

## 4500 Pts - Dwarven Holds

Name	#	Size	Type	Adv	Mar	Dis	HP	Def	Res	Arm	Spe	Att	Off	Str	AP	Agi	Cost
<b>Dragon Seeker (1k, 440 pts)</b>																	
Dragon Seeker	1	Std	Inf	3"	9"	10	3	7	5		6+	5*/6*	7/8	5*	2*	5/11	440
	Composition: Characters Weapon Master; Grim Resolve; Great Weapon; Paired Weapons; Fearless; Lethal Strike; Magic Resistance (1); Not a Leader; Sturdy; The bigger they are...; Unbreakable; Vanguard; Yer comin' with me...!; Aegis (6+)																
Runic Weapon	1																[150]
	Rune of Quickening (x2); Rune of Destruction; Magical Attack																
<b>Dragon Seeker (1k, 390 pts)</b>																	
Dragon Seeker	1	Std	Inf	3"	9"	10	3	7	5		6+	5/7	7/8	5*	2*	5/8	390
	Composition: Characters Weapon Master; Monster Seeker; Great Weapon; Paired Weapons; Fearless; Lethal Strike; Magic Resistance (1); Multiple Wounds (2, against Large, Gigantic.); Not a Leader; Sturdy; The bigger they are...; Unbreakable; Vanguard; Yer comin' with me...!; Aegis (6+)																
Runic Weapon	1																[120]
	Rune of Fury (x1); Rune of Quickening (x1); Rune of Smashing; Magical Attack																
<b>Engineer (1k, 275 pts)</b>																	
Engineer	1	Std	Inf	3"	9"	9	2	5	4	4+		2	5	4*	1*	3	275
	Composition: Characters, Class 2 <b>General;</b> Ancestral Memory; Guild-Crafted Handgun (3+); Plate Armour; Commanding Presence; Engineer (3+); Entrench; Sturdy																
Runic Talisman	1																[90]
	Rune of Denial																
<b>Steam Copter (1k, 210 pts)</b>																	
Steam Bomber	1	Std	Con	1"(8")	2"(16")	9	3	4	5	4+		2	4	4	1	2	210
	Composition: Class 1 Forge Repeater (4+); Shrapnel Bombs; Cannot be Stomped; Chariot; Light Troops; Sweeping Attack; Swiftstride; Tall																
<b>Steam Copter (1k, 210 pts)</b>																	
Steam Bomber	1	Std	Con	1"(8")	2"(16")	9	3	4	5	4+		2	4	4	1	2	210
	Composition: Class 1 Forge Repeater (4+); Shrapnel Bombs; Cannot be Stomped; Chariot; Light Troops; Sweeping Attack; Swiftstride; Tall																
<b>Vengeance Seeker (1k, 130 pts)</b>																	
Vengeance Seeker	1	Std	Inf	3"	9"	10	3	5	4		6+	3D3	5	4/5	1/2	2/10	130
	Composition: Special Whirling Chains of Doom; Distracting; Fearless; Hard Target (1); The bigger they are...; Unbreakable; Yer comin' with me...!; Aegis (6+)																
<b>Vengeance Seeker (1k, 130 pts)</b>																	
Vengeance Seeker	1	Std	Inf	3"	9"	10	3	5	4		6+	3D3	5	4/5	1/2	2/10	130
	Composition: Special Whirling Chains of Doom; Distracting; Fearless; Hard Target (1); The bigger they are...; Unbreakable; Yer comin' with me...!; Aegis (6+)																
<b>Miners (10k, 265 pts)</b>																	
Miners	10	Std	Inf	3"	9"	9	1	4	4	5+		1/2	4/5	4*	1*	2	265
	Composition: Special, Class 1 Musician; Paired Weapons; Throwing Weapons (5+); Heavy Armour; Ambush; Scoring; Sturdy																
<b>Seekers (9k, 259 pts)</b>																	
Seekers	9	Std	Inf	3"	9"	10	1	4	4		6+	1*	4*	4*	1*	2*	259
	Composition: Special Champion; Brothers in Vengeance; Vanguard; Great Weapon; Paired Weapons; Fearless; Hard Target (1); Light Troops; Skirmisher; Sturdy; The bigger they are...; Unbreakable; Weapon Master; Yer comin' with me...!; Aegis (6+)																
<b>Seekers (22k, 487 pts)</b>																	
Seekers	22	Std	Inf	3"	9"	10	1	4	4		6+	1*	4*	4*	1*	2*	487
	Composition: Special Champion; Great Weapon; Paired Weapons; Fearless; Sturdy; The bigger they are...; Unbreakable; Weapon Master; Yer comin' with me...!; Aegis (6+)																
<b>Clan Marksman (11k, 285 pts)</b>																	
Guild Handgunners	11	Std	Inf	3"	9"	9	1	4	4	4+	(6+)*	1	4	3*	0*	2	285
	Composition: Core, Class 1 Guild-Crafted Handgun (4+); Heavy Armour; Shield; Scoring; Shield Wall; Sturdy																
<b>Clan Marksman (10k, 260 pts)</b>																	
Guild Handgunners	10	Std	Inf	3"	9"	9	1	4	4	4+	(6+)*	1	4	3*	0*	2	260
	Composition: Core, Class 1 Guild-Crafted Handgun (4+); Heavy Armour; Shield; Scoring; Shield Wall; Sturdy																
<b>Clan Marksman (10k, 260 pts)</b>																	
Guild Handgunners	10	Std	Inf	3"	9"	9	1	4	4	4+	(6+)*	1	4	3*	0*	2	260
	Composition: Core, Class 1 Guild-Crafted Handgun (4+); Heavy Armour; Shield; Scoring; Shield Wall; Sturdy																
<b>Clan Warriors (10k, 160 pts)</b>																	
Clan Warriors	10	Std	Inf	3"	9"	9	1	4	4	4+	(6+)*	1	4	3*	0*	2	160
	Composition: Core Throwing Weapons (5+); Heavy Armour; Shield; Scoring; Shield Wall; Sturdy																

