

2500 Pts - Dwarven Holds - ARB1 Jók Bogesz (Ö)

Name	#	Type	M	WS	BS	S	T	W	I	A	Ld	AS	WSv	Cost
Runic Smith (1 ⚔, 115 pts)														
Runic Smith	1	In	3	5	4	4*	4	2	3	2	9	4+		115
Composition: Hero General; Plate Armour; Rune of Metal; Rune of Reckoning; Ancient Grudge; Armour Piercing (1); Channel; Magic Resistance (1); Relentless; Rune Craft; Sturdy														
Runic Arcane Item	1													[35]
Rune of Denial														
Thane (1 ⚔, 155 pts)														
Thane	1	In	3	6	4	4*/6*	5	2	3/-	3	9	2+		155
Composition: Hero Battle Standard Bearer; Great Weapon; Plate Armour; Ancient Grudge; Relentless; Sturdy														
Runic Armour	1													[50]
Rune of Iron (x2); Rune of Steel														
Master Engineer (1 ⚔, 113 pts)														
Master Engineer	1	In	3	6	4	4*	5	3	3	2	9	3+	(6+)*	113
Composition: Lord Forge Repeater; Plate Armour; Shield; Ancient Grudge; Engineer; Entrench; Master Marksman; Relentless; Shield Wall; Sturdy														
Master Engineer (1 ⚔, 113 pts)														
Master Engineer	1	In	3	6	4	4*	5	3	3	2	9	3+	(6+)*	113
Composition: Lord Forge Repeater; Plate Armour; Shield; Ancient Grudge; Engineer; Entrench; Master Marksman; Relentless; Shield Wall; Sturdy														
Engineer (1 ⚔, 77 pts)														
Engineer	1	In	3	5	4	4*	4	2	3	2	9	3+	(6+)*	77
Composition: Hero Forge Repeater; Plate Armour; Shield; Ancient Grudge; Engineer; Entrench; Relentless; Shield Wall; Sturdy														
Clan Marksman (24 ⚔, 366 pts)														
Guild Handgunners	23	In	3	4	3	3*	4	1	2	1	9	4+		366
Composition: Core Musician; Standard Bearer; Guild-Crafted Handguns; Heavy Armour; Shield; Relentless; Sturdy														
Champion	1	In	3	5	4	3*	4	1	1	2	9	4+		[24]
Guild-Crafted Handguns; Heavy Armour; Shield; Relentless; Sturdy														
Clan Warriors (25 ⚔, 270 pts)														
Clan Warriors	24	In	3	4	3	3*/5*	4	1	2/-	1	9	5+		270
Composition: Core Musician; Standard Bearer; Great Weapon; Heavy Armour; Relentless; Sturdy														
Champion	1	In	3	5	4	3*/5*	4	1	2/-	2	9	5+		[20]
Great Weapon; Heavy Armour; Relentless; Sturdy														
King's Guard (25 ⚔, 445 pts)														
King's Guard	24	In	3	5	3	4*/6*	4	1	2/-	2	9	4+	(5+)	445
Composition: Special Musician; Standard Bearer; Great Weapon; Plate Armour; Bodyguard (General, Dwarf King); Relentless; Sturdy														
Champion	1	In	3	6	4	4*/6*	4	1	2/-	3	9	4+		[26]
Great Weapon; Plate Armour; Relentless; Sturdy														
Runic Standard of Shielding	1	All friendly units within 6" of the bearer gain Ward Save (5+) against Shooting Attacks.												[45]
Steam Copter (1 ⚔, 75 pts)														
Attack Copter	1	Ca	1	-	-	-	5	3	-	-	-	4+		75
Composition: Special Forge Repeater; Shrapnel Grenades; Fly (8); Mount's Protection (6+)														
Pilot	1	-	-	4	3	4	4	-	2	2	9			[0]
Heavy Armour														
Steam Copter (1 ⚔, 75 pts)														
Attack Copter	1	Ca	1	-	-	-	5	3	-	-	-	4+		75
Composition: Special Forge Repeater; Shrapnel Grenades; Fly (8); Mount's Protection (6+)														
