



DWARVEN HOLDS

TEST 1 - 7 267 POINTS



120 pts (2.00%) 1789 pts (25.00%) 4870 pts (67.00%) 343 pts (5.00%) 145 pts (2.00%) 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

195 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
Model Rules	Shield Wall • Sturdy • Relentless • Plate Armour									
Model Rules (Shield Bearers)	Sturdy • Relentless • Mount's Protection (5+)									
Model Rules (Shield Bearers)	Sturdy • Relentless • Mount's Protection (5+)									

Options	May take a Great Weapon • Mount : Shield Bearers
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RUNIC MASTER #1

Runic Master - Standard - Infantry - 20x20mm

148 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Runic Master	3	6	4	4	5	3	3	2	10	Infantry
Model Rules	Rune Craft Mastery • Magic Resistance (2) • Channel • Sturdy • Relentless • Shield Wall • Plate Armour									

Options	May take a Shield • Rune of Resolve • Rune of Reckoning • Rune of Oaths • Rune of Gleaming
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Heroes



RUNIC SMITH #1

Runic Smith - Standard - Infantry - 20x20mm

145 POINTS



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

Magic items	Rune of Grounding - One per army • Rune of Harnessing
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Core



CLAN MARKSMEN #1

Clan Marksmen x20 - Standard - Infantry - 20x20mm

1 250 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Marksmen	3	4	3	3	4	1	2	1	9	Infantry
Model Rules	Sturdy • Relentless • Heavy Armour • Crossbow									

Options	GuildCrafted Handguns (One of a Kind)
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CLAN MARKSMEN #2
Clan Marksmen x20 - Standard - Infantry - 20x20mm

1 280 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Marksmen	3	4	3	3	4	1	2	1	9	Infantry
Model Rules	Sturdy • Relentless • Heavy Armour • Crossbow									

Options	May take Great Weapon • Standard Bearer
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GREYBEARDS #1
Greybeards x25 - Standard - Infantry - 20x20mm

1 170 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	
Model Rules	Seen It All • Immune to Psychology • Sturdy • Relentless • Shield Wall • Heavy Armour									

Options	May take a Great Weapon • Champion • Musician • Standard Bearer
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GREYBEARDS #2
Greybeards x25 - Standard - Infantry - 20x20mm

1 170 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	
Model Rules	Seen It All • Immune to Psychology • Sturdy • Relentless • Shield Wall • Heavy Armour									

Options	May take a Great Weapon • Champion • Musician • Standard Bearer
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Special



FLAME COPTER #1
Flame Copter - Standard - Infantry - 20x20mm

85 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	-	-	-	
Model Rules	Fly(8) • Flame Culverin • Mount's Protection (6+) • Heavy Armour									



KING'S GUARD #1
King's Guard x19 - Standard - Infantry - 20x20mm

1 474 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
King's Guard	3	5	3	4	4	1	2	2	9	Infantry
Champion	3	6	4	4	4	1	2	3	9	
Model Rules	Bodyguard (General, Dwarf King) • Sturdy • Relentless • Great Weapons • Plate Armour									

Options	Champion • Musician • Standard Bearer
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ORGAN GUN #1

Organ Gun - Standard - Infantry - 20x20mm

125 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Machine	-	-	-	-	7	3	-	-	-	War Machine
Crew (3)	3	4	3	3	4	-	2	1	9	
Model Rules	Stubborn • Heavy Armour									



STEAM BOMBER #1

Steam Bomber - Standard - Infantry - 20x20mm

105 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	-	-	-	
Model Rules	Fly(8) • Mount's Protection (6+) • Heavy Armour • Forge Repeater									

Rare



FLAME CANNON #1

Flame Cannon - Standard - Infantry - 20x20mm

120 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Machine	-	-	-	-	7	3	-	-	-	War Machine
Crew (3)	3	4	3	3	4	-	2	1	9	
Model Rules	Stubborn • Flame Thrower Artillery Weapon • Heavy Armour									

Options

Engineering Rune

Magics

Magic items

Rune of Grounding - One per army:

Rune of Harnessing:

Model Rules

Bodyguard (General, Dwarf King):

Channel:

Crossbow:

Flame Culverin:

Flame Thrower Artillery Weapon:

Fly(8):

Forge Repeater:

Great Weapons:

Heavy Armour:

Immune to Psychology:

Magic Resistance (1):

Magic Resistance (2):

Mount's Protection (6+):

Plate Armour:

Relentless:

Rune Craft:

Rune Craft Mastery:

Seen It All:

Shield Wall:

Stubborn:

Sturdy:

Qr codes of your army

Your 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.

Clan Marksmen #1



Clan Marksmen #2



Flame Cannon #1



Flame Copter #1



Greybeards #1



Greybeards #2



King #1



King's Guard #1



Organ Gun #1



Runic Master #1



Runic Smith #1



Steam Bomber #1

