



DWARVEN HOLDS

RIONECK - 4500 - 5 134 POINTS



1730 pts (38.00 %) **1095 pts (24.00 %)** 899 pts (20.00 %) 1140 pts (25.00 %) 900 pts (20.00 %)
Characters **Core** **Special** **Clans' Thunder** **Engines of War**
 (40 Max) (25 Least) (0 NoLimit) (35 Max) (20 Max)


Characters



RIONECK

Thane - Standard - Infantry - 20x20mm

375 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

Options	Battle Standard Bearer • Great Weapon
Magic items	Rune of Resistance • Rune of Dragon's Breath • Rune of Iron (Plate Armour)
Magic banners	Runic Standard of Shielding (Battle Standard Bearer)



DRAGON SEEKER #1

Dragon Seeker - Standard - Infantry - 20x20mm

365 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	
Dragon Seeker	5	7	5	2	5	, Paired Lethal Strike, Sturdy, Yer comin' with me!, Weapon Master Weapons , Great Weapon, Hand Weapon

Options	Grim Resolve
Magic items	Rune of Precision (Paired Weapons) • Rune of Might (Paired Weapons)



ALARIC

Runic Smith - Standard - Infantry - 20x20mm

240 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	
Runic Smith	2	5	4	1	3	Sturdy, Hand Weapon

Options	Great Weapon • Rune of Revocation x1 • Rune of Resolve x1 • Rune of Resilience x1
Magic items	Rune of Iron (Plate Armour)





ENGINEER #1

Engineer - Standard - Infantry - 20x20mm

125 POINTS




<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>				<i>Model Rules</i>
	3"	9"	9				Engineer (3+), Entrench
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>			
	2	5	4	0	Shield Wall (Ægide, Ægide)		, Plate Armour
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>		
Engineer	2	5	4	1	3	Sturdy, Hand Weapon	



THOR DU SEC

King - Standard - Infantry - 40x20mm

625 POINTS



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



MOUNT SHIELD BEARERS

<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>				<i>Model Rules</i>
	3"	9"	C				Tall
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>			
	4	C	C	C+2			
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>		
Shield Bearers	2	5	4	1	2	Sturdy, Harnessed	

Options	Shield • Shield Bearers • Ancestral Memory • General
Magic items	Rune of Penetration (Hand Weapon) • Rune of Might (Hand Weapon) • Rune of Steel (Plate Armour) • Rune of Shielding (x3)

Core




CLAN MARKSMEN #2

Clan Marksmen x12 - Standard - Infantry - 20x20mm

226 POINTS



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>				<i>Model Rules</i>
	3"	9"	9				Scoring
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>			
	1	4	4	0	Shield Wall (Ægide, Ægide)		, Heavy Armour
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>		
Clan Marksmen	1	4	3	0	2	Sturdy, Crossbow (4+, 4+)	

Options	Crossbow
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CLAN MARKSMEN #2

Clan Marksmen x12 - Standard - Infantry - 20x20mm

262 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 Marksmen	1	4	3	0	2	Sturdy, Crossbow (4+, 4+)

Options	Guild-Crafted Handgun (4+)
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CLAN MARKSMEN #3

Clan Marksmen x12 - Standard - Infantry - 20x20mm

262 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 Marksmen	1	4	3	0	2	Sturdy, Crossbow (4+, 4+)

Options	Guild-Crafted Handgun (4+)
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CLAN WARRIORS #1

Clan Warriors x20 - Standard - Infantry - 20x20mm

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

Special



DEEP WATCH #1

Deep Watch x19 - Standard - Infantry - 20x20mm

429 POINTS



Global	Adv	Mar	Dis	Model Rules		
	3"	9"	9	Scoring, Bodyguard		
Defensive	HP	Def	Res	Arm		
	1	5	4	0	Wall of Iron (Ægide, Ægide), Plate 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 Dismay (Banner Enchantment)

	MINERS #1 Miners x10 - <i>Standard - Infantry - 20x20mm</i>	235 POINTS	
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<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>	
	3"	9"	9	Scoring, Ambush	
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	1	4	4	0	Shield Wall (Ægide, Ægide), Heavy Armour
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
Miners	1	4	4	1	2
Sturdy					

