



# DWARVEN HOLDS

## LIST DWARVEN HOLDS #2 - 2 694 POINTS



470 pts (17.00 %) 750 pts (28.00 %) 400 pts (15.00 %) 994 pts (37.00 %) 440 pts (16.00 %)  
**Characters**      **Core**      **Clans' Thunder**      **Special**      **Engines of War**  
 (35 Max)      (25 Least)      (35 Max)      (0 NoLimit)      (20 Max)

### Characters

		<b>ENGINEER #1</b>	<b>160 POINTS</b>	
Engineer - Standard - Infantry - 20x20mm				

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

<b>Options</b>	Forge Repeater
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		<b>LORDS OF STONE - THANE #1</b>	<b>140 POINTS</b>	
Lords of Stone - Thane - Standard - Infantry - 20x20mm				

Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Thane	3	6	4	4	5	3	3	3	9	Infantry
<b>Model Rules</b>	Relentless • Sturdy • Shield Wall • Plate Armor									

<b>Options</b>	May take a Great Weapon
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		<b>LORDS OF STONE - THANE #2</b>	<b>170 POINTS</b>	
Lords of Stone - Thane - Standard - Infantry - 20x20mm				

Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Thane	3	6	4	4	5	3	3	3	9	Infantry
<b>Model Rules</b>	Relentless • Sturdy • Shield Wall • Plate Armor									

<b>Options</b>	Battle Standard Bearer
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### Core

		<b>GREYBEARDS #1</b>	<b>750 POINTS</b>	
Greybeards x25 - Standard - Infantry - 20x20mm				

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
<b>Model Rules</b>	Scoring • Immune to Psychology • Relentless • Sturdy • Shield Wall • Seen It All • Heavy Armour									
<b>Model Rules (Carnosaure)</b>	Cold-blooded • Multiple Wounds • Blood Frenzy • Large target • Scaly Skin • Terror									

<b>Options</b>	May take a Great Weapon • Champion • Musician • Standard Bearer
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<b>Magic banners</b>	War Standard (Banner Enchantment)
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### Special

**DEEP WATCH #1**

Deep Watch x18 - Standard - Infantry - 20x20mm

**434 POINTS**

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

<b>Options</b>	Standard Bearer
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**HOLD GUARDIANS #1**

Hold Guardians x3 - Standard - Infantry - 40x40mm

**310 POINTS**

Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Hold Guardians	5	4	3	6	5	3	2	2	10	Monstrous Infantry
<b>Model Rules</b>	Magical Attacks • Multiple Wounds (D3) • Scoring • Immune to Psychology • Innate Defense (6+) • Plate Armor									

<b>Options</b>	
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**MINERS #1**

Miners x10 - Standard - Infantry - 20x20mm

**250 POINTS**

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

<b>Options</b>	Pistol • Musician
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**Clans' Thunder****STEAM COPTERS - STEAM BOMBER #1**

Steam Copters - Steam Bomber - Standard - Infantry - 40x40mm

**200 POINTS**

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

**Engines of War****FIELD ARTILLERY - ORGAN GUN #1**

Field Artillery - Organ Gun - 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	
<b>Model Rules</b>	Stubborn • Engineering Rune • Heavy Armour									

**Magics****Magic banners****War Standard:** The bearer's unit adds +1 to the Combat Score of any combat they are involved in.

## Model Rules

**Ambush:** Before Deployment, after choosing Deployment Zones, an army that includes units with the Ambush special rule must state which of your units with this special rule will use it (starting with the player that picked the Deployment Zone).

Deploy your army as usual, but without deploying any of the Ambushing units. Starting from Game Turn 2, roll a dice for each Ambushing unit at the start of each of your Remaining Moves subphases. After you have rolled for all Ambushing units, each unit that rolled 3+, now enters the Battlefield from any table edge. Place the arriving unit with all of its back rank touching the Board Edge. Ambushing models are free to move in the Remaining Moves subphase, except that they may not March Move, and they must end this Movement Phase no more than twice their Movement value from the Board Edge. If an Ambushing unit has not entered the board (due to failing all its 3+ rolls) before the game ends, the unit counts as destroyed. An Ambushing Character may choose to be deployed within an Ambushing unit that it would normally be allowed to join (declare this when declaring which units are Ambushing). In that case the player rolls once for the combined unit. Until arriving on the Battlefield, Ambushing units cannot do any actions at all, and all items, rules, abilities etc. do not work while not on the Battlefield.

### 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.

### Cold-blooded:

**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.

**Fly (8):** Units composed entirely of models with this special rule can make Flying Movements in the Move Chargers and Remaining Moves sub-phases. When a unit makes a Flying Movement, substitute the models' Movement Characteristic with the value given in brackets (X). However, they cannot end their Movement inside or within 1" of a unit or Impassable Terrain (unless charging, when the normal exceptions to the Unit Spacing rule apply). Units using Flying Movement ignore any Terrain or units they fly over from their starting to their ending position, but they are still affected by the effects of the Terrain from which they take off and in which they land. Flying Movement can be used to March. Models with the Fly special rule also always have Swiftstride and Light Troops.

**Forge Repeater:** Shooting Weapon. Range 18", Strength 5, Flaming Attacks, Quick to Fire, Multiple Shots (4)

### 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.

### Innate Defense (6+):

### Large target:

**Magical Attacks:** Attacks with this special rule or Attacks made by model parts with this special rule normally don't have any special effect. However, they interact with other rules (such as Ethereal). Models with this special rule apply it to all their attacks, including Special Attacks such as Stomp, Impact Hits, and Breath Attacks (unless stated otherwise). All attacks caused by spells and Magical Items have Magical Attacks.

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

### Multiple Wounds:

**Multiple Wounds (D3):** Unsaved Wounds caused by attacks with this special rule or by Close Combat Attacks from model parts with this special rule are multiplied into the value given in brackets (X). If the value is a Dice (such as "Multiple Wounds (D3)"), roll one such Dice for each unsaved Wound with this special rule. The amount of Wounds that the attack is multiplied into can never be higher than the Wounds Characteristic of the Target (excluding Wounds suffered previously in the battle). For example, if a Multiple Wounds (D6) attack wounds a Troll (W3) and rolls a '5' for the amount of Wounds, this is reduced to 3 Wounds.

If (Ordnance) is stated as the value in brackets, this normally counts as Multiple Wounds (D3+1), but against targets with the Fly special rule this is increased to Multiple Wounds (D3+2). Sometimes this rule is connected to certain Troop Types or special rules. If this is the case, the Troop Type will be given within brackets (Y), for example Multiple Wounds (2, Infantry). If this is the case, only apply the Multiple Wounds rule when attacking models of the given Troop Type or possessing the given special rules.

### 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.

### 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.

**Shrapnel Bombs:** Sweeping Attack. The enemy unit suffers D6\*2 Strength 3 hits with Armour Piercing (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 this battle

**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:**

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

## 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.

Deep Watch #1



Engineer #1



Field Artillery - Organ Gun #1



Greybeards #1



Hold Guardians #1



Lords of Stone - Thane #1



Lords of Stone - Thane #2



Miners #1



Steam Copters - Steam Bomber #1

