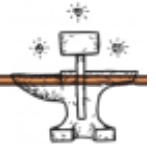




DWARVEN HOLDS

DH BIVACCO - 4 500 POINTS



1570 pts (35.00 %) 1130 pts (25.00 %) 1205 pts (27.00 %) 850 pts (19.00 %) 235 pts (5.00 %)
Characters **Core** **Special** **Clans' Thunder** **Engines of War**
 (40 Max) (25 Least) (0 NoLimit) (35 Max) (20 Max)

Special

DEEP WATCH #1

Deep Watch x30 - Standard - Infantry - 20x20mm

630 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 Wisdom (Banner Enchantment)

KING'S GUARD #1

King's Guard x25 - Standard - Infantry - 20x20mm

575 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
King's Guard	2	5	4	1	2	Sturdy, Great Weapon

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

Characters

KING #1

King - Standard - Infantry - 40x60mm

700 POINTS


Global	Adv	Mar	Dis	Model Rules		
	3"	9"	10			
Defensive	HP	Def	Res	Arm		
	3	7	5	0	, Plate	
					Shield Wall Armour	
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


Options	Shield • War Throne • General
Magic items	Rune of Might (x2) (Hand Weapon) • Rune of Destruction (Hand Weapon) • Rune of Shielding (x2)



THANE #1

Thane - Standard - Infantry - 20x20mm

295 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
Thane	3	6	4	1	3	Sturdy, Hand Weapon

Options	Shield • Holdstone • Battle Standard Bearer
Magic items	Rune of Denial



RUNIC SMITH #1


Runic Smith - Standard - Infantry - 20x20mm

385 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 Wall Armour	
Offensive	Att	Off	Str	Ap	Agi	
Runic Smith	2	5	4	1	3	Sturdy, Hand Weapon


Options	Shield • Battle Rune x3
Magic items	Rune of Devouring • Rune of Grounding • Rune of Harnessing



ANVIL OF POWER #1

Anvil of Power - Standard - Construct - 60mm round

190 POINTS



Global	Adv	Mar	Dis	Model Rules				
	3"	3"	9	Channel, Fearless, Fearless, Not a Leader, Not a Leader, Unbreakable, Unbreakable, War Machine, War Machine, Runic Anvil, Runic Anvil				
Defensive	HP	Def	Res	Arm				
	5	1	4	0	, Magic Aegis, AegisResistance	, Magic Resistance	, Plate Armour	, Plate Armour
Offensive	Att	Off	Str	Ap	Agi			
Anvil Guards	3	5	4	1	2	Hand Weapon		



GREYBEARDS #1

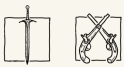
Greybeards x30 - Standard - Infantry - 20x20mm

640 POINTS



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

Options	Shield • Champion • Musician • Standard Bearer
Magic banners	Rending Banner (Banner Enchantment)



CLAN MARKSMEN #1

Clan Marksmen x10 - Standard - Infantry - 20x20mm

245 POINTS



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

Options	Shield • Guild-Crafted Handgun (4+) • Musician
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CLAN MARKSMEN #1

Clan Marksmen x10 - Standard - Infantry - 20x20mm

245 POINTS



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

Options	Shield • Guild-Crafted Handgun (4+) • Musician
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Clans' Thunder



STEAM COPTERS #1

Steam Copters - Standard - Construct - 40x40mm

180 POINTS



Global	Adv	Mar	Dis	Model Rules	
	1"	2"	9	Fly, Light Troops, Light Troops, Swiftstride, Tall, Tall	
	8"	16"			
Defensive	HP	Def	Res	Arm	
	3	4	5	3	Cannot be Stomped, Cannot be Stomped
Offensive	Att	Off	Str	Ap	Agi

<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
Steam Copter	2	4	4	1	2	Forge Repeater

Options	Shrapnel Grenades
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STEAM COPTERS #1

Steam Copters - Standard - Construct - 40x40mm

180 POINTS




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

<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	3	4	5	3	Cannot be Stomped, Cannot be Stomped

<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
Steam Copter	2	4	4	1	2	Forge Repeater

Options	Shrapnel Grenades
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Engines of War



FIELD ARTILLERY #1

Field Artillery - Standard - Construct - 60mm round

235 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

Options	Organ Gun (4+)
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Magics

Magic items

Rune of Denial: One use only. The player may choose to use this Rune instead of performing a Dispelling Attempt. The spell is automatically dispelled.

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 Grounding: One use only. May be activated at the start of any Melee Phase. All spells with Duration One Turn that affect any of the following units come to an end: • The bearer's unit • Enemy units in base contact with the bearer

Rune of Harnessing: The Channel value of enemy model parts within 24' of the bearer's model (the value within brackets) is 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 Shielding: The bearer gains **Aegis (+1, max. 4+)**. The Aegis from this Rune **only** stacks with itself and/or Shield Wall.

Magic banners

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 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:

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.

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



Thane #1



Runic Smith #1



Anvil of Power #1



Greybeards #1



Clan Marksmen #1



Clan Marksmen #1



Deep Watch #1



Steam Copters #1



Steam Copters #1



King's Guard #1



Field Artillery #1

