



# DWARVEN HOLDS

## LIST 1 - 3 110 POINTS



840 pts (27.00%) 980 pts (32.00%) 400 pts (13.00%) 980 pts (32.00%) 310 pts (10.00%)  
**Characters**      **Core**      **Clans' Thunder**      **Special**      **Engines of War**  
 (35 Max)      (25 Least)      (35 Max)      (0 NoLimit)      (20 Max)

### Characters

**BLONDIE**  
 Dragon Seeker - Standard - Infantry - 20x20mm

**220 POINTS**

Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Dragon Seeker	3	7	4	5	5	3	5	5	10	Infantry
<b>Model Rules</b>	Lethal Strike • Not a Leader • Unbreakable • Vanguard • Weapon Master • Magic Resistance (1) • Relentless • Ward Save (6+) • Sturdy • The bigger they are... • Great Weapon • Paired Weapons									

**KING GRIM**  
 Lords of Stone - King - Standard - Infantry - 20x20mm

**620 POINTS**

Troops	M	WS	BS	S	T	W	I	A	Ld	Type
King	3	7	4	4	5	3	4	4	10	Infantry
Coursier elfique	9	3	0	3	3	1	4	1	5	Monstrous Beast
Shield Bearers	6	5	3	4	4	4	2	2	9	Infantry
<b>Model Rules</b>	Relentless • Sturdy • Shield Wall • Plate Armor									
<b>Model Rules (Shield Bearers)</b>	Relentless • Sturdy • Mount's Protection (5+)									
<b>Model Rules (Shield Bearers)</b>	Relentless • Sturdy • Mount's Protection (5+)									

**Options** | May take Runic Items • May take a Great Weapon • Shield Bearers

### Core

**YOUNG GUNS**  
 Clan Marksmen x16 - Standard - Infantry - 20x20mm

**400 POINTS**

Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Clan Marksmen	3	4	3	3	4	1	2	1	9	Infantry
<b>Model Rules</b>	Scoring • Relentless • Sturdy • Shield Wall • Heavy Armour • Crossbow									

**Options** | Handgun • Guild-Crafted Handgun (max 20 models)

**STUNTY 1**  
 Clan Warriors x30 - Standard - Infantry - 20x20mm

**580 POINTS**

Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Clan Warriors	3	4	3	3	4	1	2	1	9	Infantry
Carnosaure	7	3	0	7	5	5	2	4	5	Monster
<b>Model Rules</b>	Scoring • Relentless • Sturdy • Shield Wall • Heavy Armour									
<b>Model Rules (Carnosaure)</b>	Cold-blooded • Multiple Wounds • Blood Frenzy • Large target • Scaly Skin • Terror									

**Options** | May take a Shield • Spear • Champion • Musician • Standard Bearer

### Special

## HAMMERS

Deep Watch x20 - Standard - Infantry - 20x20mm

530 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Deep Watch	3	5	3	4	4	1	2	1	9	Infantry
<b>Model Rules</b>	Scoring • Bodyguard • Relentless • Sturdy • Shield Wall • Wall of Iron • Plate Armor • Shield									

<b>Options</b>	Champion • Musician • Standard Bearer
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## SLAYERS

Seekers x15 - Standard - Infantry - 20x20mm

450 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Seekers	3	4	3	4	4	1	2	1	10	Infantry
Coursier Noir	9	3	0	3	3	1	4	1	5	Monstrous Beast
<b>Model Rules</b>	Unbreakable • Weapon Master • Relentless • Ward Save (6+) • Sturdy • The bigger they are... • Fast Cavalry • Great Weapon • Paired Weapons									

<b>Options</b>	May take Vanguard • Champion • Musician • Standard Bearer
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## Engines of War

## BIGGUN

Field Artillery - Cannon - Standard - Infantry - 60mm round

310 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Machine	-	-	-	-	4	5	-	-	-	War Machine
Crew (3)	3	4	3	3	-	-	2	1	9	
<b>Model Rules</b>	Stubborn • Engineering Rune • Heavy Armour									

<b>Options</b>	Rune Crafted
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## Magics

### Model Rules

#### Blood Frenzy:

**Bodyguard:** When a Character is joined to a unit in which at least one model has the Bodyguard special rule, that Character gains Stubborn. When Characters or Character types are stated in brackets, Bodyguard only works for the specified Characters or Character types.