Name	#	Size	Type	Adv	Mar	Dis	HP	Def	Res	Arm	Spe	Att	Off	Str	AP	Agi	Cost	
<b>Clan Warriors (10<math>\frac{1}{2}</math>, 160 pts)</b>																		
Clan Warriors	10	Std	Inf	3"	9"	9	1	4	4	4+	(6+)*	1	4	3*	0*	2	160	
Composition: Core Vanguard; Heavy Armour; Shield; Scoring; Shield Wall; Sturdy																		
<b>Field Artillery (1<math>\frac{1}{2}</math>, 255 pts)</b>																		
Cannon	1	Std	Con				5		4								255	
Composition: Class 2 Cannon (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																		
<b>Field Artillery (1<math>\frac{1}{2}</math>, 320 pts)</b>																		
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																		
																	<b>Total Cost:</b>	<b>4496</b>

### Option Footnotes

Options	
Cannon	This weapon can be fired in two ways; - As a Cannon Artillery Weapon: Range 60", Shots 1, Str 4[10], AP 0[10], [Multiple Wounds (D3+1, Clipped Wings)], Area Attack (1x5) - As a Volley Gun Artillery Weapon: Range 12", Shots 2D6, Str 4, AP 4.
Champion	A Champion gains Front Rank. <b>First Among Equals:</b> 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. <b>Ordering the Charge:</b> 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.
Forge Repeater	Shooting Weapon. Range 18", Shots 4, Str 5, AP 2, Attack Attributes: Flaming Attacks, Quick to Fire.
Great Weapon	Close Combat Weapon. Attacks made with a Great Weapon gain +2 Strength, +2 Armour Penetration, and strike at Initiative Step 0 (regardless of the wielder's Agility). A model using this weapon cannot simultaneously use a Shield against Melee Attacks.
Guild-Crafted Handgun	Shooting Weapon. Range 24", Shots 1, Str 4, AP 2, Attack Attributes: Unwieldy, Accurate.
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. <b>Swift Reform:</b> 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). <b>March to the Beat:</b> 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.
Paired Weapons	Close Combat Weapon. 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 (while Paired Weapons are often modelled as two Hand Weapons, they are considered a separate weapon category for rules purposes).
Plate Armour	+3 Armour
Rune Crafted Organ Gun	All hits caused by the Organ Gun gain a +1 to wound modifier and Magic Attacks.
Shield	+1 Armour
Shrapnel Bombs	Sweeping Attack. The enemy unit suffers D6*2 Str 3 hits and Armour Penetration (1). If a natural '6' is rolled for the number of hits, after the attack has been resolved, the Shrapnel Bombs cannot be used anymore this battle.
Throwing Weapons	Shooting Weapon. Range 8", Shots 2, Str: Same as user, AP: Same as user, Attack Attributes: Quick to Fire, Accurate.
Whirling Chains of Doom	Close Combat Weapon. Attacks made with this weapon gain +1 Strength, +1 Armour Penetration, and always strike at Initiative Step 10 (regardless of the wielder's Agility). A model with this weapon cannot be joined by Characters.

