



DWARVEN HOLDS

LIST DWARVEN HOLDS (v2.1) #4 - 4 262 POINTS



1780 pts (42.00 %) **Characters** (40 Max)
 1055 pts (25.00 %) **Core** (25 Least)
 952 pts (22.00 %) **Special** (0 NoLimit)
 530 pts (12.00 %) **Clans' Thunder** (35 Max)
 750 pts (18.00 %) **Engines of War** (20 Max)

Characters



KING #1

King - Standard - Infantry - 40x20mm

675 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



MOUNT SHIELD BEARERS

Global	Adv	Mar	Dis	Model Rules		
	3"	9"	C	Tall		
Defensive	HP	Def	Res	Arm		
	4	C	C	C+2		
Offensive	Att	Off	Str	Ap	Agi	
Shield Bearers	2	5	4	1	2	Sturdy, Harnessed

Options	Shield • Holdstone • Shield Bearers • Ancestral Memory • General
Magic items	Rune of Steel (Plate Armour) • Rune of Resistance (Plate Armour) • Rune of Retribution • Rune of Shielding (x2) • Rune of Smashing (Hand Weapon)



THANE #1

Thane - Standard - Infantry - 20x20mm

350 POINTS



Global	Adv	Mar	Dis	Model Rules		
	3"	9"	9			
Defensive	HP	Def	Res	Arm		
	3	6	5	0	Shield Wall	, Plate Armour
Offensive	Att	Off	Str	Ap	Agi	
Thane	3	6	4	1	3	Sturdy, Hand Weapon

Options	Battle Standard Bearer • Shield • Holdstone
Magic items	Rune of Iron (x2) (Plate Armour) • Rune of Shielding • Rune of Might (Hand Weapon) • Rune of Fury (Hand Weapon)



DRAGON SEEKER #1

Dragon Seeker - Standard - Infantry - 20x20mm

285 POINTS



Global	Adv	Mar	Dis	Model Rules		
	3"	9"	10	, The bigger they Unbreakable, Vanguard, Fearless, Not a Leaderare...		
Defensive	HP	Def	Res	Arm		
	3	7	5	0	, Magic Resistance (1, Aegis (6+1))	

<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>
------------------	-----------	------------	------------	------------

<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, Sturdy, Yer comin' with me!, Weapon MasterWeapons, Paired, Great Weapon, Hand Weapon

Magic items	Rune of Destruction (Hand Weapon)
--------------------	-----------------------------------



	ENGINEER #1 Engineer - Standard - Infantry - 20x20mm	275 POINTS	
--	--	-------------------	---

<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>
	3"	9"	9	Engineer (3+), Entrench

<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	2	5	4	0	Shield Wall (Ægide, Ægide), Plate Armour

<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
Engineer	2	5	4	1	3	Sturdy, Hand Weapon

Options	Shield • Wyrn-Slayer Rocket (3+)
Magic items	Rune of Devouring • Rune of Iron (x2) (Plate Armour) • Rune of the Forge (Plate Armour)



	ANVIL OF POWER Anvil of Power - Standard - Construct - 60mm round	195 POINTS	
---	---	-------------------	--

<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>
	3"	3"	9	Unbreakable, Channel (2, 2), Fearless, Not a LeaderMachine, War, Runic Anvil

<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	5	1	4	0	Aegis (5+2), Magic Resistance (2,), Plate Armour

<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
Anvil Guards	3	5	4	1	2	Hand Weapon

Core

	GREYBEARDS #1 Greybeards x20 - Standard - Infantry - 20x20mm	525 POINTS	
--	--	-------------------	---

<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>
	3"	9"	9	Scoring, FearlessAll, Seen It

<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	1	5	4	0	Shield Wall (Ægide, Ægide), Heavy Armour

<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
Greybeards	1	5	4	1	2	Sturdy

Options	Shield • Great Weapon • Champion • Musician • Standard Bearer
Magic banners	Rending Banner (Banner Enchantment)



CLAN MARKSMEN #1

Clan Marksmen x20 - Standard - Infantry - 20x20mm

530 POINTS



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

Options	Shield • Champion • Musician • Standard Bearer • Guild-Crafted Handgun (4+)
Magic banners	Runic Standard of Steadiness (Banner Enchantment)

