

4500 Pts - Dwarven Holds - 4500 DH Karen Lies

| Name | # | Size | Type | Adv | Mar | Dis | HP | Def | Res | Arm | Spe | Att | Off | Str | AP | Agi | Cost |
|---|----|--|------|-----|-----|-----|----|-----|-----|-----|-------------|-----|-----|-----|----|-----|-------|
| King (1 ⚔, 520 pts) | | | | | | | | | | | | | | | | | |
| King | 1 | Std | Inf | 3" | 9" | 10 | 3 | 7 | 5 | 1+ | 5+ | 4 | 7 | 4* | 1* | 4 | 520 |
| Composition: Characters General: Holdstone; Plate Armour; Shield; Commanding Presence; Shield Wall; Sturdy | | | | | | | | | | | | | | | | | |
| Runic Weapon | 1 | | | | | | | | | | | | | | | | [135] |
| Rune of Smashing; Rune of Destruction; Magical Attack | | | | | | | | | | | | | | | | | |
| Runic Armour | 1 | | | | | | | | | | | | | | | | [50] |
| Rune of Iron (x2) | | | | | | | | | | | | | | | | | |
| Runic Talisman | 1 | | | | | | | | | | | | | | | | [60] |
| Rune of Shielding (x2) | | | | | | | | | | | | | | | | | |
| Thane (1 ⚔, 285 pts) | | | | | | | | | | | | | | | | | |
| Thane | 1 | Std | Inf | 3" | 9" | 9 | 3 | 6 | 5 | 2+ | (5+) | 3 | 6 | 4* | 1* | 3 | 285 |
| Composition: Characters Battle Standard Bearer ; Plate Armour; Shield; Not a Leader; Rally Around the Flag; Shield Wall; Sturdy | | | | | | | | | | | | | | | | | |
| Runic Armour | 1 | | | | | | | | | | | | | | | | [25] |
| Rune of Iron (x1) | | | | | | | | | | | | | | | | | |
| Runic Standard of Shielding | 1 | All friendly units within 6" of the bearer gain Aegis (5+, against Shooting Attacks). | | | | | | | | | | | | | | | [80] |
| Runic Smith (1 ⚔, 425 pts) | | | | | | | | | | | | | | | | | |
| Runic Smith | 1 | Std | Inf | 3" | 9" | 9 | 3 | 5 | 4 | 2+ | «2+», 6+ | 2 | 5 | 4* | 1* | 3 | 425 |
| Composition: Characters Plate Armour; Shield; Battle Runes (x3); Aegis (2+, against Flaming Attack); Channel (1); Magic Resistance (1); Rune Craft Mastery; Shield Wall; Sturdy | | | | | | | | | | | | | | | | | |
| Runic Armour | 1 | | | | | | | | | | | | | | | | [35] |
| Rune of Iron (x1); Rune of the Forge | | | | | | | | | | | | | | | | | |
| Runic Talisman | 1 | | | | | | | | | | | | | | | | [155] |
| Rune of Shielding (x1); Rune of Devouring; Rune of Harnessing | | | | | | | | | | | | | | | | | |
| Engineer (1 ⚔, 130 pts) | | | | | | | | | | | | | | | | | |
| Engineer | 1 | Std | Inf | 3" | 9" | 9 | 2 | 5 | 4 | 3+ | (6+)* | 2 | 5 | 4* | 1* | 3 | 130 |
| Composition: Characters, Class 2 Plate Armour; Shield; Engineer (3+); Entrench; Shield Wall; Sturdy | | | | | | | | | | | | | | | | | |
| Anvil of Power (1 ⚔, 185 pts) | | | | | | | | | | | | | | | | | |
| Anvil of Power | 1 | Std | Con | | | | 5 | | 4 | | 5+ | | | | | | 185 |
| Composition: Characters Channel (2); Chariot; Magic Resistance (2); Move or Fire; Not a Leader; Runic Anvil; War Machine; Aegis (5+) | | | | | | | | | | | | | | | | | |
| Anvil Guard | 3 | | | 3" | 3" | 9 | | 1 | | 4+ | | 1 | 5 | 4 | 1 | 2 | [0] |
| Plate Armour; Fearless; Unbreakable | | | | | | | | | | | | | | | | | |
| Battle Runes | 1 | Battle Runes are Bound Spells with Power Level (5/8). | | | | | | | | | | | | | | | [0] |
| Clan Marksman (19 ⚔, 504 pts) | | | | | | | | | | | | | | | | | |
| Clan Crossbowmen | 19 | Std | Inf | 3" | 9" | 9 | 1 | 4 | 4 | 4+ | (6+)* | 1 | 4 | 3* | 0* | 2 | 504 |
| Composition: Core, Class 1 Champion; Musician; Standard Bearer; Crossbow (4+); Heavy Armour; Shield; Scoring; Shield Wall; Sturdy | | | | | | | | | | | | | | | | | |
| Runic Standard of the Hold | 1 | A unit with one or more Runic Standards of the Hold counts as having an additional Full Rank for the purpose of Steadfast and Disrupted. | | | | | | | | | | | | | | | [35] |
| Greybeards (25 ⚔, 630 pts) | | | | | | | | | | | | | | | | | |
| Greybeards | 25 | Std | Inf | 3" | 9" | 9 | 1 | 5 | 4 | 4+ | (6+)* | 1 | 5 | 4* | 1* | 2 | 630 |
| Composition: Core Champion; Musician; Standard Bearer; Heavy Armour; Shield; Fearless; Scoring; Seen it all!; Shield Wall; Sturdy | | | | | | | | | | | | | | | | | |
| Rending Banner | 1 | 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. | | | | | | | | | | | | | | | [45] |
| Field Artillery (1 ⚔, 150 pts) | | | | | | | | | | | | | | | | | |
| Flame Cannon | 1 | Std | Con | | | | 5 | | 4 | | | | | | | | 150 |
| Composition: Class 2 Flame Cannon; Engineering Rune; Chariot; Move or Fire; Reload!; War Machine | | | | | | | | | | | | | | | | | |
| Crew | 3 | | | 3" | 3" | 9 | | 1 | | 5+ | | 1 | 4 | 3 | 0 | 2 | [0] |
| Heavy Armour; Stubborn | | | | | | | | | | | | | | | | | |
| Field Artillery (1 ⚔, 320 pts) | | | | | | | | | | | | | | | | | |
| Rune Crafted Organ Gun | 1 | Std | Con | | | | 5 | | 4 | | | | | | | | 320 |
| Composition: Class 2 Organ Gun (4+); Engineering Rune; Chariot; Move or Fire; Reload!; War Machine | | | | | | | | | | | | | | | | | |
| Crew | 3 | | | 3" | 3" | 9 | | 1 | | 5+ | | 1 | 4 | 3 | 0 | 2 | [0] |
| Heavy Armour; Stubborn | | | | | | | | | | | | | | | | | |
| Field Artillery (1 ⚔, 300 pts) | | | | | | | | | | | | | | | | | |
| Rune Crafted Catapult | 1 | Lg | Con | | | | 5 | | 4 | | | | | | | | 300 |
| Composition: Class 2 Catapult (4+); Engineering Rune; Chariot; Move or Fire; Reload!; War Machine | | | | | | | | | | | | | | | | | |
| Crew | 3 | | | 3" | 3" | 9 | | 1 | | 5+ | | 1 | 4 | 3 | 0 | 2 | [0] |
| Heavy Armour; Stubborn | | | | | | | | | | | | | | | | | |