Pilot	1	-	-	4	3	4	4	-	2	2	9			[0]
Heavy Armour														

Name	#	Type	M	WS	BS	S	T	W	I	A	Ld	AS	WSv	Cost
Forge Wardens (14 $\frac{1}{2}$, 226 pts)														
Forge Wardens	13	In	3	5	3	4*	4	1	2	1	9	4+	(2+), 6+	226
Composition: Special Musician; Standard Bearer; Forge Gun; Plate Armour; Fireborn; Relentless; Sturdy														
Champion	1	In	3	6	4	4*	4	1	2	2	9	4+	(2+), 6+	[24]
Forge Gun; Plate Armour; Fireborn; Relentless; Sturdy														
Field Artillery (1 $\frac{1}{2}$, 115 pts)														
Cannon	1	WM					7	3						115
Composition: SpecWarEng Engineering Rune														
Crew	3	-	3	4	3	3	4	-	2	1	9	5+		[0]
Heavy Armour; Stubborn														
Field Artillery (1 $\frac{1}{2}$, 90 pts)														
Catapult	1	WM					7	3						90
Composition: SpecWarEng														
Crew	3	-	3	4	3	3	4	-	2	1	9	5+		[0]
Heavy Armour; Stubborn														
Miners (10 $\frac{1}{2}$, 140 pts)														
Miners	10	In	3	4	4	4*	4	1	2/3	1/2	9	4+		140
Composition: Special Musician; Standard Bearer; Pistol; Heavy Armour; Shield; Ambush; Relentless; Sturdy														
Field Artillery (1 $\frac{1}{2}$, 125 pts)														
Organ Gun	1	WM					7	3						125
Composition: SpecWarEng														
Crew	3	-	3	4	3	3	4	-	2	1	9	5+		[0]
Heavy Armour; Stubborn														
													Total Cost:	2500

Option Footnotes

Options	
Battle Standard Bearer	Hold your Ground! : If not fleeing, friendly models within 12" may reroll failed Leadership tests.
Cannon	This weapon can be fired in two ways; - As a Cannon (D6") Artillery Weapon: Range 60", Strength 10, Armour Piercing (2), Multiple Wounds (Ordnance). - As a Volley Gun Artillery Weapon: Range 12", Strength 4, Armour Piercing (3), Multiple Shots (2D6).
Catapult	This is a Catapult (3") Artillery Weapon: Range 12-60", Strength 3(9) [Multiple Wounds (Ordnance)].
Engineering Rune	Adds +4 to any rolls on Misfire Table
Forge Gun	Shooting weapon. Range 18", Strength 5, Flaming Attacks, Quick to Fire
Forge Repeater	Shooting weapon. Range 18", Strength 5, Flaming Attacks, Quick to Fire, Multiple Shots (4).
General	Inspiring Presence: If not fleeing, friendly units within 12" may use this model's Leadership.
Great Weapon	Close Combat weapon. Requires Two Hands. Attacks made with a Great Weapon has +2 Strength and strikes at Initiative 0 (regardless of wielder's Initiative).
Guild-Crafted Handguns	Shooting weapon. Type: Handgun. Adds +1 to hit when shooting.
Hand Weapon	All models are armed with a Hand Weapon. Hand Weapons cannot be lost, destroyed or nullified by any means. If a model has any combat weapon other than a Hand Weapon, it cannot choose to use the Hand Weapon (unless specifically stated). Hand Weapons can be used alongside a Shield to get the Parry rule.
Handgun	Shooting weapon. Range 24", Strength 4, Unwieldy, Armour Piercing (1).
Heavy Armour	5+ armour save.
Musician	+1 to combat results in a tie. +1 Leadership when attempting to Rally. Allows Swift Reform.
