



# DWARVEN HOLDS

## WARBAND 1500 - 1 498 POINTS



250 pts (17.00 %) 410 pts (27.00 %) 713 pts (48.00 %) 373 pts (25.00 %) 125 pts (8.00 %)

**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 - 20x20mm

**250 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	
<b>Runic Smith</b>	2	5	4	1	3	Sturdy, Hand Weapon

**Options** | General • Ancestral Memory • Battle Rune x1 • Shield • Rune of Iron x1

### Core



**BARBES-GRISES #1**  
Greybeards x20 - Standard - Infantry - 20x20mm

**410 POINTS**



Global	Adv	Mar	Dis	Model Rules		
	3"	9"	9	Fearless, Hold the Line, Scoring		
Defensive	HP	Def	Res	Arm		
	1	5	4	0	Shield Wall, Heavy Armour	
Offensive	Att	Off	Str	Ap	Agi	
<b>Greybeard</b>	1	5	4	1	2	Sturdy

**Options** | Shield • Champion • Musician • Standard Bearer

### Special



**GARDES DU ROI #1**  
King's Guard x15 - Standard - Infantry - 20x20mm

**340 POINTS**



Global	Adv	Mar	Dis	Model Rules		
	3"	9"	9	Scoring		
Defensive	HP	Def	Res	Arm		
	1	5	4	0	Plate Armour, Shield	
Offensive	Att	Off	Str	Ap	Agi	
<b>King's Guard</b>	2	5	4	1	2	Sturdy, Great Weapon

**Options** | Champion • Musician • Standard Bearer



**PATROUILLEURS #1**  
Rangers x15 - Standard - Infantry - 20x20mm

**373 POINTS**



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

<b>Options</b>	Crossbow • Great Weapon • Champion • Musician • Standard Bearer
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## Engines of War



**FIELD ARTILLERY #1**  
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

### Magic items

**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.

### Model Rules

**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.

**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.

**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

**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

**Hold the Line:**

**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

**Quick to Fire:**

**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.

**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.

**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.

**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:** 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.

Barbes-grises #1



Gardes du roi #1



Forgeron runique #1



Patrouilleurs #1



Field Artillery #1

