



DWARVEN HOLDS

NANI-UCHEBOZARDS VS RAMBURKI - 4 498 POINTS



645 pts (17.00 %) 1400 pts (37.00 %) 868 pts (23.00 %) 675 pts (18.00 %) 450 pts (12.00 %)
Characters **Core** **Special** **Clans' Thunder** **Engines of War**
 (40 Max) (25 Least) (0 NoLimit) (35 Max) (20 Max)

Characters



RUNIC SMITH #1

Runic Smith - Standard - Infantry - 20x20mm

155 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



KING #1

King - Standard - Infantry - 20x20mm

490 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 • Ancestral Memory • General
Magic items	Rune of Destruction (Hand Weapon) • Rune of Smashing (Hand Weapon) • Rune of Fury (Hand Weapon)

Core



GREYBEARDS #1

Greybeards x25 - Standard - Infantry - 20x20mm

555 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	Rending Banner (Banner Enchantment)



CLAN WARRIORS #1

Clan Warriors x35 - Standard - Infantry - 20x20mm

575 POINTS



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

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



CLAN WARRIORS #2

Clan Warriors x20 - Standard - Infantry - 20x20mm

270 POINTS



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

Options	Champion • Musician • Standard Bearer
----------------	---------------------------------------

Special



MINERS #1

Miners x10 - Standard - Infantry - 20x20mm

275 POINTS



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

Options	Throwing Weapons (5+) • Shield • Champion • Musician • Paired Weapons
----------------	---



KING'S GUARD #1

King's Guard x23 - Standard - Infantry - 20x20mm

593 POINTS



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

Options	Champion • Musician • Standard Bearer
Magic banners	Runic Standard of Shielding (Banner Enchantment)

Clans' Thunder

	STEAM COPTERS #1 Steam Copters - <i>Standard - Construct - 40x40mm</i>	220 POINTS	
--	--	-------------------	---

Global	Adv	Mar	Dis	Model Rules		
	1"	2"	9	, Fly (8", 16", 8", Light Troops, Swiftstride, Tall16")		
	8"	16"				
Defensive	HP	Def	Res	Arm		
	3	4	5	3	Cannot be Stomped	
Offensive	Att	Off	Str	Ap	Agi	
Steam Copter	2	4	4	1	2	Forge Repeater (4+, 4+) , Shrapnel Bombs



Options	Shrapnel Bombs
----------------	----------------

	STEAM COPTERS #2 Steam Copters - <i>Standard - Construct - 40x40mm</i>	220 POINTS	
--	--	-------------------	---

Global	Adv	Mar	Dis	Model Rules		
	1"	2"	9	, Fly (8", 16", 8", Light Troops, Swiftstride, Tall16")		
	8"	16"				
Defensive	HP	Def	Res	Arm		
	3	4	5	3	Cannot be Stomped	
Offensive	Att	Off	Str	Ap	Agi	
Steam Copter	2	4	4	1	2	Forge Repeater (4+, 4+) , Shrapnel Bombs

Options	Shrapnel Bombs
----------------	----------------

Engines of War

	FIELD ARTILLERY #1 Field Artillery - <i>Standard - Construct - 60mm round</i>	300 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	4	3	0	2	Move or Fire , Magical Attacks

Options	Dwarf Catapult (4+) • Rune crafted
----------------	------------------------------------



FIELD ARTILLERY #4

Field Artillery - Standard - Construct - 60mm round

150 POINTS



Global	Adv	Mar	Dis	Model Rules		
	3"	3"	9	, War Scout Machine, Stubborn, 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, Magical Attacks, Accurate

Options	
	Flaming Shot • Dwarf Ballista (4+) • Rune crafted

Magics

Magic items

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

Rune of Fury: For each Rune of Fury engraved on a weapon, the wielder gains +1 Attack Value when using it.

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.

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 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

Accurate:

Aegis:

Ambush:

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.

Cannot be Stomped:

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: 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.

Fly: The model gains Light Troops and Swiftstride. Units composed entirely of models with Fly may make Flying Movements when performing a Move Chargers move, an Advance Move, or a March Move. When a unit makes a Flying Movement, substitute its models' Advance Rate with the first value given in brackets (X), and their March Rate with the second value given in brackets (Y). All modifiers to ground movement values are also applied to the flying values of a model. Units using Flying Movement ignore all Terrain Features and units during the Flying Movement (from their starting to their ending position), but must abide by the Unit Spacing rule at the end of the move (unless charging, when the normal exceptions to the Unit Spacing rule apply). They are still affected by the effects of the Terrain Features from which they take off and in which they land.

Forge Gun: Shooting Weapon.
Range 18", Shots 1, Str 3, AP 0, Flaming Attacks, always hit on 2+.

Forge Repeater: Shooting Weapon.
Range 18", Shots 4, Str 5, AP 2, Flaming Attacks, Quick to Fire.

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

Light Troops: Units composed entirely of models with Light Troops are allowed to make any number of Reforms when performing Advance Moves or March Moves. They are allowed to shoot even if they Marched or Reformed. No model can end its movement with its centre further away than its March Rate from its starting position, around any obstructions (including the Unit Spacing rule). This means that when checking the distance travelled by a model, check the path the model would have taken if it was alone, with the exception that the unit as a whole cannot break the Unit Spacing rule while performing the move. If a model performed any action during the movement (such as a Sweeping Attack), the distance moved is counted from its starting position to the point on the Battlefield where it performed that action and then to its final position.

If more than half the models in a unit have Light Troops, the unit always counts as having 0 Full Ranks. Characters with Light Troops that are joined to units with one or more models without Light Troops, lose this rule for as long as they remain with the unit. An Infantry Character joined to an Infantry unit with both Light Troops and the same Size as the Character gains Light Troops for as long as it remains with the unit.

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.

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.

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.

Shrapnel Bombs: Special Attack.

Sweeping Attack.

The enemy unit suffers D6*2 hits with Strength 3 and Armour Penetration 1. If a natural '6' is rolled for the number of hits, after the attack has been resolved, the Shrapnel Bombs cannot be used anymore during this battle.

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.

Swiftstride: When a unit composed entirely of models with Swiftstride rolls Charge Range, Flee Distance, Pursuit Distance or Overrun Distance, it rolls an additional D6 (normally this will lead to rolling 3D6) and discards the lowest D6 rolled.

Tall:

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.

Greybeards #1



Clan Warriors #1



Runic Smith #1



King #1



Field Artillery #1



Field Artillery #2



Field Artillery #3



Steam Copters #1



Steam Copters #2



Miners #1



King's Guard #1



Forge Wardens #1



Clan Warriors #2



Field Artillery #4

