



DWARVEN HOLDS

DORFIN - 4 165 POINTS



965 pts (21.00 %) 1301 pts (29.00 %) 979 pts (22.00 %) 1189 pts (26.00 %) 705 pts (16.00 %)
Characters **Core** **Special** **Clans' Thunder** **Engines of War**
 (40 Max) (25 Least) (0 NoLimit) (35 Max) (20 Max)

Characters



ANVIL OF POWER

Anvil of Power - Standard - Construct - 60mm round

195 POINTS



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



RUNIC SMITH #1

Runic Smith - Standard - Infantry - 20x20mm

345 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, , Magic Resistance (1, , Plate Armour	
Offensive	Att	Off	Str	Ap	Agi	
Runic Smith	2	5	4	1	3	Sturdy, Hand Weapon

Options	Shield • Ancestral Memory • General • Rune of Oaths x1 • Rune of Revocation x1 • Rune of Reckoning x1
Magic items	Rune of Iron (x2) (Plate Armour) • Rune of Shielding



THANE #2

Thane - Standard - Infantry - 20x20mm

270 POINTS



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

Options	Battle Standard Bearer • Shield
Magic items	Rune of Iron (x2) (Plate Armour) • Rune of Smashing



ENGINEER #1

Engineer - Standard - Infantry - 20x20mm

155 POINTS



Global	Adv	Mar	Dis	Model Rules		
	3"	9"	9	Engineer (3+), Entrench		
Defensive	HP	Def	Res	Arm		
	2	5	4	0	Shield Wall (Ægide, Ægide), Plate Armour	
Offensive	Att	Off	Str	Ap	Agi	
Engineer	2	5	4	1	3	Sturdy, Hand Weapon

Options

Shield • Wyrn-Slayer Rocket (3+)

Core



CLAN WARRIORS #1

Clan Warriors x29 - Standard - Infantry - 20x20mm

482 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 Warriors	1	4	3	0	2	Sturdy

Options

Shield and Spear • Champion • Musician • Standard Bearer

Magic banners

Runic Standard of the Hold (Banner Enchantment)



CLAN MARKSMEN #1

Clan Marksmen x12 - Standard - Infantry - 20x20mm

250 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

Crossbow and Great Weapon



CLAN MARKSMEN #2

Clan Marksmen x23 - Standard - Infantry - 20x20mm

569 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+)

Special



MINERS #1

Miners x20 - Standard - Infantry - 20x20mm

385 POINTS



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

Options | Great Weapon • Shield • Musician



DEEP WATCH #1

Deep Watch x29 - Standard - Infantry - 20x20mm

594 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


Clans' Thunder



STEAM COPTERS BOMBER #1

Steam Copters - Standard - Construct - 40x40mm

185 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	



STEAM COPTERS BOMBER #2

Steam Copters - Standard - Construct - 40x40mm



185 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			


<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>		
	3	4	5	3	Cannot be Stomped	
<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 (4+, 4+), Shrapnel Bombs

Engines of War

	CATAPULT #1 Catapult - Large - Construct - 60mm round	300 POINTS	
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<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	1	4	3	0	2	Move or Fire, Catapult (4+, 4+)

Options	Rune crafted
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	ORGAN GUN #1 Organ Gun - Standard - Construct - 60mm round	250 POINTS	
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<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+)

Magics

Magic items

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 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.

Magic banners

Runic Standard of the Hold: 0-3 per Army.

A unit with one or more Runic Standards of the Hold counts as having an additional Full Rank for the purpose of Steadfast and Disrupted.

Model Rules

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:

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.

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.

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:

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.

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.

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.

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:

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.

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.

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



Runic Smith #1



Thane #2



Engineer #1



Clan Warriors #1



Clan Marksmen #1



Clan Marksmen #2



Miners #1



Deep Watch #1



Steam Copters Bomber #1



Steam Copters Bomber #2



Catapult #1



Organ Gun #1