| Name | # | Size | Type | Adv | Mar | Dis | HP | Def | Res | Arm | Spe | Att | Off | Str | AP | Agi | Cost | |
|---|---|------|------|--------|-------------|-----|----|-----|-----|-----|-----|-----|-----|-----|----|-----|--------------------|-------------|
| Steam Copter (1 ⚡, 175 pts) | | | | | | | | | | | | | | | | | | |
| Attack Copter | 1 | Std | Con | 1"(8") | 2" (16") | 9 | 3 | 4 | 5 | 4+ | | 2 | 4 | 4 | 1 | 2 | 175 | |
| Composition: Class 1 Forge Repeater (4+); Shrapnel Grenades; Cannot be Stomped; Chariot; Light Troops; Sweeping Attack; Swiftstride; Tall | | | | | | | | | | | | | | | | | | |
| Steam Copter (1 ⚡, 175 pts) | | | | | | | | | | | | | | | | | | |
| Attack Copter | 1 | Std | Con | 1"(8") | 2" (16") | 9 | 3 | 4 | 5 | 4+ | | 2 | 4 | 4 | 1 | 2 | 175 | |
| Composition: Class 1 Forge Repeater (4+); Shrapnel Grenades; Cannot be Stomped; Chariot; Light Troops; Sweeping Attack; Swiftstride; Tall | | | | | | | | | | | | | | | | | | |
| Grudge Buster (1 ⚡, 350 pts) | | | | | | | | | | | | | | | | | | |
| Grudge Buster | 1 | Lg | Con | 1"(8") | 1"(8") | | 5 | | 5 | 3+ | | | | 5 | 2 | 2 | 350 | |
| Composition: Special Forge Repeater (4+); Chariot; Grinding Attacks (3D3); Harnessed; Impact Hits (D6+1); Inanimate; Light Troops; Swiftstride | | | | | | | | | | | | | | | | | | |
| Crew | 2 | | | | | 9 | | 4 | | | | 2 | 4 | 4 | 1 | 2 | [0] | |
| Grudge Buster (1 ⚡, 350 pts) | | | | | | | | | | | | | | | | | | |
| Grudge Buster | 1 | Lg | Con | 1"(8") | 1"(8") | | 5 | | 5 | 3+ | | | | 5 | 2 | 2 | 350 | |
| Composition: Special Forge Repeater (4+); Chariot; Grinding Attacks (3D3); Harnessed; Impact Hits (D6+1); Inanimate; Light Troops; Swiftstride | | | | | | | | | | | | | | | | | | |
| Crew | 2 | | | | | 9 | | 4 | | | | 2 | 4 | 4 | 1 | 2 | [0] | |
| | | | | | | | | | | | | | | | | | Total Cost: | 4499 |

