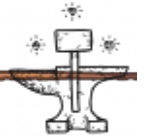




DWARVEN HOLDS

NAINS 4.5K LOW TROOPS - 4 500 POINTS



1595 pts (35.00 %) 1140 pts (25.00 %) 940 pts (21.00 %) 1355 pts (30.00 %) 765 pts (17.00 %)
Characters **Core** **Special** **Clans' Thunder** **Engines of War**
 (40 Max) (25 Least) (0 NoLimit) (35 Max) (20 Max)

Characters



ROI #1

King - Standard - Infantry - 40x60

730 POINTS



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



MOUNT WAR THRONE

Global	Adv	Mar	Dis	Model Rules		
	3"	9"	C	Tall, Majesty of High Kings		
Defensive	HP	Def	Res	Arm		
	6	C	C	C+2	Cannot be Stomped	
Offensive	Att	Off	Str	Ap	Agi	
War Throne	4	5	4	1	2	Harnessed, Sturdy, Hatred

Options | General • Holdstone • Shield • War Throne • Rune of Shielding x2 • Rune of Retribution • Rune of Destruction • Rune of Precision • Rune of Lightning x1



CHASSEUR DE DRAGONS #1

Dragon Seeker - Standard - Infantry - 20x20

395 POINTS



Global	Adv	Mar	Dis	Model Rules		
	3"	9"	10	Fearless, Magic Resistance, Not a Leader, Unbreakable, Vanguard, The bigger they are...		
Defensive	HP	Def	Res	Arm		
	3	7	5	0	Aegis	
Offensive	Att	Off	Str	Ap	Agi	
Dragon Seeker	5	7	5	2	5	Lethal Strike, Weapon Master, Sturdy, Yer comin' with me!, Great Weapon, Hand Weapon, Paired Weapons

Options | Grim Resolve • Rune of Smashing • Rune of Precision • Rune of Lightning x1



FORGERON RUNIQUE #1

Runic Smith - Standard - Infantry - 20x20

315 POINTS



Global	Adv	Mar	Dis	Model Rules		
	3"	9"	9	Channel, Magic Resistance, Rune Craft Mastery		
Defensive	HP	Def	Res	Arm		
	3	5	4	0	Shield Wall, Plate Armour	
Offensive	Att	Off	Str	Ap	Agi	
Runic Smith	2	5	4	1	3	Sturdy, Hand Weapon

Options | Battle Rune x2 • Shield • Rune of Devouring • Rune of Grounding



INGENIEUR #1
Engineer - Standard - Infantry - 20x20

155 POINTS



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

Options	Shield • Forge Repeater (4+) • Rune of Mining
Core	



LONGUES-MIRES DES CLANS #1
Clan Marksmen x25 - Standard - Infantry - 20x20

570 POINTS



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

Options	Shield • Guild-Crafted Handgun (4+) • Champion • Standard Bearer
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LONGUES-MIRES DES CLANS #1
Clan Marksmen x25 - Standard - Infantry - 20x20

570 POINTS



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

Options	Shield • Guild-Crafted Handgun (4+) • Champion • Standard Bearer
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Special



SENTINELLES DES PROFONDEURS #1
Deep Watch x15 - Standard - Infantry - 20x20

260 POINTS



Global	Adv	Mar	Dis	Model Rules		
	3"	9"	9	Bodyguard, Scoring		
Defensive	HP	Def	Res	Arm		
	1	5	4	0	Wall of Iron, Plate Armour, Shield	
Offensive	Att	Off	Str	Ap	Agi	
Deep Watch	1	5	4	1	2	Sturdy

Options	Champion • Musician • Standard Bearer
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SENTINELLES DES PROFONDEURS #1

Deep Watch x15 - Standard - Infantry - 20x20

260 POINTS



Global	Adv	Mar	Dis	Model Rules		
	3"	9"	9	Bodyguard, Scoring		
Defensive	HP	Def	Res	Arm		
	1	5	4	0	Wall of Iron, Plate Armour, Shield	
Offensive	Att	Off	Str	Ap	Agi	
Deep Watch	1	5	4	1	2	Sturdy

Options	Champion • Musician • Standard Bearer
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CHASSEURS DE TETES #1

Seekers x5 - Standard - Infantry - 20x20

115 POINTS



Global	Adv	Mar	Dis	Model Rules		
	3"	9"	10	Fearless, Unbreakable, The bigger they are...		
Defensive	HP	Def	Res	Arm		
	1	4	4	0	Aegis	
Offensive	Att	Off	Str	Ap	Agi	
Seeker	1	4	4	1	2	Weapon Master, Sturdy, Yer comin' with me!, Great Weapon, Paired Weapons

Options	Brothers of Vengeance
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BRISE-RANCUNES #1

