



DWARVEN HOLDS

LIST DWARVEN HOLDS #2 - 4 098 POINTS



635 pts (15.00 %) 996 pts (24.00 %) 1477 pts (36.00 %) 956 pts (23.00 %) 660 pts (16.00 %)
Characters **Core** **Special** **Clans' Thunder** **Engines of War**
 (40 Max) (25 Least) (0 NoLimit) (35 Max) (20 Max)

Characters



THANE #1

Thane - Standard - Infantry - 20x20mm

185 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 • Shield
Magic banners	Legion Standard (Battle Standard Bearer)



RUNIC SMITH #1

Runic Smith - Standard - Infantry - 20x20mm

255 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, , Magic Resistance (1, , Plate Ægide) 1) Armour	
Offensive	Att	Off	Str	Ap	Agi	
Runic Smith	2	5	4	1	3	Sturdy, Hand Weapon

Options	Shield
Magic items	Rune of Dragon's Breath • Rune of Shielding



ANVIL OF POWER

Anvil of Power - Standard - Construct - 60mm round

195 POINTS



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

Core



CLAN WARRIORS #1

Clan Warriors x20 - Standard - Infantry - 20x20mm

380 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	Throwing Weapons (5+) • Shield and Spear • Champion • Musician • Standard Bearer
Magic banners	Runic Standard of the Anvil (Banner Enchantment)



CLAN WARRIORS #2

Clan Warriors x20 - Standard - Infantry - 20x20mm

380 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	Throwing Weapons (5+) • Shield and Spear • Champion • Musician • Standard Bearer
Magic banners	Runic Standard of the Anvil (Banner Enchantment)



CLAN MARKSMEN #1

Clan Marksmen x12 - Standard - Infantry - 20x20mm

236 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	Musician
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Special



KING'S GUARD #1

King's Guard x22 - Standard - Infantry - 20x20mm

572 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	

<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
King's Guard	2	5	4	1	2	Sturdy, Great Weapon

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

	MINERS #1 Miners x10 - Standard - Infantry - 20x20mm	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	Pistol (4+) • Musician
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	MINERS #2 Miners x10 - Standard - Infantry - 20x20mm	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	Pistol (4+) • Musician
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	SEEKERS #1 Seekers x20 - Standard - Infantry - 20x20mm	435 POINTS	
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<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>
	3"	9"	10	, The bigger they Unbreakable, Fearlessare...

<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	1	4	4	0	Aegis (6+)

<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
Seekers	1	4	4	1	2	Sturdy, Yer comin' with me!, Weapon MasterWeapons, Paired, Great Weapon

Options	Musician
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Clans' Thunder

	STEAM COPTERS - ATTACK COPTER #1 Attack Copter x2 - Standard - Construct - 40x40mm	330 POINTS	
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<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>
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Global	Adv	Mar	Dis	Model Rules		
	1"	2"	9	, Fly (8", 16", 8", Light Troops, Swiftstride, Tall16")		
	8"	16"				
Defensive	HP	Def	Res	Arm		
	3	4	5	3	Cannot be Stomped	
Offensive	Att	Off	Str	Ap	Agi	
Attack Copter	2	4	4	1	2	Forge Repeater (4+, 4+), Shrapnel Grenades

Engines of War

Global	Adv	Mar	Dis	Model Rules		
	FIELD ARTILLERY - ORGAN GUN (4+) #1			330 POINTS		
	Organ Gun - Standard - Construct - 60mm round					
	3"	3"	9	War Machine, Stubborn, Engineering Rune		
Defensive	HP	Def	Res	Arm		
	5	1	4	0	Heavy Armour	
Offensive	Att	Off	Str	Ap	Agi	
Crew (3)	1	4	3	0	2	Move or Fire, Volley Gun (4+, 4+)



Options	Rune crafted
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Global	Adv	Mar	Dis	Model Rules		
	FIELD ARTILLERY - ORGAN GUN (4+) #2			330 POINTS		
	Organ Gun - Standard - Construct - 60mm round					
	3"	3"	9	War Machine, Stubborn, Engineering Rune		
Defensive	HP	Def	Res	Arm		
	5	1	4	0	Heavy Armour	
Offensive	Att	Off	Str	Ap	Agi	
Crew (3)	1	4	3	0	2	Move or Fire, Volley Gun (4+, 4+)



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

Magic banners

Legion Standard: A unit with one Legion Standard increases the maximum of its Rank Bonus by +1 (normally this means the unit can add up to 4 Full Ranks to its Combat Score). A unit with two or more Legion Standards increases the maximum of its Rank Bonus by +2 instead.

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 the Anvil: Friendly units charging enemy units Engaged in Combat with the bearer's unit must reroll Failed Charge Range rolls.

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)).

Crossbow: Range 30" Shots 1 Strength 4 Armour Penetration 1 Unwieldy

Engineering Rune: Universal Rule.

Field Artillery adds +4 to any roll 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.

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.

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.

Shrapnel Grenades: Special Attack.

Sweeping Attack which can be used once per game.

The enemy unit suffers D3 hits for each Steam Copter in the unit. Hits are resolved with Strength 3 and Armour Penetration 0.

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.

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:

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.

Volley Gun: Artillery Weapon:

Range 30", Shots 2D6*2, Str 5, AP 3.

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

Your 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.

Thane #1



Runic Smith #1



Anvil of Power



Clan Warriors #1



Clan Warriors #2



Clan Marksmen #1



King's Guard #1



Miners #1



Miners #2



Seekers #1



Steam Copters - Attack Copter #1



Field Artillery - Organ Gun (4+) #1



Field Artillery - Organ Gun (4+) #2



