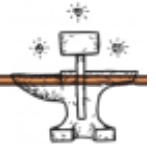




DWARVEN HOLDS

DWARF HOLDS - 3 505 POINTS



730 pts (16.00 %) Characters (40 Max)
 1205 pts (27.00 %) Core (25 Least)
 870 pts (19.00 %) Special (0 NoLimit)
 430 pts (10.00 %) Clans' Thunder (35 Max)
 700 pts (16.00 %) Engines of War (20 Max)

Characters

KING #1

King - Standard - Infantry - 40x20mm

310 POINTS

Global	Adv	Mar	Dis	Model Rules	
	3"	9"	10		
Defensive	HP	Def	Res	Arm	
	3	7	5	0	, Plate Shield Wall Armour
Offensive	Att	Off	Str	Ap	Agi
King	4	7	4	1	4
Sturdy, Hand Weapon					

MOUNT SHIELD BEARERS

Global	Adv	Mar	Dis	Model Rules	
	3"	9"	C	Tall	
Defensive	HP	Def	Res	Arm	
	4	C	C	C+2	Cannot be Stomped
Offensive	Att	Off	Str	Ap	Agi
Shield Bearers	2	5	4	1	2
Harnessed, Sturdy					

Options | General • Shield Bearers • Great Weapon

ANVIL OF POWER #1

Anvil of Power - Standard - Construct - 60mm round

200 POINTS

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

RUNIC SMITH #1



Runic Smith - Standard - Infantry - 20x20mm

220 POINTS

Global	Adv	Mar	Dis	Model Rules	
	3"	9"	9	, Magic Channel Resistance, Rune Craft Mastery	
Defensive	HP	Def	Res	Arm	

<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>		
	3	5	4	0	, Plate Shield Wall Armour	
<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	Battle Rune x1 • Rune of Reckoning • Rune of Revocation
Core	

	CLAN WARRIORS #1 Clan Warriors x40 - Standard - Infantry - 20x20mm	545 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	, Heavy Shield Wall Armour	
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
Clan Warrior	1	4	3	0	2	Sturdy

Options	Shield • Paired Weapons • Champion • Musician • Standard Bearer
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 	CLAN MARKSMEN #1 Clan Marksmen x10 - Standard - Infantry - 20x20mm	215 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	, Heavy Shield Wall Armour	
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
Clan Marksman	1	4	3	0	2	Sturdy

Options	Crossbow • Champion • Musician • Standard Bearer
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 	CLAN MARKSMEN #1 Clan Marksmen x10 - Standard - Infantry - 20x20mm	215 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	, Heavy Shield Wall Armour	
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
Clan Marksman	1	4	3	0	2	Sturdy



Options	Crossbow • Champion • Musician • Standard Bearer
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	GREYBEARDS #1 Greybeards x10 - Standard - Infantry - 20x20mm	230 POINTS	
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<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>
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Global	Adv	Mar	Dis	Model Rules		
	3"	9"	9	, Hold the FearlessLine, Scoring		
Defensive	HP	Def	Res	Arm		
	1	5	4	0	, Heavy Shield Wall Armour	
Offensive	Att	Off	Str	Ap	Agi	
Greybeard	1	5	4	1	2	Sturdy

Options	Shield • Champion • Musician • Standard Bearer
Special	

	KING'S GUARD #1 King's Guard x20 - Standard - Infantry - 20x20mm	435 POINTS	
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Global	Adv	Mar	Dis	Model Rules		
	3"	9"	9	Scoring		
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
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	SEEKERS #1 Seekers x20 - Standard - Infantry - 20x20mm	435 POINTS	
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Global	Adv	Mar	Dis	Model Rules		
	3"	9"	10	, The bigger they Fearless, Unbreakableare...		
Defensive	HP	Def	Res	Arm		
	1	4	4	0	Aegis	
Offensive	Att	Off	Str	Ap	Agi	
Seeker	1	4	4	1	2	, Paired Weapon Master, Sturdy, Yer comin' with me!, Great Weapon Weapons

Options	Champion • Musician • Standard Bearer
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Engines of War

	FIELD ARTILLERY #1 Field Artillery - Standard - Construct - 60mm round	230 POINTS	
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Global	Adv	Mar	Dis	Model Rules		
	3"	3"	9	, War StubbornMachine, Engineering Rune		
Defensive	HP	Def	Res	Arm		
	5	1	4	0	Heavy Armour	
Offensive	Att	Off	Str	Ap	Agi	
Crew	3	4	3	0	2	Move or Fire

Options	Dwarf Cannon (4+)
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FIELD ARTILLERY #1

Field Artillery - Standard - Construct - 60mm round

235 POINTS



Global	Adv	Mar	Dis	Model Rules		
	3"	3"	9	, War Stubborn Machine, Engineering Rune		
Defensive	HP	Def	Res	Arm		
	5	1	4	0	Heavy Armour	
Offensive	Att	Off	Str	Ap	Agi	
Crew	3	4	3	0	2	Move or Fire

Options	Organ Gun (4+)
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FIELD ARTILLERY #1

Field Artillery - Standard - Construct - 60mm round

235 POINTS



Global	Adv	Mar	Dis	Model Rules		
	3"	3"	9	, War Stubborn Machine, Engineering Rune		
Defensive	HP	Def	Res	Arm		
	5	1	4	0	Heavy Armour	
Offensive	Att	Off	Str	Ap	Agi	
Crew	3	4	3	0	2	Move or Fire

Options	Organ Gun (4+)
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Magics

Model Rules

- Aegis:**
- 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)).
- Engineering Rune:** Add +4 to the model's rolls 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
- Hold the Line:**
- Magic Resistance:**
- 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.

Runic Anvil: Each Anvil of Power may select up to 3 different Battle Runes.

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.

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

Shield Wall: While 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: The model part gains **Devastating Charge (+1 Str, +1 AP)** and **Steady Aim**.

The bigger they are...: The model gains Devastating Charge (Swiftstride) for Charges against units that contain at least one Large or Gigantic model.

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.

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!: 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 Facings as their units. • This Attack Attribute cannot be used for 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



Anvil of Power #1



Runic Smith #1



Clan Warriors #1



Clan Marksmen #1



Clan Marksmen #1



Field Artillery #1



Field Artillery #1



Field Artillery #1



King's Guard #1



Seekers #1



Greybeards #1

