



# DWARVEN HOLDS

## TIR GROS BOUSIN - 1 060 POINTS



0 pts (0.00 %) Characters (40 Max)   
 0 pts (0.00 %) Core (25 Least)   
 0 pts (0.00 %) Special (0 NoLimit)   
 380 pts (8.00 %) Clans' Thunder (35 Max)   
 680 pts (15.00 %) Engines of War (20 Max)

### Clans' Thunder



**VEILLEURS DES FORGES #1**  
 Forge Wardens x10 - Standard - Infantry - 20x20mm

190 POINTS



Global	Adv	Mar	Dis	Model Rules		
	3"	9"	9	Scoring		
Defensive	HP	Def	Res	Arm		
	1	5	4	0	Aegis, Plate Armour	
Offensive	Att	Off	Str	Ap	Agi	
Forge Warden	1	4	4	1	2	Sturdy, Forge Gun (3+)



**VEILLEURS DES FORGES #2**  
 Forge Wardens x10 - Standard - Infantry - 20x20mm

190 POINTS



Global	Adv	Mar	Dis	Model Rules		
	3"	9"	9	Scoring		
Defensive	HP	Def	Res	Arm		
	1	5	4	0	Aegis, Plate Armour	
Offensive	Att	Off	Str	Ap	Agi	
Forge Warden	1	4	4	1	2	Sturdy, Forge Gun (3+)

### Engines of War



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

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



**ARTILLERIE DE CAMPAGNE #2**  
 Field Artillery - Standard - Construct - 60mm round

240 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

<b>Options</b>	Dwarf Cannon (4+) • Rune Crafted
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**ARTILLERIE DE CAMPAGNE #3**  
Field Artillery - Standard - Construct - 60mm round

**125 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

<b>Options</b>	Dwarf Ballista (4+) • Rune Crafted
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## Magics

### Model Rules

**Aegis:**

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

**Forge Gun:** Shooting Weapon.  
Range 18", Shots 1, Str 3, AP 0, Flaming Attacks, always hits on 2+.

**Heavy Armour:** +2 Armor

**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

**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.

**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

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.

Artillerie de campagne #1



Artillerie de campagne #2



Artillerie de campagne #3



Veilleurs des forges #1



Veilleurs des forges #2