### Universal Rules

Ambush	You may choose to not deploy units with Ambush, but instead bring them into play later on by letting them Ambush. Declare which units will be Ambushing during step 8 of the Pre-Game Sequence (after Spell Selection), starting with the player that picked the Deployment Zone. Deploy your army as usual, but without the Ambushing units. Starting with your Player Turn 2, immediately after step 2 of the Movement Phase Sequence (after moving units with Random Movement), roll a dice for each of your Ambushing units. After rolling for all Ambushing units, all units that rolled 3+ enter the Battlefield from any Board Edge. Place the arriving units with their entire rear ranks touching the Board Edge. Ambushers are subject to the following rules and restrictions: - Ambushing models can neither March Move during the Movement Phase in which they arrive, nor can they voluntarily end that Movement Phase farther away from the Board Edge that they arrived from than their March Rate. - Ambushing models count as having moved during the turn they arrive on the Battlefield. - If an Ambushing unit has not entered the Battlefield before the end of the game (e.g. due to failing all its 3+ rolls), the unit counts as destroyed. - An Ambushing unit that enters the Battlefield on Game Turn 4 or later loses Scoring. - An Ambushing Character may be deployed within an Ambushing unit that it is allowed to join (declare this when declaring which units are Ambushing). - Roll only one dice for the Combined Unit. Until arriving on the Battlefield, Ambushing units cannot perform any actions at all, and all their Special Items, rules, and abilities don't work while off the board.
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.
Fly	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: - 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	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. <b>Matching Bases:</b> Matching Base refers to one of the following: - 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). 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, Penetrating), 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. <b>Mismatching Bases:</b> 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).
Light Troops	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: - No model can end its movement with its center further away from its starting position than its March Rate. - For measuring the distance travelled 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. In addition, - 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	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.
Make Way	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.
Not a Leader	The model cannot be the General.

Scoring	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.
Skirmisher	The model can always use Shooting Attacks from any rank (models with Skirmisher are not limited to shooting from first and second rank). Units with at least one R&F model with Skirmisher are formed into a skirmish formation. They are not placed in base contact with each other. Instead, models are placed with a 12.5 mm distance (roughly half an inch) between them. This gap is considered part of the unit for Cover purposes and will have the same Size as the models in the unit. Other than this gap between models, units with Skirmisher follow the normal rules for forming units and therefore have a Front, two Flanks, a Rear Facing, can perform Supporting Attacks, and so on. Units in skirmish formation gain Hard Target and Light Troops and never block Line of Sight (remember that this also affects Cover and that they can never contribute to Hard Cover). Units in skirmish formation can only be joined by Characters that have both the same Type and the same Size as the unit. Unless a Character has the exact same base size as all R&F models in the unit, it is considered Mismatched for the purpose of placement within the unit. The unit ceases to be in skirmish formation when all R&F models with Skirmisher are wiped out: immediately contract their skirmish formation into a normal formation, without moving the center of the first rank. Nudge any unit as normal to maintain base contact if possible.
Stand Behind	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.
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.
Swiftstride	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.
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).
The bigger they are...	When rolling for Charge Range, if the charged unit contains at least one Large or Gigantic model, models with this Attack Attribute gain Swiftstride for this Charge Range roll (this does not apply to Pursuit and Overrun Moves).
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.
Vanguard	After Deployment (including units with Scout), models with Vanguard may perform a 12" move. The move is performed as a combination of Advance Move and/or Reforms, as in the Movement Phase, including any actions and restrictions the unit would normally have (such as Wheeling, 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 lose Scoring until the end of Game Turn 1 and 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 (note that this is an exception to the rules for Simultaneous Effects). Instead of moving a unit, a player may declare to not move any more Vanguarding units.
War Machine	The model gains Move or Fire. The model cannot Pursue (which does not prevent it from being affected by Random Movement), 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 maximize the number of models in base contact). No Align Move is allowed. Ignore the War Machine's Facing, as it does not have any due to its round base.
<b>Personal Protections</b>	
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.
Distracting	Close Combat Attacks allocated towards a model with Distracting suffer a -1 to-hit modifier. This to-hit modifier cannot be combined with any other negative to-hit modifiers.
Hard Target	Shooting Attacks targeting a unit that has more than half of its models with Hard Target (X) suffer a -X to-hit modifier. This rule is cumulative.
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.
<b>Runes</b>	
Rune of Denial	One use only. The player may choose to use this rune instead of making a dispel attempt. The spell is automatically dispelled.
Rune of Destruction	Attacks made with a weapon engraved with this Rune gain Multiple Wounds (D3).
Rune of Fury	<b>R1:</b> +1 Attack Value <b>R2:</b> +2 Attack Value <b>R3:</b> +3 Attack Value
Rune of Quickening	<b>R1:</b> +3 Agility <b>R2:</b> +6 Agility <b>R3:</b> +9 Agility
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.
<b>Attack Attributes</b>	
Accurate	Attacks & Weapons, Shooting. The attack doesn't suffer the -1 to-hit modifier for shooting at Long Range.
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.