Organ Gun	This is a Volley Gun Artillery Weapon: Range 30", Strength 5, Armour Piercing (1), Multiple Shots (2D6*2).
Pistol	Shooting weapon. Range 12", Strength 4, Quick to Fire, Armour Piercing (1). Counts as an Paired Weapon in Close Combat.
Plate Armour	4+ armour save.
Shield	+1 armour save bonus.
Shrapnel Grenades	One use only. Sweeping Attack. The enemy unit suffers D3 Strength 3 hits for each Steam Copter in the unit.
Standard Bearer	+1 to Combat Score. When a Standard Bearer is removed as a casualty while Engaged in Combat, the Standard is considered to be captured by the opponent.

Special Rules	
Ambush	Before Deployment, after choosing Deployment Zones, an army that includes units with the Ambush special rule must state which of your units with this special rule will use it (starting with the player that picked the Deployment Zone). Deploy your army as usual, but without deploying any of the Ambushing units. Starting from Turn 2, roll a dice for each Ambushing unit at the start of each of your Remaining Moves sub-phases. If a 3+ is rolled, the Ambushing unit enters the Battlefield from any table edge. Place the arriving unit with all of its back rank touching the Board Edge. Ambushing models are free to move in the Remaining Moves sub-phase, except that they may not March Move, and they must end this Movement Phase no more than twice their Movement value from the Board Edge. If an Ambushing unit does not roll 3+ in any Remaining Moves sub-phase before the game ends, it fails to enter the board. The unit counts as destroyed. An Ambushing Character may choose to be deployed within an Ambushing unit that it would normally be allowed to join (declare this when declaring which units are Ambushing). In that case the player rolls once for the combined unit. Until arriving on the Battlefield, Ambushing units cannot do any actions at all, and all items, rules, abilities etc. do not work while not on the Battlefield.
Ancient Grudge	Dwarven Holds armies have a number of Ancient Grudges which confer certain bonuses when attacking specific enemies. The total number of Grudges held by a Dwarven Holds army is calculated in the following manner: <ul style="list-style-type: none"> - One Grudge for each Dwarf King in the army. - Additional D3 Grudges for each Dwarf King mounted on a War Throne. - One Additional Grudge when facing opponents who field units from the Orcs and Goblins or The Vermin Swarm Army Books. For each Grudge held by a Dwarven Holds army, the player may choose one enemy model or unit to be the target of the Grudge; this choice is made after the Deployment Phase, and no enemy model or unit may be chosen more than once. All models in the Dwarven Holds army have Hatred against a begrudged enemy. When an enemy unit is begrudged, any model which joins that unit also becomes subject to the Grudge for as long as it remains a part of the unit. However if a single model is begrudged and joins a unit, the entire unit does not become subject to the Grudge. Characters (that are not themselves the target of a Grudge) that have left a begrudged unit are no longer considered begrudged.
Armour Piercing	Close Combat Attacks made models with this special rule impose a -(X) penalty on enemy Armour Saves taken against them (in addition to the normal modifier from the Strength of the attack). When a weapon, spell or Special Attack has this special rule, the rule only applies to Attacks made with that particular weapon, spell or Special Attack. If an attack has more than one instance of the Armour Piercing special rule, do not add the (X) values together, but instead use the highest value available for the attack. If the value within brackets is preceded by a "+" sign, add the existing value to already existing Armour Piercing value instead (if the model already had Armour Piercing). If not, use the value directly.
Bodyguard	When a Character is joined to a unit with where at least one model has the Bodyguard special rule, that Character gains the Stubborn special rule. Sometimes this only works with certain Characters. When this is the case, the relevant Characters or Character types will be stated in brackets.
Channel	Each model part with this special rule adds +1 to its side's Channel rolls. All Wizards have this special rule.
