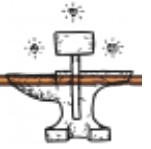




DWARVEN HOLDS

KILOU - 2 455 POINTS



900 pts (40.00 %) 855 pts (38.00 %) 395 pts (18.00 %) 430 pts (19.00 %) 305 pts (14.00 %)

Characters **Core** **Special** **Clans' Thunder** **Engines of War**
 (40 Max) (25 Least) (0 NoLimit) (35 Max) (20 Max)

Characters



ROI #1

King - Standard - Infantry - 20x20mm

525 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	Agj	
King	4	7	4	1	4	Sturdy, Hand Weapon

Options | General • Ancestral Memory • Holdstone • Shield • Rune of Shielding x2 • Rune of Iron x1 • Rune of Destruction • Rune of Craftsmanship • Rune of Fire



FORGERON RUNIQUE #1

Runic Smith - Standard - Infantry - 20x20mm

375 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	Agj	
Runic Smith	2	5	4	1	3	Sturdy, Hand Weapon

Options | Battle Rune x3 • Shield • Rune of Denial • Rune of Iron x2

Core



GUERRIERS DES CLANS #1

Clan Warriors x25 - Standard - Infantry - 20x20mm

425 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	Agj	
Clan Warrior	1	4	3	0	2	Sturdy

Options | Shield and Spear • Champion • Musician • Standard Bearer • Runic Standard of Wisdom



LONGUES-MIRES DES CLANS #1
Clan Marksmen **x10** - Standard - Infantry - 20x20mm

215 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 • Crossbow • Musician
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LONGUES-MIRES DES CLANS #1
Clan Marksmen **x10** - Standard - Infantry - 20x20mm

215 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 • Crossbow • Musician
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Special



SENTINELLES DES PROFONDEURS #1
Deep Watch **x20** - Standard - Infantry - 20x20mm

395 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 • Runic Standard of Wisdom
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Engines of War



ARTILLERIE DE CAMPAGNE #1
Field Artillery - Standard - Construct - 60mm round

305 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	

Offensive	Att	Off	Str	Ap	Agi	
Crew	3	4	3	0	2	Move or Fire

Options	
	Flaming Shot • Dwarf Catapult (4+) • Rune Crafted

Magics

Magic items

Rune of Craftsmanship: A weapon engraved with this Rune follows the rules for Great Weapons instead of the original weapon's rules (this does not prevent the weapon from being engraved with additional Runes).

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

Rune of Fire: May be activated at the start of any phase or Round of Combat. If so, attacks made with a weapon engraved with this Rune become **Flaming Attacks** until the end of the phase.

Rune of Iron: The wearer of an armour engraved with: • A single Rune of Iron gains +1 Armour. • Two or more Runes of Iron gains +2 Armour.

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 Denial: One use only. The player may choose to use this Rune instead of performing a Dispelling Attempt. The spell is automatically dispelled.

Magic banners

Runic Standard of Wisdom: The bearer may select a single Battle Rune during Spell Selection. This Battle Rune can be cast by the bearer and has Range Caster's Unit.

Model Rules

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.

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: +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**.

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.

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



Forgeron runique #1



Guerriers des clans #1



Longues-mires des clans #1



Longues-mires des clans #1



Sentinelles des profondeurs #1



Artillerie de campagne #1

