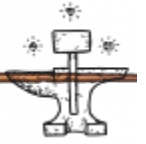




# DWARVEN HOLDS

## LIST FORTERESSES NAINES (v2020) #12 - 4 259 POINTS



130 pts (3.00 %) **1015 pts (23.00 %)** 2354 pts (52.00 %) 1269 pts (28.00 %) 890 pts (20.00 %)  
**Characters** **Core** **Special** **Clans' Thunder** **Engines of War**  
 (40 Max) (25 Least) (0 NoLimit) (35 Max) (20 Max)

### Characters



**INGENIEUR #1**  
 Engineer - Standard - Infantry - 20x20

130 POINTS



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

**Options**

Great Weapon • General

### Core



**BARBES-GRISES #1**  
 Greybeards x30 - Standard - Infantry - 20x20

805 POINTS



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

**Options**

Throwing Weapons (5+) • Great Weapon • Champion • Musician • Standard Bearer • Runic Standard of Swiftess



**LONGUES-MIRES DES CLANS #1**  
 Clan Marksmen x10 - Standard - Infantry - 20x20

210 POINTS



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

**Options**

Shield • Crossbow

### Special



**PATROUILLEURS #1**  
Rangers x20 - Standard - Infantry - 20x20

433 POINTS



Global	Adv	Mar	Dis	Model Rules		
	3"	9"	9	Strider, Scoring, Scout		
Defensive	HP	Def	Res	Arm		
	1	4	4	0	Shield Wall (Ægide, Ægide), Heavy Armour	
Offensive	Att	Off	Str	Ap	Agi	
Rangers	1	4	3	0	2	Sturdy

<b>Options</b>	Shield • Crossbow (3+) • Standard Bearer
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**PATROUILLEURS #2**  
Rangers x20 - Standard - Infantry - 20x20

433 POINTS



Global	Adv	Mar	Dis	Model Rules		
	3"	9"	9	Strider, Scoring, Scout		
Defensive	HP	Def	Res	Arm		
	1	4	4	0	Shield Wall (Ægide, Ægide), Heavy Armour	
Offensive	Att	Off	Str	Ap	Agi	
Rangers	1	4	3	0	2	Sturdy

<b>Options</b>	Shield • Crossbow (3+) • Standard Bearer
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**PATROUILLEURS #3**  
Rangers x20 - Standard - Infantry - 20x20

433 POINTS



Global	Adv	Mar	Dis	Model Rules		
	3"	9"	9	Strider, Scoring, Scout		
Defensive	HP	Def	Res	Arm		
	1	4	4	0	Shield Wall (Ægide, Ægide), Heavy Armour	
Offensive	Att	Off	Str	Ap	Agi	
Rangers	1	4	3	0	2	Sturdy

<b>Options</b>	Shield • Crossbow (3+) • Standard Bearer
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**GARDIENS DES FORTS #1**  
Hold Guardians x4 - Large - Infantry - 40x40

425 POINTS



Global	Adv	Mar	Dis	Model Rules		
	5"	10"	10	Scoring, Fearless, Runic Engravings		
Defensive	HP	Def	Res	Arm		
	3	4	5	1	Plate Armour	
Offensive	Att	Off	Str	Ap	Agi	
Hold Guardians	3	4	5	2	2	Magical Attacks

<b>Options</b>	Standard Bearer • Banner of Speed
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**BRISE-RANCUNES #1**  
Grudge Buster - Large - Construct - 50x100

315 POINTS



Global	Adv	Mar	Dis	Model Rules	
	1"	1"	9	Light Troops, Swiftstride, Fly (8", 8", 8", 8")	
	8"	8"			
Defensive	HP	Def	Res	Arm	
	5	4	5	4	
Offensive	Att	Off	Str	Ap	Agi
<b>Crew (2)</b>	2	4	4	1	2
<b>Chassis</b>			5	2	2
Harnessed, Inanimate, Impact Hits (D6+1, D6+1), Grind Attacks (3D3, 3D3), Forge Repeater (4+, 4+)					



**BRISE-RANCUNES #2**  
Grudge Buster - Large - Construct - 50x100

315 POINTS



Global	Adv	Mar	Dis	Model Rules	
	1"	1"	9	Light Troops, Swiftstride, Fly (8", 8", 8", 8")	
	8"	8"			
Defensive	HP	Def	Res	Arm	
	5	4	5	4	
Offensive	Att	Off	Str	Ap	Agi
<b>Crew (2)</b>	2	4	4	1	2
<b>Chassis</b>			5	2	2
Harnessed, Inanimate, Impact Hits (D6+1, D6+1), Grind Attacks (3D3, 3D3), Forge Repeater (4+, 4+)					

Engines of War



**BALISTE NAINE #1**  
Dwarf Ballista - Standard - Construct - 60

100 POINTS



Global	Adv	Mar	Dis	Model Rules	
	3"	3"	9	War Machine, Stubborn, Engineering Rune	
Defensive	HP	Def	Res	Arm	
	5	1	4	0	
				Heavy Armour	
Offensive	Att	Off	Str	Ap	Agi
<b>Crew</b>	1	4	3	0	2
Move or Fire, Dwarf Ballista (4+, 4+)					



