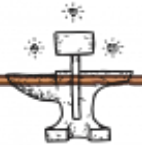




DWARVEN HOLDS

NAIN - DEBUTANT - 1 572 POINTS



475 pts (24.00 %) 542 pts (27.00 %) 240 pts (12.00 %) 495 pts (25.00 %) 315 pts (16.00 %)

Characters **Core** **Special** **Clans' Thunder** **Engines of War**

(40 Max) (25 Least) (0 NoLimit) (35 Max) (20 Max)

Characters



FORGERON RUNIQUE #1
Runic Smith - Standard - Infantry - 20x20

475 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

General • Ancestral Memory • Rune of Oaths • Rune of Reckoning • Rune of Resilience • Great Weapon • Rune of Dragon's Breath • Rune of Mastery • Rune of Destruction • Rune of Precision

Core



GUERRIERS DES CLANS #1
Clan Warriors x14 - Standard - Infantry - 20x20

287 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 Warrior	1	4	3	0	2
Sturdy					

Options

Shield • Throwing Weapons • Champion • Musician • Standard Bearer • Runic Standard of Dismay



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

255 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+) • Musician • Standard Bearer

Special



MINEURS #1

Miners **x10** - Standard - Infantry - 20x20

240 POINTS



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

Options

Pistol • Champion • Musician • Standard Bearer

Engines of War



ARTILLERIE DE CAMPAGNE #1

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

Magics

Magic items

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

Rune of Dragon's Breath: The bearer gains **Breath Attack (Str 4, AP 1, Flaming Attacks, Magical Attacks)**. A single friendly Rune of Dragon's Breath may be used per Round of Combat.

Rune of Mastery: One use only. A single Rune of Mastery may be activated immediately before the bearer attempts to cast a Bound Spell. Add (+2/+2) to the Power Level of this Bound Spell for this Casting Attempt.

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

Magic banners

Runic Standard of Dismay: Units Charging the bearer's unit suffer -2' Advance Rate for their Charge Range roll.

Model Rules

Ambush:

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)).

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

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

Heavy Armour: +2 Armor

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.

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.

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 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**.

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.

Forgeron runique #1



Guerriers des clans #1



Longues-mires des clans #1



Artillerie de campagne #1



Mineurs #1



