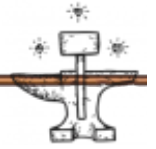




# DWARVEN HOLDS

## MINIASZEK'S DWARF ARMY #5 DMPv2 - 4 499 POINTS



1385 pts (31.00 %) 1159 pts (26.00 %) 1000 pts (22.00 %) 639 pts (14.00 %) 705 pts (16.00 %)  
**Characters**      **Core**      **Special**      **Clans' Thunder**      **Engines of War**  
 (40 Max)      (25 Least)      (0 NoLimit)      (35 Max)      (20 Max)

### Special



**KING'S GUARD #1**  
 King's Guard x22 - Standard - Infantry - 20x20mm

**520 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

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



**KING'S GUARD #2**  
 King's Guard x20 - Standard - Infantry - 20x20mm

**480 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

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

### Characters



**KING ON WAR THRONE**  
 King - Standard - Infantry - 40x60mm

**645 POINTS**



Global	Adv	Mar	Dis	Model Rules	
	3"	9"	10		
Defensive	HP	Def	Res	Arm	
	3	7	5	0	Shield Wall, Plate Armour
Offensive	Att	Off	Str	Ap	Agi
King	4	7	4	1	4



**MOUNT WAR THRONE**

Global	Adv	Mar	Dis	Model Rules	
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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

<b>Options</b>	Holdstone • Shield • War Throne • General
<b>Magic items</b>	Rune of Fury (x2) (Hand Weapon) • Rune of Might (Hand Weapon) • Rune of Shielding



### RUNIC SMITH

Runic Smith - Standard - Infantry - 20x20mm

## 370 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

<b>Options</b>	Shield • Battle Rune x3
<b>Magic items</b>	Rune of Denial • Rune of Mastery • Rune of Shielding




### ENGINEER

Engineer - Standard - Infantry - 20x20mm

## 145 POINTS



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


<b>Options</b>	Wyrn-Slayer Rocket (3+)
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### THANE

Thane - Standard - Infantry - 20x20mm

## 225 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

<b>Options</b>	Shield • Battle Standard Bearer
<b>Magic items</b>	Rune of Iron (Plate Armour) • Rune of Fury (Hand Weapon)



### CLAN WARRIORS

Clan Warriors x25 - Standard - Infantry - 20x20mm

365 POINTS



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

<b>Options</b>	Shield • Champion • Musician • Standard Bearer
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### GREYBEARDS

Greybeards x25 - Standard - Infantry - 20x20mm

550 POINTS



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

<b>Options</b>	Shield • Champion • Musician • Standard Bearer
<b>Magic banners</b>	Rending Banner (Banner Enchantment)



### CLAN MARKSMEN #1 GUILD-CRAFTED HANDGUN

Clan Marksmen x11 - Standard - Infantry - 20x20mm

244 POINTS



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

<b>Options</b>	Guild-Crafted Handgun (4+) • Musician
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## Clans' Thunder



### STEAM COPTER #1 SHRAPNEL GRENADES

Steam Copters - Standard - Construct - 40x40mm

180 POINTS



Global	Adv	Mar	Dis	Model Rules	
	1"	2"	9	Fly, Light Troops, Swiftstride, Tall	
	8"	16"			
Defensive	HP	Def	Res	Arm	
	3	4	5	3	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

<b>Options</b>	Shrapnel Grenades
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### STEAM COPTER #2 SHRAPNEL BOMBS

Steam Copters - Standard - Construct - 40x40mm

## 215 POINTS




<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>		
	1"	2"	9	Fly, Light Troops, Swiftstride, Tall		
	8"	16"				

<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	3	4	5	3	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

<b>Options</b>	Shrapnel Bombs
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## Engines of War



### FIELD ARTILLERY #1 ORGAN GUN

Field Artillery - Standard - Construct - 60mm round

## 315 POINTS




<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>		
	3"	3"	9	Stubborn Machine, War, 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


<b>Options</b>	Organ Gun (4+) • Rune Crafted
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### FIELD ARTILLERY #2 DWARF CANNON

Field Artillery - Standard - Construct - 60mm round

## 245 POINTS



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>		
	3"	3"	9	Stubborn Machine, War, 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

<b>Options</b>	Dwarf Cannon (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 Fury:** For each Rune of Fury engraved on a weapon, the wielder gains +1 Attack Value while using it.

**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 Mastery:** One use only. A single Rune of Mastery may be activated immediately before the bearer attempts to cast a Bound Spell. Add (+2/+2) to the Power Level of this Bound Spell for this Casting Attempt.

**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

**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.

## Model Rules

### 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)).

**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:** Add +4 to the model's rolls on the Misfire Table.

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

**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.

**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.

**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:**

**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 on War Throne



Runic Smith



Engineer



Clan Warriors



Greybeards



Clan Marksmen #1 Guild-Crafted Handgun



King's Guard #1



King's Guard #2



Steam Copter #1 Shrapnel Grenades



Steam Copter #2 Shrapnel Bombs



Field Artillery #1 Organ Gun



Field Artillery #2 Dwarf Cannon



Thane

