



DWARVEN HOLDS

DAMONENJAGER - 3 862 POINTS



823 pts (21.00 %) 1044 pts (27.00 %) 0 pts (0.00 %) 1380 pts (36.00 %) 779 pts (20.00 %)

Characters **Core** **Clans' Thunder** **Special** **Engines of War**

(35 Max) (25 Least) (35 Max) (0 NoLimit) (20 Max)

Characters

DRAGON SEEKER #1

Dragon Seeker - Standard - Infantry - 20x20mm

400 POINTS

Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Dragon Seeker	3	7	4	5	5	3	5	5	10	Infantry
Model Rules	Lethal Strike • Not a Leader • Unbreakable • Vanguard • Weapon Master • Magic Resistance (1) • Relentless • Ward Save (6+) • Sturdy • The bigger they are... • Great Weapon • Paired Weapons									

Options	Monster Seeker
Magic items	Rune of Destruction • Rune of Precision

ENGINEER #1

Engineer - Standard - Infantry - 20x20mm

164 POINTS

Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Engineer	3	5	4	4	4	2	3	2	9	Infantry
Model Rules	Engineer • Entrench • Relentless • Sturdy • Shield Wall • Plate Armor									

Options	May take a Shield • Forge Repeater
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RUNIC SMITH #1

Runic Smith - Standard - Infantry - 20x20mm

259 POINTS

Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Runic Smith	3	5	3	4	4	3	3	2	9	Infantry
Model Rules	Channel • Magic Resistance (1) • Relentless • Sturdy • Shield Wall • Rune Craft Mastery • Plate Armor									

Options	May take a Shield • 3 runes
Magic items	Rune of Iron

Core

CLAN WARRIORS #1

Clan Warriors x28 - Standard - Infantry - 20x20mm

544 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 • Spear • Champion • Musician • Standard Bearer
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Core

GREYBEARDS #1

Greybeards x20 - Standard - Infantry - 20x20mm

500 POINTS

Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Greybeards	3	5	3	4	4	1	2	1	9	Infantry
Carnosaure	7	3	0	7	5	5	2	4	5	Monster
Model Rules	Scoring • Immune to Psychology • Relentless • Sturdy • Shield Wall • Seen It All • 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

Special

Core

DEEP WATCH #1

Deep Watch x20 - Standard - Infantry - 20x20mm

530 POINTS

Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Deep Watch	3	5	3	4	4	1	2	1	9	Infantry
Model Rules	Scoring • Bodyguard • Relentless • Sturdy • Shield Wall • Wall of Iron • Plate Armor • Shield									

Options

Champion • Musician • Standard Bearer

Core

KING'S GUARD #1

King's Guard x20 - Standard - Infantry - 20x20mm

610 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

May take a Shield • Champion • Musician • Standard Bearer

Core

VENGEANCE SEEKER #1

Vengeance Seeker - Standard - Infantry - 20x20mm

120 POINTS

Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Vengeance Seeker	3	5	3	4	4	3	2	*	10	Infantry
Coursier Noir	9	3	0	3	3	1	4	1	5	Monstrous Beast
Model Rules	Distracting • Hard Target • Unbreakable • Relentless • Ward Save (6+) • The bigger they are... • Fast Cavalry • Whirling Chains of Doom									

Core

VENGEANCE SEEKER #2

Vengeance Seeker - Standard - Infantry - 20x20mm

120 POINTS

Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Vengeance Seeker	3	5	3	4	4	3	2	*	10	Infantry
Coursier Noir	9	3	0	3	3	1	4	1	5	Monstrous Beast
Model Rules	Distracting • Hard Target • Unbreakable • Relentless • Ward Save (6+) • The bigger they are... • Fast Cavalry • Whirling Chains of Doom									

FIELD ARTILLERY - CANNON #1

Field Artillery - Cannon - Standard - Infantry - 60mm round

280 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Machine	-	-	-	-	4	5	-	-	-	War Machine
Crew (3)	3	4	3	3	-	-	2	1	9	
Model Rules	Stubborn • Engineering Rune • Heavy Armour									

Options	Flaming Shot
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FIELD ARTILLERY - ORGAN GUN #1

Field Artillery - Organ Gun - Standard - Infantry - 60mm round

335 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Machine	-	-	-	-	4	5	-	-	-	War Machine
Crew (3)	3	4	3	3	-	-	2	1	9	
Model Rules	Stubborn • Engineering Rune • Heavy Armour									

Options	Flaming Shot • 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 Iron: The wearer gains Innate Defence (6+). One additional rune may be used to increase this effect to (5+).

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

Model Rules

Blood Frenzy:

Bodyguard: 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.

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.

Channel: Each model part with this special rule adds +1 to its side's Channel rolls. All Wizards have this special rule.

