



# DWARVEN HOLDS

## LIST DWARVEN HOLDS #1 - 5 012 POINTS



560 pts (11.00 %) 1820 pts (36.00 %) 1900 pts (38.00 %) 290 pts (6.00 %) 442 pts (9.00 %) 50 pts (1.00 %)

**Rare**                      **Special**                      **Core**                      **Lords**                      **Heroes**                      **Mount**

(25 Max)                      (50 Max)                      (25 Least)                      (50 Max)                      (50 Max)                      (0 NoLimit)

### Lords



#### KING #1

King - Standard - Infantry - 20x20mm

290 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
King	3	7	4	4	5	3	4	4	10	Infantry
Shield Bearers	3	5	3	4	4	4	2	2	10	Infantry
<b>Model Rules</b>	Shield Wall • Sturdy • Relentless • Plate Armour									
<b>Model Rules (Shield Bearers)</b>	Sturdy • Relentless • Mount's Protection (5+)									
<b>Model Rules (Shield Bearers)</b>	Sturdy • Relentless • Mount's Protection (5+)									

<b>Options</b>	May take a Shield • Mount : Shield Bearers
<b>Magic items</b>	Rune of Destruction (Lord) • Rune of Penetrating (Lord) • Rune of Might

### Heroes



#### RUNIC SMITH #1

Runic Smith - Standard - Infantry - 20x20mm

147 POINTS



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

<b>Options</b>	May take a Shield • Rune of Resolve • Rune of Reckoning • Rune of Gleaming
<b>Magic items</b>	Rune of Harnessing • Rune of Denial - One per army



#### RUNIC SMITH #2

Runic Smith - Standard - Infantry - 20x20mm

147 POINTS



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

<b>Options</b>	May take a Shield • Rune of Resolve • Rune of Reckoning • Rune of Gleaming
<b>Magic items</b>	Rune of Harnessing • Rune of Devouring - One per army



#### THANE - BSB

Thane - BSB - Standard - Infantry - 20x20mm

148 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Thane	3	6	4	4	5	2	3	3	10	Infantry
<b>Model Rules</b>	Sturdy • Relentless • Shield Wall • Plate Armour									

<b>Options</b>	May take a Shield
<b>Magic banners</b>	Runic Standard of Shielding (Banner Enchantment)

# Core



## CLAN WARRIORS #1

Clan Warriors x30 - Standard - Infantry - 20x20mm

**800** POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Warrior	3	4	3	3	4	1	2	1	9	Infantry
Champion	3	5	4	3	4	1	2	2	9	
<b>Model Rules</b>	Sturdy • Relentless • Shield Wall • Heavy Armour									

<b>Options</b>	May take a Shield • Champion • Musician • Standard Bearer
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## GREYBEARDS #1

Greybeards x20 - Standard - Infantry - 20x20mm

**1 100** POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Greybeard	3	5	3	4	4	1	2	1	9	Infantry
Champion	3	6	4	4	4	1	2	2	9	
<b>Model Rules</b>	Seen It All • Immune to Psychology • Sturdy • Relentless • Shield Wall • Heavy Armour									

<b>Options</b>	A single Clan Warriors or Graybeards unit may Vanguard ( max 20 models ) • May take a Shield • Champion • Musician • Standard Bearer
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<b>Magic items</b>	Rune of Quickening
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# Special



## STEAM COPTER #1

Attack Copters x2 - Standard - Infantry - 20x20mm

**150** POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Driver	-	4	3	4	4	-	2	2	9	Cavalry
Copter	1	-	-	-	5	3	-	-	-	
<b>Model Rules</b>	Fly(8) • Forge Repeater • Mount's Protection (6+) • Heavy Armour									

<b>Options</b>	May Skirmish (units of 2 or more models)
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## STEAM COPTER #2

Attack Copters x2 - Standard - Infantry - 20x20mm

**150** POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Driver	-	4	3	4	4	-	2	2	9	Cavalry
Copter	1	-	-	-	5	3	-	-	-	
<b>Model Rules</b>	Fly(8) • Forge Repeater • Mount's Protection (6+) • Heavy Armour									