Grim Resolve	Close Combat. The model gains +1 Attack Value for each enemy model in Base Contact with it.(including the model it is fighting a Duel with if applicable).
Hatred	Attacks & Weapons, Close Combat. During the first Round of Combat, failed to-hit rolls from attacks with Hatred must be rerolled.
Lethal Strike	Attacks & Weapons, Close Combat. An attack with Lethal Strike that wounds with a natural to-wound roll of '6' has its Armour Penetration set to 10 and ignores Fortitude Saves.
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).
Monster Seeker	Close Combat. The model gains Multiple Wounds (2, against Large, Gigantic).
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.
Penetrating	Attacks & Weapons. When the attack hits, check in which Arc of the target half or more of the attacker's base is (randomize in case of a tie). The attack causes a number of hits equal to the number of ranks of its target if the attacker is in the Front or the Rear Arc, or a number hits equal to the number of files of its target if the attacker is in either Flank Arc. In either case, the number of affected ranks or files cannot exceed 5, and no model can suffer more than one hit from a single attack with Penetrating. Some Penetrating attacks have a higher Strength and/or additional Attack Attributes stated in square brackets (e.g. Strength 3 [6], [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.
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.
Weapon Master	Close Combat. At the beginning of each Round of Combat, model parts with Weapon Master may choose which weapon they fight with. This includes selecting to use a Hand Weapon even if they have other weapons. If armed with a weapon with a Weapon Enchantment, the model part must still use it.
Yer comin' with me...!	Close Combat. Close Combat Attacks made by a model with this Attack Attribute can <b>never</b> wound on a worse than 4+. In addition, when a model with this Attack Attribute is removed as a casualty during the Melee Phase due to a Melee Attack, it must immediately, before removal, make a single Close Combat Attack that is always resolved with Strength 5 and Armour Penetration 2, which must be allocated either towards the model that caused the casualty or its unit (in this case, the hits are distributed onto the unit). This Attack Attribute cannot be used against casualties caused by Impact Hits. 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.
<b>Artillery Weapon</b>	
Cannon	Cannon attacks have Penetrating and ignore to-hit modifiers from Soft Cover and Hard Cover. They gain a +1 to-hit modifier when targeting units consisting entirely of models of Gigantic Size that do not benefit from Cover. On a natural to-hit roll of '1' a Cannon Misfires: roll on the Misfire Table and apply the corresponding result (a to-hit roll resulting in a Misfire cannot be rerolled).
Volley Gun	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.
<b>Special Attacks</b>	
Sweeping Attack	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.

## 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: 9

# of Models: 101

# of Units with Scoring: 6  
Pts of Spec Equipment: 360

<b>Group</b>	<b>Min</b>	<b>Max</b>	<b>Used</b>
Points of Characters	0	1800	1105
Points of Core	1125	Unlimited	1125
Points of Special	0	0	1271
Points of Clan's Thunder (C1)	0	1575	1490
Points of Engines of War (C2)	0	900	850