



# DWARVEN HOLDS

## GARLAND v2 - 4 269 POINTS



1190 pts (26.00 %) **1025 pts (23.00 %) Core** 1404 pts (31.00 %) **Special** 585 pts (13.00 %) **Clans' Thunder** 285 pts (6.00 %) **Engines of War**  
 (40 Max) (25 Least) (0 NoLimit) (35 Max) (20 Max)

### Characters

#### DRAGON SEEKER #1

Dragon Seeker - Standard - Infantry - 20x20mm

### 390 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))	
Offensive	Att	Off	Str	Ap	Agi	
<b>Dragon Seeker</b>	5	7	5	2	5	Lethal Strike, Sturdy, Yer comin' with me!, Weapon MasterWeapons , Great Weapon, Hand Weapon

<b>Options</b>	Monster Seeker
<b>Magic items</b>	Rune of Might (Paired Weapons) • Rune of Quickening (Paired Weapons) • Rune of Fury (Hand Weapon)

#### RUNIC SMITH #1

Runic Smith - Standard - Infantry - 20x20mm

### 275 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, Ægide), Magic Resistance (1, 1), Plate Armour	
Offensive	Att	Off	Str	Ap	Agi	
<b>Runic Smith</b>	2	5	4	1	3	Sturdy, Hand Weapon

<b>Options</b>	Shield • Ancestral Memory • General • Rune of Reckoning x1 • Rune of Resolve x1 • Rune of Resilience x1
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#### THANE #1

Thane - Standard - Infantry - 40x20mm

### 330 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	
<b>Thane</b>	3	6	4	1	3	Sturdy, Hand Weapon

#### MOUNT SHIELD BEARERS

Global	Adv	Mar	Dis			Model Rules

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


<b>Options</b>	Battle Standard Bearer • Shield • Pistol (3+) • Shield Bearers
<b>Magic items</b>	Rune of Lightning (x2) (Hand Weapon)



### 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

## Core



### GREYBEARDS #6

Greybeards x30 - Standard - Infantry - 20x20mm

## 625 POINTS



Global	Adv	Mar	Dis	Model Rules	
	3"	9"	9	Scoring, FearlessAll, Seen It	
Defensive	HP	Def	Res	Arm	
	1	5	4	0, Shield Wall (Ægide, Heavy Armour)	
Offensive	Att	Off	Str	Ap	Agi
Greybeards	1	5	4	1	2

<b>Options</b>	Great Weapon • Champion • Musician • Standard Bearer
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### CLAN MARKSMEN #1

Clan Marksman x10 - Standard - Infantry - 20x20mm

## 220 POINTS



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

<b>Options</b>	Shield • Musician • Crossbow
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### CLAN WARRIORS #1

Clan Warriors x10 - Standard - Infantry - 20x20mm

180 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 • Throwing Weapons (5+) • Paired Weapons • Musician

### Special



### SEEKERS #1

Seekers x19 - Standard - Infantry - 20x20mm

424 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



### KING'S GUARD #1

King's Guard x30 - Standard - Infantry - 20x20mm

665 POINTS



Global	Adv	Mar	Dis	Model Rules	
	3"	9"	9	Scoring, Bodyguard	
Defensive	HP	Def	Res	Arm	
	1	5	4	0	Plate Armour, Shield
Offensive	Att	Off	Str	Ap	Agi
King's Guard	2	5	4	1	2 Sturdy, Great Weapon

#### Options

Champion • Musician • Standard Bearer



### GRUDGE BUSTER #1

Grudge Buster - Large - Construct - 50x100mm



315 POINTS





Global	Adv	Mar	Dis	Model Rules	
	1"	1"	9	Light Troops, Swiftstride, Fly (8", 8", 8", 8")	
	8"	8"			
Defensive	HP	Def	Res	Arm	
	5	4	5	4	
Offensive	Att	Off	Str	Ap	Agi
Crew (2)	2	4	4	1	2



<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
<b>Chassis</b>			5	2	2	Harnessed, Inanimate, Impact Hits (D6+1, D6+1), Grind Attacks (3D3, 3D3), Forge Repeater (4+, 4+)

## Clans' Thunder

	<b>ATTACK COPTER #1</b> Attack Copter - Standard - Construct - 40x40mm	<b>180 POINTS</b>				
<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>		
	1"	2"	9	, Fly (8", 16", 8"), Light Troops, Swiftstride, Tall16")		
	8"	16"				
<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>	
<b>Attack Copter</b>	2	4	4	1	2	Forge Repeater (4+, 4+), Shrapnel Grenades

