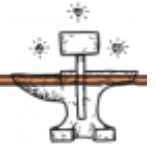




DWARVEN HOLDS

RUSH - 4 500 POINTS



1620 pts (36.00 %) 1127 pts (25.00 %) 1753 pts (39.00 %) 0 pts (0.00 %) 360 pts (8.00 %)
Characters **Core** **Special** **Clans' Thunder** **Engines of War**
 (40 Max) (25 Least) (0 NoLimit) (35 Max) (20 Max)

Special

SEEKERS #1
 Seekers x21 - Standard - Infantry - 20x20mm

498 POINTS

Global	Adv	Mar	Dis	Model Rules		
	3"	9"	10	, The bigger they Fearless, Unbreakableare...		
Defensive	HP	Def	Res	Arm	Aegis	
	1	4	4	0		
Offensive	Att	Off	Str	Ap	Agi	
Seeker	1	4	4	1	2	, Paired Weapon Master, Sturdy, Yer comin' with me!, Great WeaponWeapons

Options	Vanguard • Musician
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SEEKERS #1
 Seekers x20 - Standard - Infantry - 20x20mm

475 POINTS

Global	Adv	Mar	Dis	Model Rules		
	3"	9"	10	, The bigger they Fearless, Unbreakableare...		
Defensive	HP	Def	Res	Arm	Aegis	
	1	4	4	0		
Offensive	Att	Off	Str	Ap	Agi	
Seeker	1	4	4	1	2	, Paired Weapon Master, Sturdy, Yer comin' with me!, Great WeaponWeapons

Options	Vanguard • Musician
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HOLD GUARDIANS #1
 Hold Guardians x8 - Large - Infantry - 40x40mm

780 POINTS

Global	Adv	Mar	Dis	Model Rules		
	5"	10"	10	Fearless, Scoring, Runic Engravings		
Defensive	HP	Def	Res	Arm	Plate Armour	
	3	4	5	1		
Offensive	Att	Off	Str	Ap	Agi	
Hold Guardian	3	4	5	2	2	Magical Attacks

Options	Champion • Musician • Standard Bearer
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Characters



KING #1

King - Standard - Infantry - 20x20mm

480 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

Options	Shield • General
Magic items	Rune of Destruction (Hand Weapon) • Rune of Smashing (Hand Weapon) • Rune of Resistance (Plate Armour) • Rune of Iron (x2) (Plate Armour) • Rune of Fire (Hand Weapon)



RUNIC SMITH #1

Runic Smith - Standard - Infantry - 20x20mm

270 POINTS



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

Options	Shield • Battle Rune x1
Magic items	Rune of Iron (Plate Armour) • Rune of Devouring



ANVIL OF POWER #1

Anvil of Power - Standard - Construct - 60mm round

190 POINTS



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



DRAGON SEEKER #1

Dragon Seeker - Standard - Infantry - 20x20mm



395 POINTS



Global	Adv	Mar	Dis	Model Rules	
	3"	9"	10	, The bigger they Fearless, Not a Leader, Unbreakable, Vanguardare...	
Defensive	HP	Def	Res	Arm	
	3	7	5	0	, Magic Aegis Resistance
Offensive	Att	Off	Str	Ap	Agi

<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
Dragon Seeker	5	7	5	2	5	Lethal Strike, Weapon Master, Sturdy, Yer comin' with me!, Great Weapon , Paired , Hand WeaponWeapons

Options	Monster Seeker
Magic items	Rune of Might (x2) (Paired Weapons) • Rune of Precision (Paired Weapons)

	THANE #1 Thane - Standard - Infantry - 20x20mm	285 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 WallArmour		
<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	Great Weapon • Battle Standard Bearer
Magic items	Rune of Iron (x2) (Plate Armour) • Rune of Steel (Plate Armour) • Rune of Mastery

Core

	GREYBEARDS #1 Greybeards x29 - Standard - Infantry - 20x20mm	632 POINTS	
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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 Fearless, ScoringAll		
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>		
	1	5	4	0		
				, Heavy Shield WallArmour		
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
Greybeard	1	5	4	1	2	Sturdy

Options	Great Weapon • Champion • Musician • Standard Bearer
Magic banners	Runic Standard of Swiftnes (Banner Enchantment)

	CLAN WARRIORS #1 Clan Warriors x10 - Standard - Infantry - 20x20mm	165 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 WallArmour		
<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 • Musician
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CLAN WARRIORS #1
Clan Warriors x10 - Standard - Infantry - 20x20mm

165 POINTS



Global	Adv	Mar	Dis	Model Rules	
	3"	9"	9	Scoring	
Defensive	HP	Def	Res	Arm	
	1	4	4	0	, Heavy Shield Wall Armour
Offensive	Att	Off	Str	Ap	Agi
Clan Warrior	1	4	3	0	2 Sturdy

Options	Shield • Musician
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CLAN WARRIORS #1
Clan Warriors x10 - Standard - Infantry - 20x20mm

165 POINTS



Global	Adv	Mar	Dis	Model Rules	
	3"	9"	9	Scoring	
Defensive	HP	Def	Res	Arm	
	1	4	4	0	, Heavy Shield Wall Armour
Offensive	Att	Off	Str	Ap	Agi
Clan Warrior	1	4	3	0	2 Sturdy

Options	Shield • Musician
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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: 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 a Rune of Revocation and Attribute Spells are not affected.

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

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 Mastery: One use only. A single Rune of Mastery may be activated immediately before the bearer attempts to cast a Bound Spell. Add (+2/+2) to the Power Level of this Bound Spell for this Casting Attempt.

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 Precision: The wielder of a weapon engraved with this Rune gains **Lightning Reflexes**.

Rune of Resistance: Successful to-wound rolls against the model of the wearer of an armour engraved with this Rune **must** be rerolled.

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.

Rune of Steel: The wearer of an armour engraved with this Rune **must** reroll failed Armour Saves.

Magic banners

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

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)).

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).

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 three different Battle Runes.

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.

Seen It All: Friendly units within 6" of a non-Fleeing Greybeard unit may reroll failed Panic Tests.

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.

Sturdy: The model part gains **Devastating Charge (+1 Str, +1 AP)** and does not suffer the -1 to-hit modifier for Stand and Shoot Charge Reactions.

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.

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.

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



Runic Smith #1



Greybeards #1



Clan Warriors #1



Clan Warriors #1



Clan Warriors #1



Seekers #1



Seekers #1



Hold Guardians #1



Anvil of Power #1



Dragon Seeker #1



Thane #1