Option Footnotes

| Options | |
|------------------------|--|
| Catapult | Catapult (4x4) Artillery Weapon. Range 12-60", Shots 1, Str 3 [7], AP 0 [4], [Multiple Wounds (D3, Clipped Wings)]. |
| Champion | A Champion gains Front Rank. First Among Equals : A Champion gains +1 Attack Value. If it is a multipart model, the Characteristics increase only affects a single model part, which must be a model part without Restraints or Inanimate. Ordering the Charge : When a unit with a Champion rolls for their Charge Range, they always count as rolling at least a '4'. If the charge is still failed, ignore this rule and use the rolled dice to determine the Failed Charge Move. |
| Crossbow | Shooting Weapon. Range 30", Shots 1, Str 4, AP 1, Attack Attributes: Unwieldy. |
| Flame Cannon | Flamethrower Artillery Weapon. Range 24", Shots 1, Str 4 {5}, AP 1 {2}, [Multiple Wounds (D3)], Flaming Attacks. |
| Forge Repeater | Shooting Weapon. Range 18", Shots 4, Str 5, AP 2, Attack Attributes: Flaming Attacks, Quick to Fire. |
| Hand Weapon | Close Combat 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 the Parry Personal Protection. |
| Heavy Armour | +2 Armour |
| Musician | A Musician gains Front Rank and Stand Behind. Swift Reform : A unit with a Musician can make a Swift Reform: the unit makes a Reform with the following exceptions. - The unit is not prohibited from shooting in the next Shooting Phase. - The unit can perform an Advance Move after the Reform. No model can end its movement (after the Advance Move) with its center further away than its March Rate from its starting position (before the Reform). March to the Beat : March Tests taken by units within 8" of one or more enemy units with a Musician are taken at -1 Discipline unless the unit that wishes to March also has a Musician. |
| Organ Gun | Volley Gun Artillery Weapon. Range 30", Shots 2D6*2, Str 5, AP 3. |
| Plate Armour | +3 Armour |
| Rune Crafted Catapult | All hits caused by the Catapult gains +1 Str, +2 AP and Magical Attacks. |
| Rune Crafted Organ Gun | All hits caused by the Organ Gun gain a +1 to wound modifier and Magic Attacks. |
| Shield | +1 Armour |
| Shrapnel Grenades | 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. |
| Standard Bearer | A Standard Bearer gains Front Rank and Stand Behind. Combat Bonus : A side with Standard Bearers adds +1 to its Combat Score for each Standard Bearer. |