	<b>STEAM COPTERS BOMBER #1</b> Steam Copters - Standard - Construct - 40x40mm	<b>185 POINTS</b>				
<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>		
	1"	2"	9	, Fly (8", 16", 8"), Light Troops, Swiftstride, Tall16")		
	8"	16"				
<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>	
<b>Steam Copter</b>	2	4	4	1	2	Forge Repeater (4+, 4+), Shrapnel Bombs

## Engines of War

	<b>DWARF BALLISTA #1</b> Dwarf Ballista - Standard - Construct - 60mm round	<b>140 POINTS</b>				
<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>	
<b>Crew</b>	1	4	3	0	2	Move or Fire, Dwarf Ballista (4+, 4+)

<b>Options</b>	Rune crafted
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## FLAME CANNON #1

Flame Cannon - Standard - Construct - 60mm round

145 POINTS



Global	Adv	Mar	Dis	Model Rules	
	3"	3"	9	<b>War Machine</b> , Stubborn, Engineering Rune	
Defensive	HP	Def	Res	Arm	
	5	1	4	0	<b>Heavy Armour</b>
Offensive	Att	Off	Str	Ap	Agi
<b>Crew</b>	1	4	3	0	2
					<b>Move or Fire</b> , Flamethrower

## Magics

### Magic items

**Rune of Fury:** For each Rune of Fury engraved on a weapon, the wielder gains +1 Attack Value when using it.

**Rune of Lightning:** If the wielder scores at least one successful hit with a weapon engraved with one or more Runes of Lightning (consider each set of simultaneous attacks separately), each enemy unit that was hit additionally suffers D3 hits for each instance of this Rune. The hits are considered Special Attacks and are resolved with Strength 4, Armour Penetration 1, and Magical Attacks.

**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 Quickening:** For each Rune of Quickening engraved on a weapon, the wielder gains +3 Agility when using it.

### 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.

#### Cannot be Stomped:

**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

**Dwarf Ballista:** Artillery Weapon:

Range 48", Shots 1, Str 3[6], AP 10, [Multiple Wounds (D3)], Area Attack (5x1).

**Engineering Rune:** Universal Rule.

Field Artillery adds +4 to any roll on the Misfire Table.

**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.

**Flamethrower:** Artillery Weapon:

Range 24", Shots 1, Str 4{5}, AP 1{2}, {Multiple Wounds (D3)}, Flaming Attacks.

**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.

**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

**Grind Attacks:** A model part with Grind Attacks resolves these attacks at its own Agility. It must choose an enemy unit in base contact with it. The chosen enemy unit suffers a number of hits equal to the value stated in brackets (X). These hits are resolved with the model part's own Strength and Armour Penetration.

If a model has both Grind Attacks and Impact Hits

, it may only use one of these rules in the same Round of Combat

(its controlling player may choose which). When several model parts in the same unit have Grind Attacks and when

X is a random number (e.g. Grind Attacks (2D3)), roll for the number of hits separately for each model part.

**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

**Harnessed:** Model parts with Harnessed cannot make Supporting Attacks and cannot use Weapons. Shooting Weapons carried by model parts with Harnessed can be used by other model parts of the same model (as long as they do not have Harnessed or Inanimate). A model with with at least one model part with Harnessed is considered to be mounted.

**Heavy Armour:** +2 Armor

**Impact Hits:** At Initiative Step 10, a charging model part with Impact Hits must choose an enemy unit that is in base contact with the attacking model's Front Facing. This unit suffers a number of hits equal to the value stated in brackets (X). These hits are resolved with the attacking model part's Strength and Armour Penetration. If a model has both Grind Attacks and Impact Hits, it may only use one of these rules in the same Round of Combat (its controlling player may choose which). In multipart models, only model parts that also have Harnessed or Inanimate can use their Impact Hits. When several models in the same unit have Impact Hits, and when X is a random number (e.g. Impact Hits (D6)), roll for the number of hits separately for each model part.

**Inanimate:** Inanimate - Melee

Model parts with Inanimate cannot make Close Combat Attacks and cannot use Shooting Weapons. Shooting Weapons carried by model parts with Inanimate can be used by other model parts of the same model (as long as they do not have Harnessed or Inanimate).

**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.

**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.

**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

**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.

**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.

**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.

**Shrapnel Grenades:** Special Attack.

Sweeping Attack which can be used once per game.

The enemy unit suffers D3 hits for each Steam Copter in the unit. Hits are resolved with Strength 3 and Armour Penetration 0.

**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:**

**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.

**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.

Dragon Seeker #1



Runic Smith #1



Thane #1



Anvil of Power



Greybeards #6



Clan Marksmen #1



Clan Warriors #1



Seekers #1



King's Guard #1



Grudge Buster #1



Attack Copter #1



Steam Copters Bomber #1



Dwarf Ballista #1



Flame Cannon #1