Grudge Buster - Large - Construct - 50x100

305 POINTS



Global	Adv	Mar	Dis	Model Rules		
	1"	1"	9	Fly, Swiftstride		
	8"	8"				
Defensive	HP	Def	Res	Arm		
	5	4	5	4		
Offensive	Att	Off	Str	Ap	Agi	
Crew(2)	2	4	4	1	2	
Chassis			5	2	2	Grind Attacks, Harnessed, Impact Hits, Forge Repeater

Clans' Thunder



AUTOGYRE A VAPEUR #1

Steam Copters - Standard - Construct - 40x40

215 POINTS



Global	Adv	Mar	Dis	Model Rules		
	1"	2"	9	Fly, Light Troops, Swiftstride, Tall		
	8"	16"				
Defensive	HP	Def	Res	Arm		
	3	4	5	3	Cannot be Stomped	
Offensive	Att	Off	Str	Ap	Agi	
Steam Copter	2	4	4	1	2	Forge Repeater

Options	Shrapnel Bombs
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Engines of War



ARTILLERIE DE CAMPAGNE #1

Field Artillery - Standard - Construct - 60

295 POINTS



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

Options	Dwarf Catapult (4+) • Rune Crafted
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ARTILLERIE DE CAMPAGNE #2

Field Artillery - Standard - Construct - 60

315 POINTS



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

Options	Organ Gun (4+) • Rune Crafted
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Magics

Magic items

Rune of Destruction: Attacks made with a weapon engraved with this Rune gain **Multiple Wounds (D3)**.

Rune of Lightning: If the wielder scores at least one successful hit with a weapon engraved with one or more Runes of Lightning (consider each set of simultaneous attacks separately), each enemy unit that was hit suffers an additional D3 hits for each instance of this Rune. The hits are considered Special Attacks and are resolved with Strength 4, Armour Penetration 1, and **Magical Attacks**.

Rune of Precision: The wielder of a weapon engraved with this Rune gains **Lightning Reflexes**.

Rune of Retribution: Whenever the wearer of an armour engraved with one or more Runes of Retribution rolls a successful Shield Wall Aegis Save against enemy Melee Attacks (including Shield Wall stacked with Rune of Shielding), the wearer immediately inflicts a hit with the Strength and Armour Penetration of the saved attack on the model that caused the wound, before any casualties are removed, distributed onto the model's Health Pool. This is considered a Special Attack.

Rune of Shielding: The bearer gains **Aegis (+1, max. 4+)**. The Aegis from this Rune **only** stacks with itself and/or Shield Wall.

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 their Armour Penetration **set** to 10.

Rune of Devouring: One use only. The player may choose to use this Rune instead of performing a Dispelling Attempt. The spell is cast as normal but the Caster may not cast it again for the rest of the game. Spells dispelled by a Rune of Revocation and Attribute Spells are not affected.

Rune of Grounding: One use only. May be activated at the start of any Melee Phase. All spells with Duration One Turn that affect any of the following units come to an end: • The bearer's unit • Enemy units in base contact with the bearer

Rune of Mining: After Determining Deployment Zones (at the end of step 6 of the Pre-Game Sequence), choose a Terrain Feature on the Battlefield. As long the bearer is on the Battlefield, all friendly models may treat this as Open Terrain when making Advance Moves or March Moves, but **must** still follow the Unit Spacing rule at the end of their movement.

Model Rules

Aegis:

Bodyguard: When a Character is joined to a unit in which at least one model has Bodyguard, that Character gains Stubborn. When Characters or Character types are stated in brackets, Bodyguard only works for the specified Characters or Character types.

Cannot be Stomped:

Channel: During step 3 of the Magic Phase Sequence, each of the Active Player's models with Channel may add X Veil Tokens to the owner's Veil Token Pool. This Universal Rule is cumulative, adding X Veil Tokens of each independent instance of Channel to the model's total Channel value (so e.g. a model with Channel (1) and Channel (2) is treated like a model with Channel (3)).

Engineer: Once per Shooting Phase, an unengaged Engineer may select a single War Machine within 6" that has not fired yet to gain the following effects:

- Replace the Aim of one of the War Machine's Artillery Weapons with the value given in brackets (X+).
- You may reroll the roll on the Misfire Table.
- You may reroll the dice (all of them or none) for determining the number of hits of a Flamethrower Artillery Weapon.

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

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

Fearless: If more than half of a unit's models are Fearless, the unit automatically passes Panic Tests and Decimated Tests and cannot declare a Flee Charge Reaction (unless already Fleeing). Models that are Fearless are also immune to the effects of Fear.

