted Handgun (4+)
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	CLAN MARKSMEN #2 Clan Marksmen x10 - Standard - Infantry - 20x20mm	240 POINTS	
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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>	
Clan Marksmen	1	4	3	0	2	Sturdy, Crossbow (4+, 4+)

Options	Shield • Guild-Crafted Handgun (4+)
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GREYBEARDS #1

Greybeards x30 - Standard - Infantry - 20x20mm

640 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	Shield • Champion • Musician • Standard Bearer
Magic banners	Runic Standard of Dismay (Banner Enchantment)

Special



DEEP WATCH #1

Deep Watch x20 - Standard - Infantry - 20x20mm

405 POINTS



Global	Adv	Mar	Dis	Model Rules		
	3"	9"	9	Scoring, Bodyguard		
Defensive	HP	Def	Res	Arm		
	1	5	4	0	Wall of Iron (Ægide, Ægide)	, Plate Armour, Shield
Offensive	Att	Off	Str	Ap	Agi	
Deep Watch	1	5	4	1	2	Sturdy

Options	Champion • Musician • Standard Bearer
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KING'S GUARD #1

King's Guard x29 - Standard - Infantry - 20x20mm

694 POINTS



Global	Adv	Mar	Dis	Model Rules		
	3"	9"	9	Scoring, Bodyguard		
Defensive	HP	Def	Res	Arm		
	1	5	4	0	Plate Armour	, Shield
Offensive	Att	Off	Str	Ap	Agi	
King's Guard	2	5	4	1	2	Sturdy, Great Weapon

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

Engines of War



FIELD ARTILLERY #1

Field Artillery - Standard - Construct - 60mm round


330 POINTS



Global	Adv	Mar	Dis	Model Rules		
	3"	3"	9	War Machine, Stubborn, Engineering Rune		
Defensive	HP	Def	Res	Arm		

<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>		
	5	1	4	0		Heavy Armour
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
Crew	3	4	3	0	2	Move or Fire , Magical Attacks


Options	Organ Gun (4+) • Rune crafted
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FIELD ARTILLERY #2

Field Artillery - Standard - Construct - 60mm round

265 POINTS



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>		<i>Model Rules</i>
	3"	3"	9		War Machine , Stubborn, Engineering Rune

<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	5	1	4	0	Heavy Armour

<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
Crew	3	4	3	0	2	Move or Fire , Magical Attacks

Options	Dwarf Cannon (4+) • Rune crafted
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Magics

Magic items

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

Rune of Devouring: Runic Smiths only.
One use only. The player may choose to use this Rune instead of performing a Dispelling Attempt. The spell is cast as normal but the Caster may not cast it again for the rest of the game. Spells dispelled by the Rune of Revocation and Attribute Spells are not affected.

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

Magic banners

Rending Banner: One use only. May be activated at the start of a Round of Combat. Close Combat Attacks from R&F models in the bearer's unit gain +1 Armour Penetration until the bearer's unit is no longer Engaged in Combat. A model can only be affected by a single Rending Banner at the same time.

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

Runic Standard of Shielding: (Battle Standard Bearer, Deep Watch, and King's Guard only.)
All friendly units within 6" of the bearer gain Aegis (5+) against Shooting Attacks.

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

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.

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 Anvil: Each Anvil of Power may choose up to three different Battle Runes during Spell Selection.

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: +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.

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.

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.

Wall of Iron: The model gains Aegis (5+, against Close Combat Attacks). This rule can only be used against attacks from enemies Engaged in the model's unit's Front Facing.

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.

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



Anvil of Power



Runic Smith #1



Thane #1



Clan Marksmen #1



Clan Marksmen #2



Greybeards #1



Deep Watch #1



King's Guard #1



Field Artillery #1



Field Artillery #2