Universal Rules

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| Channel | During step 3 of the Magic Phase Sequence, each of the Active Player's models with Channel may add X Veil Tokens to its owner's Veil Token pool. This Universal Rule is cumulative, adding the X of each instance of Channel to the model's total Channel value (e.g. a model with Channel (1) and Channel (2) is treated like a model with Channel (3)). |
| Chariot | The model must roll an additional D6 when taking Dangerous Terrain Tests. A model with Chariot can only be part of a unit consisting entirely of models with Chariot, unless specifically stated otherwise. |
| Commanding Presence | All Generals have the Commanding Presence Universal Rule. The Discipline of all units within 12" of a friendly non-Fleeing model with Commanding Presence may be set to the Discipline value of that model (this ability follows the normal rules for "Values Set to a Fixed Number" meaning that effects modifying the Discipline of the model with Commanding Presence are applied before setting the recipient model's Discipline to that value; this value may then be further modified). |
| 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 | Field Artillery adds +4 to any roll on the Misfire Table. |
| Entrench | Right before the battle (during step 7 of the Deployment Phase Sequence), a 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 cannot declare a Flee Charge Reaction (unless already Fleeing). Models that are Fearless are also immune to the effects of Fear. |

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| Fly | <p>Units composed entirely of models with Fly may use Flying Movement during Charge Moves, Failed Charge Moves, Advance Moves, and March Moves. When a unit uses 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). A unit using Flying Movement ignores all Terrain Features and units during the Flying Movement. Note that:</p> <ul style="list-style-type: none"> - It must follow the Unit Spacing rule at the end of the move. - It is affected by the Terrain Features from which it takes off and in which it lands. - All modifiers to ground movement values also apply to a model's Fly values, unless specifically stated otherwise. - When declaring a Charge with a unit with Fly, you must declare if the unit will not use Flying Movement for the Charge Move. - A Failed Charge Move of a unit with Fly must use the type of movement (ground or Flying) that was chosen when the Charge was declared. If the unit would end its Failed Charge Move inside another unit's Unit Boundary or inside Impassable Terrain, backtrack the move to the unit's last legal position where it follows the Unit Spacing rule. |
| Front Rank | <p>Front Rank specifies where in a unit the model may be placed and how the model moves inside its unit. A model with Front Rank can either have a Matching Base or a Mismatching Base.</p> <p>Matching Bases: Matching Base refers to one of the following:</p> <ul style="list-style-type: none"> - The model has the same base size as the R&F models in its unit. - The model's base is the same size as two or more (whole number) of the R&F models' bases (such as a 40x40mm base in a 20x20mm unit). <p>A model with Matching Base must always be placed as far forward as possible in its unit. Normally this means that it must be placed in the first rank. If the first rank is occupied by models with Front Rank, it is placed in the second rank instead. If this rank is also occupied by models with Front Rank, it is placed in the third rank, and so on. If the model has a larger base than the R&F models, it is considered to be in all ranks its base occupies for the purposes of calculating Full Ranks. For calculating the number of models in the unit's ranks (e.g. for Full Ranks, Line Formation, Area Attack), the large base counts as the number of models it replaces. A model cannot join a unit that has more than one rank if its base is wider than the unit it wishes to join, nor can a unit Reform into a formation that is narrower than any model joined to the unit. If a model with a Matching Base has a longer base than the R&F models in the unit, the unit is allowed to have more than one incomplete rank if all incomplete ranks after the first consist entirely of models with such bases (i.e. For instance the rear parts of long bases such as War Platforms are allowed to form several incomplete ranks). When making an Advance Move, March Move, or Reform with a unit that includes models with Front Rank, these models can be reorganized into a new position (still as far forward as possible) as part of the move. This counts towards the distance moved by the unit (measure the distance from the starting position to the ending position of the center of the model with Front Rank to determine how far it has moved). If a model with Front Rank leaves a unit or is removed as a casualty, the gap it leaves must be filled with models from other ranks, possibly moving up models with Front Rank, if this means they are moved to positions further forward. If more than one model with Front Rank could move forward, the owner of the models chooses which model to move. If all models with Front Rank already are as far forward as possible, fill any empty gaps with R&F models from the back ranks. Sometimes models with Front Rank must be redistributed in order for all such models to be as far forward as possible. When this happens, move as few models as possible in order to have all models with Front Rank as far forward as possible.