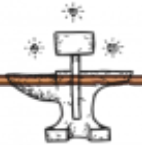





DWARVEN HOLDS

PAZURY WOJNY - 4 496 POINTS



1680 pts (37.00 %) 1127 pts (25.00 %) 769 pts (17.00 %) 586 pts (13.00 %) 560 pts (12.00 %)
Characters **Core** **Special** **Clans' Thunder** **Engines of War**
 (40 Max) (25 Least) (0 NoLimit) (35 Max) (20 Max)


Special



SEEKERS


Seekers x20 - Standard - Infantry - 20x20mm

495 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	
	1	4	4	1	2	
Seeker						Weapon Master, Sturdy, Yer comin' with me!, Great WeaponWeapons, Paired


Options | Vanguard • Champion • Musician • Standard Bearer



MINERS

Miners x12 - Standard - Infantry - 20x20mm

274 POINTS



Global	Adv	Mar	Dis	Model Rules		
	3"	9"	9	Ambush, Scoring		
Defensive	HP	Def	Res	Arm	Aegis	
	1	4	4	0		
Offensive	Att	Off	Str	Ap	Agi	
	1	4	4	1	2	
Miner						Sturdy, Heavy Shield WallArmour

Options | Musician • Throwing Weapons (5+) • Shield

Characters



RUNIC SMITH

Runic Smith - Standard - Infantry - 20x20mm

400 POINTS



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

Options | Shield • Battle Rune x3
Magic items | Rune of Denial • Rune of Dragon's Breath • Rune of Mastery



ANVIL OF POWER

Anvil of Power - Standard - Construct - 60mm round

190 POINTS



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



DRAGON SEEKER

Dragon Seeker - Standard - Infantry - 20x20mm

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

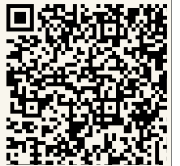
Options	Grim Resolve
Magic items	Rune of Quickenning (Paired Weapons) • Rune of Precision (Paired Weapons) • Rune of Might (Paired Weapons)



KING

King - Standard - Infantry - 40x60mm

690 POINTS



Global	Adv	Mar	Dis	Model Rules		
	3"	9"	10			
Defensive	HP	Def	Res	Arm		
	3	7	5	0	, Plate Shield WallArmour	
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	Cannot be Stomped	
Offensive	Att	Off	Str	Ap	Agi	
War Throne	4	5	4	1	2	Harnessed, Sturdy, Hatred

Options	War Throne • General
Magic items	Rune of Steel (Plate Armour) • Rune of Iron (Plate Armour) • Rune of Fury (Hand Weapon) • Rune of Destruction (Hand Weapon) • Rune of the Forge (Plate Armour) • Rune of Craftsmanship (Hand Weapon)

Core



GREYBEARDS

Greybeards x30 - Standard - Infantry - 20x20mm

630 POINTS



Global	Adv	Mar	Dis	Model Rules		
	3"	9"	9	, Seen It Fearless, ScoringAll		
Defensive	HP	Def	Res	Arm		
	1	5	4	0	, Heavy Shield WallArmour	
Offensive	Att	Off	Str	Ap	Agi	
Greybeard	1	5	4	1	2	Sturdy

Options	Great Weapon • Champion • Musician • Standard Bearer
Magic banners	Banner of the Relentless Company (Banner Enchantment)



CLAN WARRIORS

Clan Warriors x36 - Standard - Infantry - 20x20mm

497 POINTS



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

Options	Shield • Champion • Musician • Standard Bearer
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Clans' Thunder



STEAM COPTER 1

Steam Copters - Standard - Construct - 40x40mm

180 POINTS



Global	Adv	Mar	Dis	Model Rules		
	1"	2"	9	Fly, Light Troops, Swiftstride, Tall		
	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

Options	Shrapnel Grenades
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STEAM COPTER 2

Steam Copters - Standard - Construct - 40x40mm

180 POINTS





Global	Adv	Mar	Dis	Model Rules	
	1"	2"	9	Fly, Light Troops, Swiftstride, Tall	
	8"	16"			
Defensive	HP	Def	Res	Arm	
	3	4	5	3	Cannot be Stomped
Offensive	Att	Off	Str	Ap	Agi

<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
Steam Copter	2	4	4	1	2	Forge Repeater

Options	Shrapnel Grenades
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Engines of War



	CATAPULT	190 POINTS	
	Field Artillery - Standard - Construct - 60mm round		

<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>
	3"	3"	9	, War StubbornMachine , 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

Options	Dwarf Catapult (4+)
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	CANNON	245 POINTS	
	Field Artillery - Standard - Construct - 60mm round		

<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>
	3"	3"	9	, War StubbornMachine , 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

Options	Dwarf Cannon (4+)
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	BALLISTA 1	125 POINTS	
	Field Artillery - Standard - Construct - 60mm round		

<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>
	3"	3"	9	, War StubbornMachine , 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

Options	Dwarf Ballista (4+) • Rune Crafted
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Magics

Magic items

Rune of Craftsmanship: A weapon engraved with this Rune follows the rules for Great Weapons instead of the original weapon's rules (this does not prevent the weapon from being engraved with additional Runes).

Rune of Denial: One use only. The player may choose to use this Rune instead of performing a Dispelling Attempt. The spell is automatically dispelled.

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

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

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 Quickening: For each Rune of Quickening engraved on a weapon, the wielder gains +3 Agility while using it.

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

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

Magic banners

Banner of the Relentless Company: One use only. May be activated during the owner's Movement Phase. All Infantry models in the bearer's unit always have March Rate 15", until the end of the Player Turn. Only a single Banner of the Relentless Company may be activated during the same phase.

Model Rules

Aegis:

Ambush:

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: 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.

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 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

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.

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:

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 three 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.

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.

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 does not suffer the -1 to-hit modifier for Stand and Shoot Charge Reactions.

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:

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.

Runic Smith



Anvil of Power



Seekers



Miners



Greybeards



Clan Warriors



Steam copter 1



Steam copter 2



Catapult



Cannon



Ballista 1



Dragon Seeker



King

