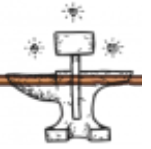




# DWARVEN HOLDS

## GRUMBLESONS - 4 496 POINTS




1350 pts (30.00 %) 1162 pts (26.00 %) 1129 pts (25.00 %) 1143 pts (25.00 %) 460 pts (10.00 %)

**Characters**      **Core**      **Special**      **Clans' Thunder**      **Engines of War**

(40 Max)      (25 Least)      (0 NoLimit)      (35 Max)      (20 Max)


### Special



### KING'S GUARD #1

King's Guard x15 - Standard - Infantry - 20x20mm

## 340 POINTS



Global	Adv	Mar	Dis	Model Rules	
	3"	9"	9	Scoring	
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
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### DEEP WATCH #1

Deep Watch x25 - Standard - Infantry - 20x20mm


## 515 POINTS



Global	Adv	Mar	Dis	Model Rules	
	3"	9"	9	Bodyguard, Scoring	
Defensive	HP	Def	Res	Arm	
	1	5	4	0	, Plate Wall of Iron Armour, Shield
Offensive	Att	Off	Str	Ap	Agi
Deep Watch	1	5	4	1	2

**Sturdy**


Options	Champion • Musician • Standard Bearer
Magic banners	Runic Standard of the Anvil (Banner Enchantment)



### MINERS #1

Miners x12 - Standard - Infantry - 20x20mm

## 274 POINTS



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

**Sturdy**

Options	Musician • Throwing Weapons (5+) • Great Weapon
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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, UnbreakableMachine Anvil		
Defensive	HP	Def	Res	Arm		
	5	1	4	0	, Magic AegisResistance	, Plate Armour
Offensive	Att	Off	Str	Ap	Agi	
Anvil Guards	3	5	4	1	2	Hand Weapon



### KING KRANGKI

King - Standard - Infantry - 40x60mm

580 POINTS



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



### MOUNT WAR THRONE

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

<b>Options</b>	Shield • War Throne • Great Weapon • General
<b>Magic items</b>	Rune of Lightning (Hand Weapon) • Rune of Might (Hand Weapon) • Rune of Fury (Hand Weapon)



### SURLI

Runic Smith - Standard - Infantry - 20x20mm

220 POINTS



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

<b>Options</b>	Shield • Rune of Reckoning • Rune of Gleaming
<b>Magic items</b>	Rune of Mastery



# FLAGGI

Thane - Standard - Infantry - 40x20mm

360 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

<b>Options</b>	Shield • Shield Bearers • Holdstone • Battle Standard Bearer
<b>Magic items</b>	Rune of Shielding • Rune of Lightning (Hand Weapon) • Rune of Retribution (Plate Armour)

### Core



## GREYBEARDS #1

Greybeards x25 - Standard - Infantry - 20x20mm

640 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

<b>Options</b>	Shield • Champion • Musician • Standard Bearer • Throwing Weapons (5+)
<b>Magic banners</b>	Runic Standard of Shielding (Banner Enchantment)



## CLAN MARKSMEN #1

Clan Marksmen x12 - Standard - Infantry - 20x20mm

287 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 Marksman	1	4	3	0	2	Sturdy

<b>Options</b>	Shield • Guild-Crafted Handgun (4+) • Musician
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**CLAN MARKSMEN #2**  
Clan Marksmen x10 - Standard - Infantry - 20x20mm

235 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 Marksman	1	4	3	0	2 Sturdy

**Options**

Guild-Crafted Handgun (4+) • Musician • Standard Bearer

**Clans' Thunder**



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

215 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 Bombs



**STEAM COPTERS #2**  
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

**Engines of War**



**FIELD ARTILLERY #1**  
Field Artillery - Standard - Construct - 60mm round


315 POINTS



Global	Adv	Mar	Dis	Model Rules	
	3"	3"	9	, War Stubborn Machine , Engineering Rune	
Defensive	HP	Def	Res	Arm	

<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	4	3	0	2	Move or Fire


<b>Options</b>	Organ Gun (4+) • Rune Crafted
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## FIELD ARTILLERY #2

Field Artillery - Standard - Construct - 60mm round

# 145 POINTS



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>
	3"	3"	9	, War Stubborn Machine, 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	4	3	0	2	Move or Fire

<b>Options</b>	Flame Cannon • Rune Crafted
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## Magics

### Magic items

**Rune of Fury:** For each Rune of Fury engraved on a weapon, the wielder gains +1 Attack Value while 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 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 Mastery:** One use only. A single Rune of Mastery may be activated immediately before the bearer attempts to cast a Bound Spell. Add (+2/+2) to the Power Level of this Bound Spell for this Casting Attempt.

**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 Retribution:** Whenever the wearer of an armour engraved with one or more Runes of Retribution rolls a successful Shield Wall Aegis Save against enemy Melee Attacks (including Shield Wall stacked with Rune of Shielding), the wearer immediately inflicts a hit with the Strength and Armour Penetration of the saved attack on the model that caused the wound, before any casualties are removed, distributed onto the model's Health Pool. This is considered a Special Attack.

**Rune of Shielding:** The bearer gains **Aegis (+1, max. 4+)**. The Aegis from this Rune **only** stacks with itself and/or Shield Wall.

### Magic banners

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

**Runic Standard of the Anvil:** Friendly units Charging enemy units Engaged in Combat with the bearer's unit **must** reroll failed Charge Range rolls in the Charge Phase.

### 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:**

**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)).

**Engineering Rune:** Add +4 to the model's rolls 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.

**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

**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.

**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.

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

**Shield:** +1 Armour Hand Weapons wielded by models on foot can be used alongside a Shield, then giving Parry.

**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.

**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:** 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.

**Wall of Iron:** The model gains **Aegis (5+, against Close Combat Attacks)**. This Special Save 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.

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.

King's Guard #1



Anvil of Power



King Krangki



Surli



Greybeards #1



Clan Marksmen #1



Deep Watch #1



Clan Marksmen #2



Steam Copters #1



Steam Copters #2



Field Artillery #1



Field Artillery #2



Miners #1



Flaggi