</p> <p>Mismatching Bases: Anything that is not a Matching Base is a Mismatching Base (such as a 50x75mm base inside a 25x50mm unit). A model with Mismatching Base is placed in base contact to the side of the unit, aligned with its front. Only two Mismatching Bases can be joined to a single unit (one at each side). These models are considered to be only in the front rank but are ignored when counting the number of models in each rank in order to establish the number of Full Ranks and whether or not a unit is in Line Formation. They form a file of one model. When making an Advance Move, March Move, or Reform with a unit that includes models with Mismatching Bases, these models can be reorganized into a new position (i.e. moved to the other side of the unit) as part of the move. This counts towards the distance moved by the unit (measure the distance from the starting position to the ending position of the center of the model with Front Rank to determine how far it has moved).</p> |
| Light Troops | <p>A unit composed entirely of models with Light Troops may Reform any number of times during Advance Moves and March Moves. The following rules apply to the movement of Light Troops:</p> <ul style="list-style-type: none"> - No model can end its movement with its center further away from its starting position than its March Rate. - For measuring the distance traveled by a model, check the path the model would have taken if it was alone and measure the movement around any obstructions (abiding by the Unit Spacing rule). Note that the unit nevertheless must abide by the Unit Spacing rule (including all Reforms). - If a model performed any action during the movement (such as a Sweeping Attack), the distance moved is measured from its starting position to the point on the Battlefield where it performed that action and then to its final position. <p>In addition,</p> <ul style="list-style-type: none"> - Units composed entirely of models with Light Troops may shoot even after March Moving or Reforming earlier than Player Turn. - Units with more than half of their models with Light Troops always count as having 0 Full Ranks. |
| Magic Resistance | <p>A Learned Spell that is targeting at least one enemy unit with one or more models with Magic Resistance suffers a -X modifier to its casting roll (where X is given in brackets). This is an exception to the Casting and Dispelling Modifier rule. If there are different X values that could be used, use the highest value.</p> |
| Make Way | <p>At step 3 of the Round of Combat Sequence, any Character placed in the front rank and not in base contact with an enemy model may move into contact with an enemy model. This enemy model must be in base contact with the Character's unit, and it must be attacking the Character's unit in its Front. To do a Make Way move, the Character switches position with another model (or models) in its unit; these models cannot be Characters. Characters with Mismatching bases can never perform a Make Way move.</p> |
| Not a Leader | <p>The model cannot be the General.</p> |
| Rally Around the Flag | <p>All units within 12" of a friendly non-Fleeing model with Rally Around the Flag may reroll failed Discipline Tests.</p> |
| Rune Craft Mastery | <p>The Runic Smith and all models in the same unit as one or more models with Rune Craft Master gain +1 Armour Penetration on their Close Combat Attacks. Each Runic Smith may select up to three different Battle Runes during Spell Selection provided it paid for them. All Battle Runes cast by the Runic Smith have a 12" range with Power Level (5/8).</p> |
| Runic Anvil | <p>Each Anvil of Power may select up to three different Battle Runes during Spell Selection.</p> |
| Scoring | <p>Units with at least one model with Scoring are considered to be Scoring Units, which are used for winning Secondary Objectives. Every army needs 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.</p> |
| Seen it all! | <p>Friendly units within 6" of a non-Fleeing Greybeards unit may reroll failed Panic Tests.</p> |
| Stand Behind | <p>The model can be placed anywhere in its unit (it doesn't have to be placed as far forward as possible, even if it has Front Rank). It cannot be placed further forward inside a unit than any model with Front Rank without Stand Behind. Ignore Stand Behind for Models on Mismatching Bases.</p> |
| Stubborn | <p>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.</p> |
| Swiftstride | <p>If a unit is composed entirely of models with Swiftstride, its rolls for Charge Range, Flee Distance, Pursuit Distance, and Overrun Distance are subject to Maximized Roll.</p> |