Fly: The model gains Light Troops and Swiftstride. Units composed entirely of models with Fly may make Flying Movements when performing a Move Chargers move, an Advance Move, or a March Move. When a unit makes a Flying Movement, substitute its models' Advance Rate with the first value given in brackets (X), and their March Rate with the second value given in brackets (Y). All modifiers to ground movement values are also applied to the flying values of a model. Units using Flying Movement ignore all Terrain Features and units during the Flying Movement (from their starting to their ending position), but must abide by the Unit Spacing rule at the end of the move (unless charging, when the normal exceptions to the Unit Spacing rule apply). They are still affected by the effects of the Terrain Features from which they take off and in which they land.

Forge Repeater: Shooting Weapon
Range 18", Shots 4, Str 5, AP 2, Flaming Attacks, Quick to Fire

Great Weapon: Attacks made with a Great Weapon gain +2 Strength, +2 Armour Penetration and always strike at Initiative Step 0 (regardless of the wielder's Agility). A model using this weapon cannot simultaneously use a Shield against Melee Attacks

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 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.

Lethal Strike: If the attack wounds with a natural to-wound roll of 6+, its Armour Penetration is set to 10 and the target of the attack cannot take a Regeneration save against it.

Light Troops: Units composed entirely of models with Light Troops are allowed to make any number of Reforms when performing Advance Moves or March Moves. They are allowed to shoot even if they Marched or Reformed. No model can end its movement with its centre further away than its March Rate from its starting position, around any obstructions (including the Unit Spacing rule). This means that when checking the distance travelled by a model, check the path the model would have taken if it was alone, with the exception that the unit as a whole cannot break the Unit Spacing rule while performing the move. If a model performed any action during the movement (such as a Sweeping Attack), the distance moved is counted from its starting position to the point on the Battlefield where it performed that action and then to its final position.

If more than half the models in a unit have Light Troops, the unit always counts as having 0 Full Ranks. Characters with Light Troops that are joined to units with one or more models without Light Troops, lose this rule for as long as they remain with the unit. An Infantry Character joined to an Infantry unit with both Light Troops and the same Size as the Character gains Light Troops for as long as it remains with the unit.

Magic Resistance:

Move or Fire: The attack may not be used if the attacking model has made an Advance Move, March Move, Reform or Pivot during the current Player Turn.

Not a Leader: The model cannot be the General.

Paired Weapons: 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.

Plate Armour: +3 Armor

Rune Craft Mastery: Close Combat Attacks from models in the same unit as one or more models with Rune Craft Mastery gain +1 Armour Penetration.

Runic Anvil: Each Anvil of Power may select up to 3 different Battle Runes.

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.

Shield: +1 Armour Hand Weapons wielded by models on foot can be used alongside a Shield, then giving Parry.

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

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

Sturdy: The model part gains **Devastating Charge (+1 Str, +1 AP)** and **Steady Aim**.

Swiftstride: When a unit composed entirely of models with Swiftstride rolls Charge Range, Flee Distance, Pursuit Distance or Overrun Distance, it rolls an additional D6 (normally this will lead to rolling

3D6) and discards the lowest D6 rolled.

Tall:

The bigger they are...: The model gains Devastating Charge (Swiftstride) for Charges against units that contain at least one Large or Gigantic model.

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 models with Unbreakable can only be joined by Characters with Unbreakable.

Vanguard: After Deployment (including units with Scout), models with Vanguard may perform a 12" move. The move is performed as an Advance Move in the Movement Phase, including any actions and restrictions the unit would normally have (such as Wheeling, Reforming, 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 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. Instead of moving a unit, a player may declare to not move any more Vanguarding units.

Wall of Iron: The model gains **Aegis (5+, against Close Combat Attacks)**. This Special Save can only be used against attacks from enemies Engaged in the model's unit's Front Facing.

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.

Weapon Master:

Yer comin' with me!: 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. Close Combat Attacks made by models with this Attack Attribute can **never** wound on worse than 4+. In addition, when a model with this Attack Attribute is removed as a casualty during the Melee Phase due to an enemy Melee Attack, it **must** immediately, before removal, perform a single Close Combat Attack with the following rules and restrictions: • The attack is **always** resolved with Strength 5 and Armour Penetration 2. • The owner **must** choose one of the following options: 1. The attack is allocated towards the model that caused the casualty. 2. The attack is allocated towards a R&F model in that model's unit. The hit is distributed onto the unit. In either case, the model with Yer comin' with me! is considered in base contact with the attacked model, and the models count as Engaged in the same Facings as their units. • This Attack Attribute cannot be used for casualties caused by Impact Hits.

Qr codes of your army

Your 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.

Roi #1	Chasseur de dragons	Forgeron runique #1	Enclume de pouvoir	Ingénieur #1	Longues-mires des clans #1	Longues-mires des clans #1	Autogyre à vapeur #1	Artillerie de campagne #1	Artillerie de campagne #2	Sentinelles des profondeurs #1	Sentinelles des profondeurs #1	Chasseurs de têtes #1	Brise-rancunes #1