Special



DEEP WATCH #1

Deep Watch x22 - Standard - Infantry - 20x20mm

497 POINTS



Global	Adv	Mar	Dis	Model Rules		
	3"	9"	9	Scoring, Bodyguard		
Defensive	HP	Def	Res	Arm		
	1	5	4	0	Wall of Iron (Ægide, Ægide), Plate Armour, Shield	
Offensive	Att	Off	Str	Ap	Agi	
Deep Watch	1	5	4	1	2	Sturdy

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



SEEKERS #1

Seekers x20 - Standard - Infantry - 20x20mm

455 POINTS



Global	Adv	Mar	Dis	Model Rules		
	3"	9"	10	, The bigger they Unbreakable, Fearlessare...		
Defensive	HP	Def	Res	Arm		
	1	4	4	0	Aegis (6+)	
Offensive	Att	Off	Str	Ap	Agi	
Seekers	1	4	4	1	2	Sturdy, Yer comin' with me!, Weapon MasterWeapons, Paired, Great Weapon

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

Engines of War



CATAPULT #1

Catapult - Large - Construct - 60mm round


215 POINTS



Global	Adv	Mar	Dis	Model Rules	
	3"	3"	9	War Machine, Stubborn, Engineering Rune	
Defensive	HP	Def	Res	Arm	

<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	1	4	3	0	2 Move or Fire , Catapult (4+, 4+)


Options	Flaming Shot
----------------	--------------



ORGAN GUN #1

Organ Gun - Standard - Construct - 60mm round

260 POINTS



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>
	3"	3"	9	War Machine , Stubborn, 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)	1	4	3	0	2 Move or Fire , Volley Gun (4+, 4+)

Options	Flaming Shot
----------------	--------------

Magics

Magic items

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

Rune of Devouring: Runic Smiths only.
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 the Rune of Revocation and Attribute Spells are not affected.

Rune of Fury: For each Rune of Fury engraved on a weapon, the wielder gains +1 Attack Value when 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 Might: For each Rune of Might engraved on a weapon, attacks made with it gain +1 Strength and +1 Armour Penetration.

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 Retribution: Whenever the wearer of an armour engraved with one or more Runes of Retribution rolls a successful Shield Wall Aegis Save (including Shield Wall stacked with Rune of Shielding), the wearer immediately inflicts a hit with the Strength and Armour Penetration of the saved attack against the model that caused the wound, before any casualties are removed, distributed onto the model's Health Pool. This is considered a Special Attack.

Rune of Shielding: The bearer gains Aegis (+1, max 4+). The Aegis from this Rune only stacks with itself and/or Shield Wall.

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.

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

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 Steadiness: One use only. May be activated at the start of any Movement Phase. The bearer's unit gains Quick to Fire until the end of the Player Turn.

Model Rules

Aegis:

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.

Catapult: Artillery Weapon Catapult (4x4):
Range 12-60", Shots 1, Str 3[7], AP 0[4], [Multiple Wounds (D3, Clipped Wings)].

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)).

Crossbow: Range 30" Shots 1 Strength 4 Armour Penetration 1 Unwieldy

Engineer: Once per Shooting Phase, an unengaged Engineer may select a single War Machine within 6" that has not fired yet to gain the following effects:

- Replace the Aim of one of the War Machine's Artillery Weapons with the value given in brackets (X+).
- You may reroll the roll on the Misfire Table.
- You may reroll the dice (all of them or none) for determining the number of hits of a Flamethrower Artillery Weapon.

Engineering Rune: Universal Rule.
Field Artillery adds +4 to any roll on the Misfire Table.

Entrench: Right before the battle (during step 7 of the Deployment Phase Sequence), the model with this rule may Entrench a single War Machine. The War Machine counts as being in Hard Cover. The War Machine loses this rule permanently if it makes an Advance or March Move.

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:

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

Runic Anvil: Each Anvil of Power may choose up to three different Battle Runes during Spell Selection.

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 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.

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.

The bigger they are...: When Charging a unit that contains at least one Large or Gigantic model, the model gains Swiftstride for the Charge Range roll.

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.

Volley Gun: Artillery Weapon:

Range 30", Shots 2D6*2, Str 5, AP 3.

Wall of Iron: The model gains Aegis (5+, against Close Combat Attacks). This rule can only be used against attacks from enemies Engaged in the model's unit's Front Facing.

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!: Close Combat.

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 Facing as their units.

- This Attack Attribute cannot be used against 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



Thane #1



Dragon Seeker #1



Engineer #1



Anvil of Power



Greybeards #1



Clan Marksmen #1



Deep Watch #1



Seekers #1



Catapult #1



Organ Gun #1