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| Tall | Line of Sight drawn to or from a model with Tall is not blocked by models of the same size (as the model with Tall) unless the intervening model also has Tall. Remember that this also affects Cover (if a model blocks Line of Sight it contributes to Hard Cover, otherwise only to Soft Cover). |
| 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 Unbreakable models can only be joined by Unbreakable Characters. |
| War Machine | The model cannot Pursue (which does not prevent it from being affected by Random Movement), declare Charges, or declare Flee Charge Reactions. Characters can never join units with War Machine, and Characters with War Machine cannot join units. 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 on round bases and units Engaged in Combat with them cannot make Combat Reforms. When a unit Charges a War Machine on a round base, it can move into base contact by having its Front Facing contact any point of the War Machine's base (it must still maximize the number of models in base contact. No align move is allowed). When a unit Breaks from Combat and Flees away from a War Machine on a round base, always Pivot the Fleeing unit 180°, so that its Rear Facing is in contact with the War Machine's base. Otherwise follow the normal rules for units Breaking from Combat and Fleeing. |
| Personal Protections | |
| Aegis | Aegis is a Special Save. A model must reroll successful Aegis saves against attacks with Divine Attacks. |
| Cannot be Stomped | For the purposes of Stomp Attacks from enemy model, a model with Cannot be Stomped is never considered Standard Size. |
| Parry | Parry can only be used against Close Combat Attacks from the Front Facing. The model gains +1 Defensive Skill, or its Defensive Skill is always equal to the Offensive Skill of the attacker, whichever is higher. |
| 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 rule can only be used against attacks from enemies Engaged in the model's unit's Front Facing. |
| Runes | |
| Battle Runes | Battle Runes are Bound Spells with Power Level (5/8) If taken on a Runic Smith they have Range 12", and if taken on an Anvil of Power they have Range 36". |
| 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 making a dispel attempt. The spell is cast as normal but is afterward lost and the Caste may not cast it again for the rest of the game. Attribute Spells are not affected. |
| Rune of Harnessing | Enemy models within 24" of the Runic Smith have their Channel value (the value in brackets) reduced by 1. |
| Rune of Iron | The bearer of a single Rune of Iron gains +1 Armour. The bearer of two or more Runes of Iron gains +2 Armour. |
| Rune of Shielding | This Aegis from this Rune only stacks with itself and/or Shield Wall, up to a maximum of 4+. R1: Aegis (6+) R2: Aegis (5+) R3: Aegis (4+) |
| Rune of Smashing | Attacks made with a Weapon engraved with this Rune that are allocated towards a model with Resilience 5 or more have their Strength set to 10 and Armour Penetration set to 10. |
| Rune of the Forge | Grants the Aegis (2+, against Flaming Attacks) special rule. |
| Attack Attributes | |
| Area Attack | Attacks & Weapons. When the attack hits a unit, choose up to X different ranks of this unit; these must be the ranks resulting in the maximum amount of hits. For each rank selected this way: the unit suffers X hits, to a maximum equal to the number of models in this rank. A single Area Attack can never cause more hits than there are models in the unit. Some Area Attacks have a higher Strength and/or additional Attack Attributes stated in square brackets (such as Strength 3 [7], [Multiple Wounds (D3)]). If so, a single hit from this attack, chosen by the attacker, uses the Strength value and Attack Attributes in brackets. The bracketed values and Attack Attributes are not applied to any other hits. |
| Devastating Charge | Attacks & Weapons, Close Combat. A charging model part with Devastating Charge, or using a weapon with Devastating Charge, gains the Model Rules and Characteristics modifiers stated in brackets. For example, a charging model part with Devastating Charge (+1 Strength, Poison Attacks) gains +1 Strength and Poison Attacks when it is charging. This rule is cumulative: a model part with several instances of Devastating Charge applies all Attack Attributes and Characteristics modifiers from all of them when charging. |
| Flaming Attacks | Attacks & Weapons, Close Combat, Shooting. The attacks ignores Fortitude Saves and must reroll failed to-wound rolls against models with Flammable. |
| Harnessed | Close Combat. 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. |
| Hatred | Attacks & Weapons, Close Combat. During the first Round of Combat, failed to-hit rolls from attacks with Hatred must be rerolled. |
| Inanimate | Close Combat. 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). |
| Magical Attack | Attacks & Weapons, Close Combat, Shooting. The attack doesn't have any special effects. However, the Attack Attribute interacts with other rules, such as Aegis (X, against Magical Attacks). Model parts with Magical Attacks also apply the Attack Attribute to their Special Attacks (such as Stomp Attacks, Impact Hits and Breath Attack). |
| Move or Fire | Attacks & Weapons, Shooting. 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. |
| Multiple Wounds | Attacks & Weapons, Close Combat. Unsaved wounds caused by the attacks are multiplied into the value given in brackets (X). If the value is a dice (e.g. Multiple Wounds (D3)), roll one dice for each unsaved wound with Multiple Wounds. The amount of wounds that the attack is multiplied into can never be higher than the Health Points Characteristic of the target (excluding Health Points lost previously in the battle). For example, if a Multiple Wounds (D6) attack wounds a unit of Trolls (HP 3) and rolls a '5' for the multiplier, the number of unsaved wounds is reduced to 3, even if the Troll unit has already lost one or two Health Points previously in battle. If Clipped Wings is stated after the X value in brackets, any unsaved wound caused by the attack against a model with Fly is multiplied into X+1 instead of X. |
| Quick to Fire | Attacks & Weapons, Shooting. The attack doesn't suffer the -1 to-hit modifier for Moving and Shooting. |
| Reload! | Attacks & Weapons, Shooting. The attack cannot be used for a Stand and Shoot Charge Reaction. |
| Sturdy | Close Combat. 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. |
| Unwieldy | Attacks & Weapons, Shooting. The attack suffers an additional -1 to-hit modifier for Moving and Shooting (for a total of -2). When combined with Quick to Fire, the attack can only ignore the normal -1 to-hit modifier from Moving and Shooting, not the additional -1 to-hit modifier from Unwieldy. |