Engineer	This rule cannot be used by a model that is Engaged in Combat. A model with this special rule allows a War Machine within 3" to use the Engineer's BS instead of its own and to reroll any rolls on the Misfire Table. (If there are several War Machines within 3" of the Engineer, declare which one will receive the Engineer's benefits this turn before firing it). Furthermore, if the War Machine has an Artillery Weapon of a type listed below, there is an additional benefit. The War Machine may reroll: <ul style="list-style-type: none"> - Catapults: The Scatter Dice. - Flame Thrower: The D6 roll for the distance the template moves, unless it is a '6'.
Entrench	During the Deployment Phase, before deploying Scouts, a model with this rule may Entrench one War Machine. The War Machine counts as if in Hard Cover. The War Machine loses this rule permanently if it moves.
Extra Attack	Grants +1 Attack.
Fireborn	Models with this special rule have a 2+ Ward Save against Flaming Attacks.
Flaming Attacks	This rule applied to Attacks with this special rule, and Attacks from models with this special rule (both Close Combat and Shooting attacks). They don't normally have any special effect. However, they interact with other rules (such as Flammable and Regeneration).
Fly	Units composed entirely of models with this special rule can make Flying Movements in the Move Chargers and Remaining Moves sub-phases. When a unit makes a Flying Movement, substitute the models' Movement Characteristic with the value given in brackets (X). All modifiers to ground movement values are also applied to the flying value of a model. Flying Movement can be used to March. Units using Flying Movement ignore all Terrain and units during the Flying Movement (from their starting to their ending position), but must abide 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 from which they take off and in which they land. Models with the Fly special rule also always have Swiftstride and Light Troops.
Hatred	Models with this special rule may reroll failed To Hit rolls during the first Round of a Close Combat. Sometimes this rule only works against certain enemies, which are then stated in brackets. For example, "Hatred (Armybook: Empire of Sonnstahl)" means that Hatred only applies when attacking models bought from the Empire of Sonnstahl Armybook.
Innate Defence	A model part can only use one instance of Innate Defence (use the best available).

Light Troops	Units composed entirely of models with this special rule are allowed to make any number of Reforms when moving in the Remaining Moves sub-phase, and they may still Advance or March. They are allowed to shoot even if they Marched or Reformed. No model may move more than its movement allowance (or twice that number if marching), from its starting position to its final position, around any obstructions (including the 1" rule). If the model performed any action during the movement (such as Sky Serpent's Slashing attacks), the distance moved is counted from its starting position to the point on the battlefield where they performed that action and then to their final position. If at least half of the models in a unit have the Light Troops special rule, the unit always counts as having 0 Full Ranks.
Magic Resistance	All models in a unit with one or more models with Magic Resistance add the value within brackets (X) to any Ward Save rolls (using the same rules as for adding to Armour Saves) when rolling Ward Saves against wounds caused by spell effects. Remember that Magic Resistance, like most special rules, is not cumulative.
Master Marksman	At the start of the Shooting Phase, a Master Engineer may grant one of the following bonus effect to a friendly Infantry unit within 6". Target unit gains +1 To Hit for all shooting attacks OR Target unit may reroll 1's for To Wound for all shooting attacks OR Target unit increases the range of its shooting weapons by D6+1. The bonus effect lasts until the end of the shooting phase. Multiple instances of the same effect do not stack. A Master Engineer who confers one of these bonus effects may not use the special rule Engineer during the same Shooting Phase.
Multiple Shots	Shooting weapons or models with this special rule may choose to fire multiple times instead of a single time, in each Shooting Phase. How many times they can shoot is stated in brackets, although using this special rule imposes a -1 To Hit modifier on all shots fired. All R&F models in a single unit must use the Multiple Shots rule if at least one of them uses this rule.