**CANON ORGUE #2**  
Organ Gun - Standard - Construct - 60

330 POINTS



Global	Adv	Mar	Dis	Model Rules	
	3"	3"	9	War Machine, Stubborn, Engineering Rune	
Defensive	HP	Def	Res	Arm	
	5	1	4	0	
				Heavy Armour	
Offensive	Att	Off	Str	Ap	Agi
<b>Crew (3)</b>	1	4	3	0	2
Move or Fire, Volley Gun (4+, 4+)					

Options

Rune crafted



## CANON ORQUE #2

Organ Gun - Standard - Construct - 60

330 POINTS



Global	Adv	Mar	Dis	Model Rules		
	3"	3"	9	War Machine, Stubborn, Engineering Rune		
Defensive	HP	Def	Res	Arm		
	5	1	4	0	Heavy Armour	
Offensive	Att	Off	Str	Ap	Agi	
Crew (3)	1	4	3	0	2	Move or Fire, Volley Gun (4+, 4+)
Options			Rune crafted			

## Magics

### Magic banners

**Runic Standard of Swiftness:** The bearer's unit gains Vanguard.

**Banner of Speed:** A unit with one or more Banners of Speed gains +1" Advance Rate and +2" March Rate.

### Model Rules

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

**Dwarf Ballista:** Artillery Weapon:  
Range 48", Shots 1, Str 3[6], AP 10, [Multiple Wounds (D3)], Area Attack (5x1).

**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:** Universal Rule.  
Field Artillery adds +4 to any roll on the Misfire Table.

**Entrench:** Right before the battle (during step 7 of the Deployment Phase Sequence), the 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 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.

**Grind Attacks:** 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.  
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.

**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

**Harnessed:** 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.

**Heavy Armour:** +2 Armor

**Impact Hits:** 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.  
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.

**Inanimate:** Inanimate - Melee

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).

**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.

**Magical Attacks:** The attack doesn't have any special effects. However, it interacts with other rules, such as Otherworldly. Model parts with Magical Attacks apply it also to their Special Attacks (such as Stomp Attacks, Impact Hits and Breath Attack).

**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

**Runic Engravings:** At step 8 of the Pre-Game Sequence (after Spell Selection), each Hold Guardian unit must choose one of the following effects, which is applied for the duration of the game:  
+1 Strength and +1 Armour Penetration.  
Vanguard.  
+2 Agility.

**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.

**Scout:** At step 8 of the Pre-Game Sequence (after Spell Selection) an army that includes units with Scout must state which of its units with Scout will use it, starting with the player that picked the Deployment Zone. Deploy your army as usual, but without deploying any of the Scouting units. These units are placed after all other non-Scouting units have been deployed. They can either be deployed in your Deployment Zone, using the normal rules, or they can be deployed outside the Deployment Zone, but must be more than 18" away from any enemy units. This is decreased to 12" if the Scouting unit is deployed entirely within a Forest, Ruins, Field, Building, or Water Terrain Feature. Scouting units that are deployed outside their player's Deployment Zone may not Declare Charges in the first Player Turn (if their side has the first turn). If both players have Scouting units, alternate deploying one unit at a time, starting with the player that finished deploying first.

**Seen It All:** Friendly units within 6" of a Greybeards unit may reroll failed Panic Tests and Decimated Tests.

**Shield Wall:** When using a Shield, the model gains Aegis (6+, against Close Combat Attacks). This is improved to Aegis (5+, against Close Combat Attacks) if the attacker is Charging. This Special Save can only be used against attacks from enemies Engaged in the model's unit's Front Facing.

**Strider:** The model automatically passes Dangerous Terrain Tests taken due to Terrain. If more than half of a unit's models have Strider, the unit never loses their Steadfast or Rank Bonus due to Terrain. Sometimes Strider is linked to a specific type of Terrain, stated in brackets. In this case, models with Strider are considered Striders only when interacting with such type of Terrain.

**Stubborn:** A unit with at least one model with Stubborn ignores any Combat Score penalties to its Discipline when taking Break Tests or Combat Reform Discipline Tests.

**Sturdy:** Melee.  
The model gains Devastating Charge (+1 Str, +1 AP) and it does not suffer from negative to-hit modifiers from a Stand and Shoot Charge Reaction.

**Swiftstride:** When a unit composed entirely of models with Swiftstride rolls Charge Range, Flee Distance, Pursuit Distance or Overrun Distance, it rolls an additional D6 (normally this will lead to rolling 3D6) and discards the lowest D6 rolled.

**Volley Gun:** Artillery Weapon:  
Range 30", Shots 2D6\*2, Str 5, AP 3.

**War Machine:** The model cannot Pursue, Declare Charges or Declare Flee as Charge Reaction. Characters can never join units with War Machines, and Characters with War Machine cannot join units at all. When a War Machine fails a Panic Test, instead of Fleeing it is Shaken until the end of the next Player Turn. War Machines that fail a Break Test are automatically destroyed. War Machines and units Engaged in Combat with them cannot make Combat Reforms. When a unit charges a War Machine, it can move into base contact by having its Front Facing contact any point of the War Machine's base (it must still maximise the number of models in base contact, see subsection II.1.A "Bases and Base Contact", page 4 and Figure 1 page 4). No Align Move is allowed. Ignore the War Machine's Facing, as it does not have any due to its round base.

## 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.