| Artillery Weapon | |
|------------------|---|
| Catapult | <p>Catapult attacks ignore to-hit modifiers from Soft Cover and Hard Cover. Resolve Catapult attacks as follows:</p> <ul style="list-style-type: none"> - On a natural to-hit roll of '1', it Misfires: roll on the Misfire Table and apply the corresponding result (a to-hit roll resulting in a Misfire cannot be rerolled). - On a successful to-hit roll, the attack gains Area Attack (X×Y) . Resolve the attack with the Strength and Armour Penetration stated in the Catapult's description. - On any other to-hit result, roll to hit with a new Catapult attack, referred to as Partial Hit, and ignore any Misfire. If it hits, this attack gains Area Attack (X×Y) , but you reduce both X and Y by 1. If either value reaches 0, no hits are inflicted. All hits are at half Strength and half Armour Penetration, rounding fractions up. In addition, the attack loses all benefits from the Strength, Armour Penetration, and/or Attack Attributes written in square brackets (if any; see Area Attack). If it misses, no further attack can be generated this way. |
| Flamethrower | <p>Flamethrowers do not roll to hit. Instead, roll a D6 (this is not considered a to-hit roll). On a natural roll of '1', it Misfires: roll on the Misfire Table with a -1 modifier and apply the corresponding result. On any other natural result the attack is successful. Determine which Arc of the target the attacker is Located in:</p> <ul style="list-style-type: none"> - If the attacker is Located in the Front or the Rear Arc, the attack causes D6 hits, +D3 hits for each rank after the first up to a maximum of +4D3. - If the attacker is Located in either Flank Arc, the attack causes D6 hits, +D3 hits for each file after the first up to a maximum of +4D3. <p>The total number of hits cannot exceed the number of models in the unit. Some Flamethrowers have a higher Strength, Armour Penetration, and/or additional Attack Attributes stated in curly brackets (such as Strength 4 {5}, Armour Penetration 1 {2}, {Multiple Wounds (D3)}). If so, use the Strength, Armour Penetration, and Attack Attributes in curly brackets when shooting at a target within Short Range.</p> |
| Volley Gun | <p>The number of shots fired by a Volley Gun is a random number. When rolling for the number of shots for a Volley Gun attack, if a single natural '6' is rolled (after any reroll), this attack suffers a -1 to-hit modifier; instead, if two or more natural '6' are rolled, the attack fails and the Volley Gun Misfires: roll on the Misfire Table and apply the corresponding result.</p> |
| Special Attacks | |
| Grinding Attacks | <p>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.</p> <p>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.</p> |
| Impact Hits | <p>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.</p> <p>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.</p> |
| Sweeping Attack | <p>This attack may be used by units containing models with Sweeping Attack. When the unit Advance Moves or March Moves, you may nominate a single unengaged enemy unit that the unit with Sweeping Attack moved through or over during this move (meaning their bases were overlapping, even partially). The whole unit makes the Sweeping Attack against the nominated enemy unit, which is resolved when the March or Advance Move is completed. Follow the description in the unit profile. These attacks hit automatically and count as ranged Special Attacks. Each Sweeping Attack can only be performed once per Player Turn.</p> |