Multiple Wounds	Unsaved wounds caused by attacks with this special rule or by Close Combat Attacks from model parts with this special rule, are multiplied into the value given in brackets (X). If the value is a Dice (such as "Multiple Wounds (D3)"), roll one such Dice for each unsaved wound with this special rule. The amount of wounds that the attack is multiplied into can never be higher than the Wounds Characteristics of the Target (excluding already suffered wounds previously in the battle). For example, if a Multiple Wounds (D6) attack wounds a Troll (W3) and rolls a '5' for the amount of wounds, this is reduced to 3 wounds. If (Ordnance) is stated as the value in brackets, this normally counts as Multiple Wounds (D3+1), but against targets with the Fly special rule this is increased to Multiple Wounds (D3+2). Sometimes this rule is connected to certain Troop types or special rules, if this is the case, the unit type will be given within brackets (Y). For example, Multiple Wounds (2, Infantry). When this is the case, only use the Multiple Wound rule when attacking models of the given Troop Type or possessing given special rules.
Parry	Close Combat Attacks from opponents in the front can never score successful hits on to-hit rolls of better than 4+, before applying to-hit modifiers. This can only be used by models on foot and against Close Combat Attacks from the front.
Quick to Fire	Shooting weapons with this special rule or Shooting Attacks from models with this special rule don't suffer the -1 penalty for Moving and Shooting and can make a Stand and Shoot Charge Reaction regardless of the distance to the target.
Relentless	Infantry units entirely composed of models with this special rule may triple their movement when Marching instead of doubling it. This is extended to other situations where a move is limited by twice the Movement value of the model, such as Wheeling, Reforming, moving Characters within a unit and so on. In those cases, use triple the movement value instead.
Rune Craft	The Runic Smith and all models in the same unit as it have Armour Piercing (1). The Runic Smith may dispel as if it were a Wizard Apprentice, and can cast Bound Spells from the Battle Runes list as either: - Power Level 4 , spell type: Caster's unit. - Power Level 5 , spell type: Range 6".
Shield Wall	Models with this rule have a Ward Save (6+) against non-Special Close Combat Attacks made by enemy units in the front, as long as they are using a Shield. This Ward Save is improved to (5+) during the first Round of Combat after the unit was charged.
Stubborn	A unit with at least one model with this special rule ignores any Combat Score penalties to its Leadership when taking Break Tests or Combat Reform Leadership Tests.
Sturdy	A model with this rule gets Thunderous Charge special rule. Furthermore it does not suffer -1 to hit when taking a Stand and Shoot charge reaction.
Sweeping Attack	Special Ranged Attack. This attack may be used by units consisting of models with this special rule. At the end of the Remaining Moves sub-phase (or the Magic Phase if this is done as part of a Magical Move), nominate one unengaged enemy unit which the unit Advanced or Marched through this phase (Bases are Overlapping, even partially). The whole unit makes an attack against the chosen enemy unit (follow the description in the unit profile). These attacks hit automatically.
Swiftstride	When a unit composed entirely of models with this special rule rolls Charge Range, Flee Distance, Pursuit Distance or Overrun Distance, it rolls an additional D6 (normally this would lead to rolling 3D6) and discards the lowest dice.
Thunderous Charge	In the first round of a combat after a model with this special rule has successfully charged into combat, model parts with this special rule receive a +1 Strength bonus to their normal Close Combat Attacks. This Strength bonus can only be used for Attacks directed against the charged enemies.
Unwieldy	Shooting weapons with this special rule or Shooting Attacks from model parts with this special rule suffer an additional -1 to hit (for a total of -2) for Moving and Shooting. If combined with Quick to Fire, the model can only ignore the normal -1 to hit from moving and shooting, not the additional -1 to hit from this rule.
Runes	
Rune of Denial	One use only. The player may choose to use this rune instead of making a dispel roll. The spell is automatically Dispelled.
Rune of Iron	An armor engraved with a Rune of Iron grants Innate Defence (6+). One additional rune may be used to increase this effect to (5+).

Rune of Steel	An armor engraved with this rune allows the wearer to reroll failed Armour Saves.
Bound Spells	
Rune of Metal	Augment Lasts One Turn Target may reroll failed armor saves.
Rune of Reckoning	Augment Lasts One Turn Target friendly unit may reroll failed to hit rolls in close combat.