




# DWARVEN HOLDS

## CHAAAAARGER - 4 498 POINTS



1800 pts (40.00 %)   1148 pts (26.00 %)   1550 pts (34.00 %)   0 pts (0.00 %)   0 pts (0.00 %)  
**Characters**                      **Core**                      **Special**                      **Clans' Thunder**                      **Engines of War**  
 (40 Max)                      (25 Least)                      (0 NoLimit)                      (35 Max)                      (20 Max)


### Characters




#### KING #1

King - Standard - Infantry - 40x60mm

## 660 POINTS




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



#### 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	
Offensive	Att	Off	Str	Ap	Agi
War Throne	4	5	4	1	2
<b>Harnessed, Sturdy, Hatred</b>					


<b>Options</b>	War Throne • General
<b>Magic items</b>	Rune of Fury (Hand Weapon) • Rune of Destruction (Hand Weapon) • Rune of Shielding • Rune of Might (Hand Weapon) • Rune of Readiness



#### DRAGON SEEKER #1

Dragon Seeker - Standard - Infantry - 20x20mm

## 395 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
<b>Lethal Strike, Sturdy, Yer comin' with me!, Weapon MasterWeapons, Paired, Great Weapon, Hand Weapon</b>					

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



#### RUNIC SMITH #1

Runic Smith - Standard - Infantry - 20x20mm


## 305 POINTS



Global	Adv	Mar	Dis	Model Rules	

<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>		
	3"	9"	9	, Rune Craft Channel (1, 1)Mastery		
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>		
	3	5	4	0	Shield Wall (Ægide, Ægide), Magic Resistance (1, 1), Plate Armour	
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
<b>Runic Smith</b>	2	5	4	1	3	Sturdy, Hand Weapon


<b>Options</b>	Shield • Rune of Resonance • Rune of Oaths x1 • Rune of Revocation x1 • Rune of Resilience x1
<b>Magic items</b>	Rune of Harnessing



### THANE #1


Thane - Standard - Infantry - 20x20mm

## 245 POINTS



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


<b>Options</b>	Battle Standard Bearer • Great Weapon
<b>Magic banners</b>	Stalker's Standard (Battle Standard Bearer) • Runic Standard of Wisdom (Battle Standard Bearer)



### ANVIL OF POWER


Anvil of Power - Standard - Construct - 60mm round

## 195 POINTS



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>		
	3"	3"	9	, War Unbreakable, Channel (2, 2), Fearless, Not a LeaderMachine Anvil		
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>		
	5	1	4	0	, Magic Resistance (2, 2), Plate Aegis (5+2) Armour	
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
<b>Anvil Guards</b>	3	5	4	1	2	Hand Weapon


## Core



### GREYBEARDS #1

Greybeards x17 - Standard - Infantry - 20x20mm

## 513 POINTS



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>		
	3"	9"	9	, Seen It Scoring, FearlessAll		
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>		
	1	5	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>	
<b>Greybeards</b>	1	5	4	1	2	Sturdy

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



## GREYBEARDS #2

Greybeards x30 - Standard - Infantry - 20x20mm

635 POINTS



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

<b>Options</b>	Shield • Champion • Musician • Standard Bearer
<b>Magic banners</b>	Banner of the Relentless Company (Banner Enchantment)

## Special



## KING'S GUARD #1

King's Guard x20 - Standard - Infantry - 20x20mm

515 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

<b>Options</b>	Champion • Musician • Standard Bearer
<b>Magic banners</b>	Runic Standard of Swiftess (Banner Enchantment)



## SEEKERS #1

Seekers x15 - Standard - Infantry - 20x20mm

405 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

<b>Options</b>	Vanguard • Champion • Brothers of Vengeance
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## 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

<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
<b>Crew (2)</b>	<b>2</b>	<b>4</b>	<b>4</b>	<b>1</b>	<b>2</b>
<b>Chassis</b>			<b>5</b>	<b>2</b>	<b>2</b>


**Harnessed, Inanimate, Impact Hits (D6+1, D6+1), Grind Attacks (3D3, 3D3), Forge Repeater (4+, 4+)**



## GRUDGE BUSTER #2

Grudge Buster - Large - Construct - 50x100mm

# 315 POINTS



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

**Harnessed, Inanimate, Impact Hits (D6+1, D6+1), Grind Attacks (3D3, 3D3), Forge Repeater (4+, 4+)**

## Magics

### Magic items

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

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

**Rune of Harnessing:** Runic Smiths only.

Enemy models within 24" of the Runic Smith have their Channel value (the value within brackets) reduced by 1, to a minimum of 0.

**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.

**Rune of Readiness:** One use only. May be activated at the end of the Charge Phase, directly after all Charge Moves have been resolved. If the bearer's unit was successfully charged during this phase, it may perform a Combat Reform (following the normal rules for Combat Reforms).

**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

**Banner of the Relentless Company:** One use only. May be activated during the owner's Movement Phase. All Infantry models in the bearer's unit always have March Rate 15", until the end of the Player Turn. Only a single Banner of the Relentless Company may be activated during the same phase.

**Rending Banner:** One use only. May be activated at the start of a Round of Combat. Close Combat Attacks from R&F models in the bearer's unit gain +1 Armour Penetration until the bearer's unit is no longer Engaged in Combat. A model can only be affected by a single Rending Banner at the same time.

**Runic Standard of Swiftiness:** The bearer's unit gains Vanguard.

**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.

**Stalker's Standard:** The bearer's unit gains Strider.

### 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.

**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 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 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:**

**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.

**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.

**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.

King #1



Dragon Seeker #1



Runic Smith #1



Thane #1



Anvil of Power



Greybeards #1



Greybeards #2



King's Guard #1



Seekers #1



Grudge Buster #1



Grudge Buster #2