#### Cold-blooded:

**Crossbow:** Shooting Weapon. Range 18", Strength 5, Flaming Attacks, Quick to Fire, Multiple Shots (4)

**Engineering Rune:** A Field Artillery with this Rune adds +4 to any roll on the Misfire Table.

#### Fast Cavalry:

#### Great Weapon:

#### Heavy Armour:

#### Large target:

**Lethal Strike:** If an Attack with this special rule, or a Close Combat Attack from a model part with this special rule rolls an unmodified '6' to wound, this Wound has Armour Piercing (6) and Regeneration Saves cannot be taken against it.

**Magic Resistance (1):** All models in a unit with one or more models with Magic Resistance add the value within brackets (X) to any Ward Save rolls (using the same rules as for adding to Armour Saves) when rolling Ward Saves against Wounds caused by spell effects. Magic Resistance, like most special rules, is not cumulative.

#### Multiple Wounds:

**Not a Leader:** Models with this rule can never be the General.

**Paired Weapons:****Plate Armor:**

**Relentless:** Infantry units entirely composed of models with this special rule may triple their Movement when marching instead of doubling it. This is extended to other situations where a move is limited by twice the Movement value of the model, such as Wheeling, Reforming, Moving Characters within a unit and so on. In those cases, use triple the movement value instead.

**Scaly Skin:**

**Scoring:** Units with at least one model with the Scoring special rule are considered Scoring Units and are used for capturing Secondary Objectives. Every army needs a few Scoring units to be able to complete Secondary Objectives, which is why units with the Scoring special rule are marked in the Armybooks with a special pennant icon:

The Scoring special rule can be lost during the game:

- One or more models in the unit are Light Troops.
- A unit that is Fleeing loses its Scoring special rule for as long as it is Fleeing.
- An Ambushing unit that entered the Battlefield on Game Turn 4 or later loses its Scoring Special rule.
- A unit that has performed a Post-Combat Reform loses its Scoring special rule until the end of the current Player Turn.

**Shield:**

**Shield Wall:** As long as they are using a Shield, models with this special rule gain a Ward Save (6+) against non-Special Close Combat Attacks made by enemy models to their front.

This Ward Save is improved to (5+) during the Round of Combat following directly after the unit was charged.

**Stubborn:** A unit with at least one model with this special rule ignores any Combat Score penalties to its Leadership when taking Break Tests or Combat Reform Leadership Tests.

**Sturdy:** A model with this rule has Thunderous Charge. Furthermore, it does not suffer to-hit modifiers from taking a Stand and Shoot Charge Reaction.

**Terror:**

**The bigger they are...:** Close Combat Attacks made by models with this special rule always wound on to-wound rolls of 4+ (or better if the model's Strength allows it). When rolling for Charge Range, if the charged unit contains one or more models of the following Troop Types: Ridden Monsters, Monsters, Monstrous Beast, Monstrous Cavalry or Monstrous Infantry, models with this rule gain Swiftstride for this Charge Range roll. This does not apply to Pursuit moves.

**Unbreakable:** Units with this special rule are Immune to Psychology and automatically pass all Break Tests. Characters with the Unbreakable special rule can only join Unbreakable units. Unbreakable units can only be joined by Unbreakable Characters.

**Vanguard:** After Deployment (including Scouts), units composed entirely of models with this special rule may perform a 12" move. The move is performed as if in the Remaining Moves subphase, including any actions and restrictions the unit would normally have in the Remaining Moves subphase (such as Wheeling, Reforming, joining units, leaving units and so on). The 12" distance is used instead of the unit's Movement Characteristic and no March Moves are allowed. 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.

**Wall of Iron:** The Ward Save (6+) from the Shield. Wall special rule is increased to (5+)

**Ward Save (6+):** Ward Saves are special saves, taken after failed Armour Saves. The value of the save will be stated in brackets. Ward Saves cannot be taken alongside Regeneration Saves (if a model has both, it must choose which one to use).

**Weapon Master:** At the beginning of each Round of Combat, model parts with this special rule may choose which weapon they fight with. This includes selecting to use a Hand Weapon even if they have other weapons. If armed with a Magical Weapon, the model must still use it.

## 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.

Young Guns



Stunty 1



Hammers



Blondie



Biggun



King Grim



Slayers