Army List Design Information

Army Book Version 2.0

Hewn out of Mountains : As long as at least one friendly model from a Dwarven Holds Army is on the Battlefield, all spells cast by enemy models have their Casting Values increased by +1.

Ancient Grudge

Dwarven Holds Armies have a number of Ancient Grudges which confer a bonus when attacking specific enemies.

The total number of Grudges held by a Dwarven Holds Army is calculated in the following manner:

- One Grudge for a General with Ancestral Memory.
- One Grudge for each King in the Army.
- Two Grudges for each War Throne in the Army.

Right before the battle (during step 7 of the Deployment Phase Sequence), you must choose a single unit from the opponent's Army List for each Grudge in your Army. All models in the Dwarven Holds Army gain Hatred against all models in a chosen unit, and against all Characters in the same unit as a chosen model.

Validation Report

Game: 9th Age (2nd Ed.); Competition Level: Tournament; Core Rules Version: 2.0; Data File Version: 2.37; Roster Output Format: Verbose
Army List satisfies all enforced validation rules

Army List Statistics

General's Discipline: 10

of Models: 56

of Units with Scoring: 2

Pts of Spec Items: 620

| Group | Min | Max | Used |
|-------------------------------|------|-----------|------|
| Points of Characters | 0 | 1800 | 1545 |
| Points of Core | 1125 | Unlimited | 1134 |
| Points of Special | 0 | 0 | 700 |
| Points of Clan's Thunder (C1) | 0 | 1575 | 854 |
| Points of Engines of War (C2) | 0 | 900 | 900 |