Options	Throwing Weapons (5+) • Champion
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	MINERS #2 Miners x10 - <i>Standard - Infantry - 20x20mm</i>	235 POINTS	
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<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>	
	3"	9"	9	Scoring, Ambush	
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	1	4	4	0	Shield Wall (Ægide, Ægide), Heavy Armour
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
Miners	1	4	4	1	2
Sturdy					



Options	Throwing Weapons (5+) • Champion
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Engines of War

	FIELD ARTILLERY #1 Field Artillery - <i>Standard - Construct - 60mm round</i>	145 POINTS	
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<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>
Crew	3	4	3	0	2
Move or Fire					

Options	Flame Cannon
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	FIELD ARTILLERY #2 Field Artillery - <i>Standard - Construct - 60mm round</i>	330 POINTS	
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<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>	

<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, Magical Attacks

Options	Organ Gun (4+) • Rune crafted
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	FIELD ARTILLERY #3 Field Artillery - Standard - Construct - 60mm round	150 POINTS	
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<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>		<i>Model Rules</i>
	3"	3"	9		, War ScoutMachine, 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>	
Crew	3	4	3	0	2	Move or Fire, Magical Attacks, Accurate

Options	Flaming Shot • Dwarf Ballista (4+) • Rune crafted
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	FIELD ARTILLERY #4 Field Artillery - Standard - Construct - 60mm round	150 POINTS	
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<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>		<i>Model Rules</i>
	3"	3"	9		, War ScoutMachine, 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>	
Crew	3	4	3	0	2	Move or Fire, Magical Attacks, Accurate

Options	Flaming Shot • Dwarf Ballista (4+) • Rune crafted
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Magics

Magic items

Rune of Dragon's Breath: The bearer gains Breath Attack (Str 4, AP 1, Flaming Attacks, Magical Attacks). A single friendly Rune of Dragon's Breath may be used per Round of Combat.

Rune of Iron: The wearer of an armour engraved with

- A single Rune of Iron gains +1 Armour.
- Two or more Runes of Iron gains +2 Armour.

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 Penetration: Attacks made with a weapon engraved with one or more Rune of Penetrating gain +3 Armour Penetration.

Rune of Precision: The wielder of a weapon engraved with this Rune gains Lightning Reflexes.

Rune of Resistance: Successful to-wound rolls against the model of the wearer of an armour engraved with this Rune must be rerolled.

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 Steel: The wearer of an armour engraved with this Rune must reroll failed Armour Saves.

Magic banners

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

Runic Standard of Shielding: (Battle Standard Bearer, Deep Watch, and King's Guard only.)
All friendly units within 6" of the bearer gain Aegis (5+) against Shooting Attacks.

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

Model Rules

Accurate:

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.

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

Engineer: Once per Shooting Phase, an unengaged Engineer may select a single War Machine within 6" that has not fired yet to gain the following effects:

- Replace the Aim of one of the War Machine's Artillery Weapons with the value given in brackets (X+).
- You may reroll the roll on the Misfire Table.
- You may reroll the dice (all of them or none) for determining the number of hits of a Flamethrower Artillery Weapon.

Engineering Rune: Universal Rule.

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

Entrench: Right before the battle (during step 7 of the Deployment Phase Sequence), the model with this rule may Entrench a single War Machine. The War Machine counts as being in Hard Cover. The War Machine loses this rule permanently if it makes an Advance or March Move.

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.

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

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.

Magic Resistance:

Magical Attacks: The attack doesn't have any special effects. However, it interacts with other rules, such as Otherworldly. Model parts with Magical Attacks apply it also to their Special Attacks (such as Stomp Attacks, Impact Hits and Breath Attack).

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.

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.

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.

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.

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.

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

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.

Rioneck



Dragon Seeker #1



Alaric



Engineer #1



Thor du Sec



Clan Marksmen #2



Clan Marksmen #2



Clan Marksmen #3



Clan Warriors #1



Deep Watch #1



Miners #1



Seekers #1



Miners #2



Field Artillery #1



Field Artillery #2



Field Artillery #3



Field Artillery #4