Cold-blooded:

Distracting: Close Combat Attacks allocated at a model with this special rule suffer a 1 penalty when rolling to hit. This to hit modifier cannot be combined with any other negative to hit modifiers.

Engineer: A model with this special rule allows a War Machine within 3" to use the Engineer's Ballistic Skill instead of its own and to reroll any rolls on the Misfire Table. (If there are several War Machines within 3" of the Engineer, declare which one will receive the Engineer's benefits this Player Turn before firing it). If the War Machine uses a Flame Thrower Artillery Weapon, all D3 rolls for the number of hits the Flame Cannon scores on its target may be rerolled. If this is used, you must either reroll all dice or none. This rule cannot be used by a model that is Engaged in Combat.

Engineering Rune: A Field Artillery with this Rune adds +4 to any roll on the Misfire Table.

Entrench: Once deployment has finished but before moving Vanguard and Scout units, a model with this rule may Entrench one War Machine. The War Machine counts as if in Hard Cover. It loses this rule permanently if it moves.

Fast Cavalry:

Great Weapon:

Hard Target: Shooting Attacks targeting a unit in which more than half of models have this special rule suffer a -1 penalty when rolling to hit.

Heavy Armour:

Immune to Psychology: If half or more of a unit's models are Immune to Psychology, the unit automatically passes Panic Tests and cannot declare a Flee reaction (unless already fleeing). Models that are Immune to Psychology are also immune to the effects of Fear.

Large target:

Lethal Strike: If an Attack with this special rule, or a Close Combat Attack from a model part with this special rule rolls an unmodified '6' to wound, this Wound has Armour Piercing (6) and Regeneration Saves cannot be taken against it.

Magic Resistance (1): All models in a unit with one or more models with Magic Resistance add the value within brackets (X) to any Ward Save rolls (using the same rules as for adding to Armour Saves) when rolling Ward Saves against Wounds caused by spell effects. Magic Resistance, like most special rules, is not cumulative.

Multiple Wounds:

Not a Leader: Models with this rule can never be the General.

Paired Weapons:

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.

Rune Craft Mastery: An Anvil of Power can make Dispel Attempts as if it were a Wizard Apprentice. An Anvil of Power may choose up to three different Bound Spells from among the Battle Runes (free) and the Anvil Runes below. All Battle and Anvil Bound Spells cast by the Anvil of Power have a 36" range. Battle Runes are cast with a Power Level of 4, while Anvil Runes are cast with a Power Level of 5.

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.

Seen It All: Friendly units within 6" of a Greybeards unit may reroll failed Panic Tests.

Shield:

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.

Stubborn: A unit with at least one model with this special rule ignores any Combat Score penalties to its Leadership when taking Break Tests or Combat Reform Leadership Tests.

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:

The bigger they are...: Close Combat Attacks made by models with this special rule always wound on to-wound rolls of 4+ (or better if the model's Strength allows it). When rolling for Charge Range, if the charged unit contains one or more models of the following Troop Types: Ridden Monsters, Monsters, Monstrous Beast, Monstrous Cavalry or Monstrous Infantry, models with this rule gain Swiftstride for this Charge Range roll. This does not apply to Pursuit moves.

Unbreakable: Units with this special rule are Immune to Psychology and automatically pass all Break Tests. Characters with the Unbreakable special rule can only join Unbreakable units. Unbreakable units can only be joined by Unbreakable Characters.

Vanguard: After Deployment (including Scouts), units composed entirely of models with this special rule may perform a 12" move. The move is performed as if in the Remaining Moves subphase, including any actions and restrictions the unit would normally have in the Remaining Moves subphase (such as Wheeling, Reforming, joining units, leaving units and so on).

The 12" distance is used instead of the unit's Movement Characteristic and no March Moves are allowed. 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.

Wall of Iron: The Ward Save (6+) from the Shield. Wall special rule is increased to (5+)

Ward Save (6+): Ward Saves are special saves, taken after failed Armour Saves. The value of the save will be stated in brackets. Ward Saves cannot be taken alongside Regeneration Saves (if a model has both, it must choose which one to use).

Weapon Master: At the beginning of each Round of Combat, model parts with this special rule may choose which weapon they fight with. This includes selecting to use a Hand Weapon even if they have other weapons. If armed with a Magical Weapon, the model must still use it.

Whirling Chains of Doom: Close Combat Weapon. Attacks made with this weapon gain +1 Strength and strikes at Initiative 10, and the wielder gains Random Attacks (3D3). A model with this weapon cannot be joined by Characters.

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.

Clan Warriors #1



Deep Watch #1



Dragon Seeker #1



Engineer #1



Field Artillery - Cannon #1



Field Artillery - Organ Gun #1



Greybeards #1



King's Guard #1



Runic Smith #1



Vengeance Seeker #1



Vengeance Seeker #2

