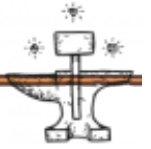




DWARVEN HOLDS

ONVAVOIR - 4 500 POINTS



1795 pts (40.00 %) 1137 pts (25.00 %) 876 pts (19.00 %) 1408 pts (31.00 %) 0 pts (0.00 %)
Characters **Core** **Special** **Clans' Thunder** **Engines of War**
 (40 Max) (25 Least) (0 NoLimit) (35 Max) (20 Max)

Special

RANGERS #1

Rangers x20 - Standard - Infantry - 20x20mm

438 POINTS

Global	Adv	Mar	Dis			Model Rules
	3"	9"	9			Scoring, Scout, Strider
Defensive	HP	Def	Res	Arm		
	1	4	4	0	, Heavy Shield Wall Armour	
Offensive	Att	Off	Str	Ap	Agi	
Ranger	1	4	3	0	2	Sturdy

Options	Shield • Musician • Standard Bearer • Crossbow (3+)
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RANGERS #1

Rangers x20 - Standard - Infantry - 20x20mm

438 POINTS

Global	Adv	Mar	Dis			Model Rules
	3"	9"	9			Scoring, Scout, Strider
Defensive	HP	Def	Res	Arm		
	1	4	4	0	, Heavy Shield Wall Armour	
Offensive	Att	Off	Str	Ap	Agi	
Ranger	1	4	3	0	2	Sturdy

Options	Shield • Musician • Standard Bearer • Crossbow (3+)
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Characters

ANVIL OF POWER

Anvil of Power - Standard - Construct - 60mm round

190 POINTS

Global	Adv	Mar	Dis			Model Rules
	3"	3"	9			, War Channel, Fearless, Not a Leader, Unbreakable Machine
Defensive	HP	Def	Res	Arm		
	5	1	4	0	, Magic Aegis Resistance , 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

175 POINTS



Global	Adv	Mar	Dis	Model Rules		
	3"	9"	9	, Rune Craft ChannelMastery		
Defensive	HP	Def	Res	Arm	Magic Resistance, Plate, Shield Wall Armour	
	3	5	4	0		
Offensive	Att	Off	Str	Ap	Agi	Sturdy, Hand Weapon
Runic Smith	2	5	4	1	3	

Options	Shield • Battle Rune x1
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RUNIC SMITH #1

Runic Smith - Standard - Infantry - 20x20mm

275 POINTS



Global	Adv	Mar	Dis	Model Rules		
	3"	9"	9	, Rune Craft ChannelMastery		
Defensive	HP	Def	Res	Arm	Magic Resistance, Plate, Shield Wall Armour	
	3	5	4	0		
Offensive	Att	Off	Str	Ap	Agi	Sturdy, Hand Weapon
Runic Smith	2	5	4	1	3	

Options	Shield • Battle Rune x2
Magic items	Rune of Devouring



KING #1

King - Standard - Infantry - 40x60mm

685 POINTS



Global	Adv	Mar	Dis	Model Rules		
	3"	9"	10			
Defensive	HP	Def	Res	Arm	, Plate Shield Wall Armour	
	3	7	5	0		
Offensive	Att	Off	Str	Ap	Agi	Sturdy, Hand Weapon
King	4	7	4	1	4	



MOUNT WAR THRONE

Global	Adv	Mar	Dis	Model Rules		
	3"	9"	C	, Majesty of High TallKings		
Defensive	HP	Def	Res	Arm	Cannot be Stomped	
	6	C	C	C+2		
Offensive	Att	Off	Str	Ap	Agi	Harnessed, Sturdy, Hatred
War Throne	4	5	4	1	2	

Options	Shield • War Throne • General
Magic items	Rune of Shielding • Rune of Destruction (Hand Weapon) • Rune of Precision (Hand Weapon) • Rune of Smashing (Hand Weapon)



THANE #1

Thane - Standard - Infantry - 40x20mm

470 POINTS



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



MOUNT SHIELD BEARERS

Global	Adv	Mar	Dis	Model Rules		
	3"	9"	C	Tall		
Defensive	HP	Def	Res	Arm		
	4	C	C	C+2	Cannot be Stomped	
Offensive	Att	Off	Str	Ap	Agi	
Shield Bearers	2	5	4	1	2	Harnessed, Sturdy

Options	Shield • Shield Bearers • Rune of Resonance • Holdstone • Battle Standard Bearer
Magic items	Rune of the Courage • Rune of Lightning (Hand Weapon)
Magic banners	Aether Icon (Battle Standard Bearer) • Runic Standard of Shielding (Battle Standard Bearer)

Core



GREYBEARDS #1

Greybeards x30 - Standard - Infantry - 20x20mm

630 POINTS



Global	Adv	Mar	Dis	Model Rules		
	3"	9"	9	, Seen It Fearless, Scoring All		
Defensive	HP	Def	Res	Arm		
	1	5	4	0	, Heavy Shield Wall Armour	
Offensive	Att	Off	Str	Ap	Agi	
Greybeard	1	5	4	1	2	Sturdy