<b>Options</b>	May Skirmish (units of 2 or more models)
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## STEAM COPTER #3

Attack Copters x2 - Standard - Infantry - 20x20mm

**150** POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Driver	-	4	3	4	4	-	2	2	9	Cavalry
Copter	1	-	-	-	5	3	-	-	-	
<b>Model Rules</b>	Fly(8) • Forge Repeater • Mount's Protection (6+) • Heavy Armour									

<b>Options</b>	May Skirmish (units of 2 or more models)
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### MINERS #1

Miners x5 - Standard - Infantry - 20x20mm

870 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Miner	3	4	3	4	4	1	2	1	9	Infantry
<b>Model Rules</b>	Ambush • Sturdy • Relentless • Heavy Armour									

<b>Options</b>	Pistol • Standard Bearer
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### SEEKERS #1

Seekers x20 - Standard - Infantry - 20x20mm

500 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Seeker	3	4	3	4	4	1	2	1	10	Infantry
Champion	3	5	4	4	4	1	2	2	10	
<b>Model Rules</b>	Ward Save (6+) • Unbreakable • Sturdy • Relentless • Weapon Master • “Yer comin’ with me...!” • Great Weapon • Paired Weapons									

<b>Options</b>	May take Vanguard • Champion • Musician
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Rare



### ANVIL OF POWER #1

Anvil of Power - Standard - Infantry - 20x20mm

150 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Anvil	-	-	-	-	7	4	-	-	-	War Machine
Anvil Guard (4)	3	5	3	4	4	-	2	1	9	
<b>Model Rules</b>	Ward Save (5+) • Runic Anvil • Magic Resistance (2) • Channel • Unbreakable • Plate Armour									



### RANGERS #1

Rangers x5 - Standard - Infantry - 20x20mm

350 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Ranger	3	4	4	3	4	1	2	1	9	Infantry
<b>Model Rules</b>	Strider (Forest) • Scout • Sturdy • Relentless • Heavy Armour									

<b>Options</b>	May take Shield • May take Crossbow • Standard Bearer
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### VENGEANCE SEEKER #1

Vengeance Seeker - Standard - Infantry - 20x20mm

60 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Vengeance Seeker	3	5	3	4	4	3	2	*	10	Infantry
<b>Model Rules</b>	“ The bigger they are... ” • Ward Save (6+) • Distracting • Unbreakable • Hard Target • Relentless • “Yer comin’ with me...!” • Whirling Chains of Doom									

## Magics

## Magic items

Rune of Denial - One per army:

**Rune of Destruction (Lord):**

**Rune of Devouring - One per army:**

**Rune of Harnessing:**

**Rune of Might:**

**Rune of Penetrating (Lord):**

**Rune of Quickening:**

## **Magic banners**

**Runic Standard of Shielding:**

## **Model Rules**

**Ambush:**

**Channel:**

**Distracting:**

**Fly(8):**

**Forge Repeater:**

**Great Weapon:**

**Hard Target:**

**Heavy Armour:**

**Immune to Psychology:**

**Magic Resistance (1):**

**Magic Resistance (2):**

**Mount's Protection (6+):**

**Paired Weapons:**

**Plate Armour:**

**Relentless:**

**Rune Craft:**

**Runic Anvil:**

**Scout:**

**Seen It All:**

**Shield Wall:**

**Strider (Forest):**

**Sturdy:**

**Unbreakable:**

**Ward Save (5+):**

**Ward Save (6+):**

**Weapon Master:**

**Whirling Chains of Doom:**

**“ The bigger they are... ”:**

**“Yer comin’ with me...!”:**

## **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.

Anvil of Power #1



Steam Copter #1



Steam Copter #2



Steam Copter #3



Clan Warriors #1



Greybeards #1



King #1



Miners #1



Rangers #1



Runic Smith #1



Runic Smith #2



Seekers #1



Thane - BSB



Vengeance Seeker #1