Options	Shield • Champion • Musician • Standard Bearer
Magic banners	Runic Standard of Dismay (Banner Enchantment)



GREYBEARDS #2

Greybeards x10 - Standard - Infantry - 20x20mm

260 POINTS



Global	Adv	Mar	Dis	Model Rules		
	3"	9"	9	, Seen It Fearless, Scoring All		
Defensive	HP	Def	Res	Arm		
	1	5	4	0	, Heavy Shield Wall Armour	
Offensive	Att	Off	Str	Ap	Agi	
Greybeard	1	5	4	1	2	Sturdy

Options	Shield • Musician • Vanguard • Throwing Weapons (5+)
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CLAN WARRIORS #1
Clan Warriors x16 - Standard - Infantry - 20x20mm

247 POINTS



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

Options

Shield • Musician • Standard Bearer

Clans' Thunder



STEAM COPTERS #1
Steam Copters - Standard - Construct - 40x40mm

180 POINTS



Global	Adv	Mar	Dis	Model Rules		
	1"	2"	9	Fly, Light Troops, Swiftstride, Tall		
	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

Options

Shrapnel Grenades



STEAM COPTERS #1
Steam Copters - Standard - Construct - 40x40mm

180 POINTS



Global	Adv	Mar	Dis	Model Rules		
	1"	2"	9	Fly, Light Troops, Swiftstride, Tall		
	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

Options

Shrapnel Grenades



FORGE WARDENS #1
Forge Wardens x18 - Standard - Infantry - 20x20mm

332 POINTS



Global	Adv	Mar	Dis	Model Rules		
	3"	9"	9	Scoring		
Defensive	HP	Def	Res	Arm		
	1	5	4	0	, Plate Aegis Armour	
Offensive	Att	Off	Str	Ap	Agi	
Forge Warden	1	4	4	1	2	Sturdy, Forge Gun

Options	Musician • Standard Bearer
Magic banners	Runic Standard of Wisdom (Banner Enchantment)

Magics

Magic items

Rune of Destruction: Attacks made with a weapon engraved with this Rune gain **Multiple Wounds (D3)**.

Rune of Devouring: One use only. The player may choose to use this Rune instead of performing a Dispelling Attempt. The spell is cast as normal but the Caster may not cast it again for the rest of the game. Spells dispelled by a Rune of Revocation and Attribute Spells are not affected.

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 suffers an additional 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 Precision: The wielder of a weapon engraved with this Rune gains **Lightning Reflexes**.

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.

Rune of the Courage: One use only. May be activated at the start of any Round of Combat. For the duration of the phase, the bearer gain **Stubborn**.

Magic banners

Aether Icon: The bearer gains Magic Resistance (1). If the unit contains a model with another instance of Magic Resistance, it increases that model's Magic Resistance value by 1 instead.

Runic Standard of Dismay: Units Charging the bearer's unit suffer -2' Advance Rate for their Charge Range roll.

Runic Standard of Shielding: All friendly units within 6' of the bearer gain **Aegis (5+, against Shooting Attacks)**.

Runic Standard of Wisdom: The bearer may select a single Battle Rune during Spell Selection. This Battle Rune can be cast by the bearer and has Range Caster's Unit.

Model Rules

Aegis:

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)).

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 Gun: Shooting Weapon.
Range 18", Shots 1, Str 3, AP 0, Flaming Attacks, always hits on 2+.

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:

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.

Runic Anvil: Each Anvil of Power may select up to three different Battle Runes.

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.

Scout: At step 8 of the Pre-Game Sequence (after Spell Selection) an army that includes units with Scout must state which of its units with Scout will use it, starting with the player that picked the Deployment Zone. Deploy your army as usual, but without deploying any of the Scouting units. These units are placed after all other non-Scouting units have been deployed. They can either be deployed in your Deployment Zone, using the normal rules, or they can be deployed outside the Deployment Zone, but must be more than 18" away from any enemy units. This is decreased to 12" if the Scouting unit is deployed entirely within a Forest, Ruins, Field, Building, or Water Terrain Feature. Scouting units that are deployed outside their player's Deployment Zone may not Declare Charges in the first Player Turn (if their side has the first turn). If both players have Scouting units, alternate deploying one unit at a time, starting with the player that finished deploying first.

Seen It All: Friendly units within 6" of a non-Fleeing Greybeard unit may reroll failed Panic Tests.

Shield Wall: While 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.

Strider: The model automatically passes Dangerous Terrain Tests taken due to Terrain. If more than half of a unit's models have Strider, the unit never loses their Steadfast or Rank Bonus due to Terrain. Sometimes Strider is linked to a specific type of Terrain, stated in brackets. In this case, models with Strider are considered Striders only when interacting with such type of Terrain.

Sturdy: The model part gains **Devastating Charge (+1 Str, +1 AP)** and does not suffer the -1 to-hit modifier for Stand and Shoot Charge Reactions.

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.

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



Runic Smith #1



Greybeards #1



Greybeards #2



Clan Warriors #1



King #1



Thane #1



Steam Copters #1



Steam Copters #1



Rangers #1



Rangers #1



Forge Wardens #1



