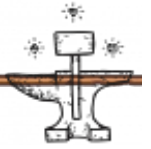




DWARVEN HOLDS

L'OST DE JEFF BUGMAN - 4 500 POINTS



265 pts (6.00 %) 1485 pts (33.00 %) 1730 pts (38.00 %) 1560 pts (35.00 %) 845 pts (19.00 %)


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

Characters



JEFF BUGMAN
 Engineer - Standard - Infantry - 20x20mm

265 POINTS



Global	Adv	Mar	Dis	Model Rules		
	3"	9"	9	Ancestral Memory, Engineer, Wyrms-Slayer Rocket, Entrench		
Defensive	HP	Def	Res	Arm		
	2	5	4	0 (+1)	Shield Wall, Plate Armour, Shield, Shield	
Offensive	Att	Off	Str	Ap	Agi	
Engineer	2	5	4	1	3	Hand Weapon, Sturdy

Options | General • Ancestral Memory • Shield • Wyrms-Slayer Rocket • Rune of Denial

Core



LONGUES-BARBES DE KARAK AUX HUIT PICS
 Greybeards x10 - Standard - Infantry - 20x20mm

250 POINTS



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

Options | Shield • Throwing Weapons • Musician • Standard Bearer



LONGUES-BARBES DE KARAK AUX HUIT PICS
 Greybeards x10 - Standard - Infantry - 20x20mm

250 POINTS



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

Options | Shield • Throwing Weapons • Musician • Standard Bearer



ARBALETRIERS DE ZHUFBAR
Clan Marksmen **x10** - Standard - Infantry - 20x20mm

210 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	Great Weapon, Crossbow, Sturdy

Options	Crossbow and Great Weapon • Musician
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ARBALETRIERS DE ZHUFBAR
Clan Marksmen **x10** - Standard - Infantry - 20x20mm

210 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	Great Weapon, Crossbow, Sturdy

Options	Crossbow and Great Weapon • Musician
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ARQUEBUSIERS DE KARAK AZGAL
Clan Marksmen **x10** - Standard - Infantry - 20x20mm

230 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	Guild-Crafted Handgun (4+) • Musician
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GUERRIERS DE KARAK AZUL
Clan Warriors **x20** - Standard - Infantry - 20x20mm

335 POINTS



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

Options	Spear and Shield • Musician • Standard Bearer • Banner of the Relentless Company
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Special



GONFLABLE DE BARAK VARR
Grudge Buster - Large - Construct - 50x100mm

280 POINTS



Global	Adv	Mar	Dis	Model Rules	
	1"	1"	9	Swiftstride, Fly	
	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, Forge Repeater, Impact Hits, Harnessed					



GONFLABLE DE BARAK VARR
Grudge Buster - Large - Construct - 50x100mm

280 POINTS



Global	Adv	Mar	Dis	Model Rules	
	1"	1"	9	Swiftstride, Fly	
	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, Forge Repeater, Impact Hits, Harnessed					



MINEURS DU PINACLE D'ARGENT
Miners x10 - Standard - Infantry - 20x20mm

235 POINTS



Global	Adv	Mar	Dis	Model Rules	
	3"	9"	9	Scoring, Ambush	
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
Paired Weapons, Great Weapon, Throwing Weapons, Sturdy					

Options

Great Weapon • Paired Weapons • Throwing Weapons • Musician



MINEURS D'EKRUND
Miners x10 - Standard - Infantry - 20x20mm

235 POINTS



Global	Adv	Mar	Dis	Model Rules	
	3"	9"	9	Scoring, Ambush	
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
Paired Weapons, Great Weapon, Throwing Weapons, Sturdy					

Options

Great Weapon • Paired Weapons • Throwing Weapons • Musician



CHASSEUR DE KARAK KADRIN
Vengeance Seeker - Standard - Infantry - 20x20mm

120 POINTS



Global	Adv	Mar	Dis	Model Rules		
	3"	9"	10	Fearless, Unbreakable, The bigger they are...		
Defensive	HP	Def	Res	Arm		
	3	5	4	0	Distracting, Hard Target, Aegis	
Offensive	Att	Off	Str	Ap	Agi	
Vengeance Seeker	3D3	5	4	1	2	Yer comin' with me!, Whirling Chains of Doom



GARDIENS DE KARAZ-A-KARAK
Hold Guardians x3 - Large - Infantry - 40x40mm

290 POINTS



Global	Adv	Mar	Dis	Model Rules		
	5"	10"	10	Scoring, Fearless, Runic Engravings		
Defensive	HP	Def	Res	Arm		
	3	4	5	1	Plate Armour	
Offensive	Att	Off	Str	Ap	Agi	
Hold Guardian	3	4	5	2	2	Magical Attacks

Options

Champion • Musician • Standard Bearer



GARDIENS DE KARAZ-A-KARAK
Hold Guardians x3 - Large - Infantry - 40x40mm

290 POINTS



Global	Adv	Mar	Dis	Model Rules		
	5"	10"	10	Scoring, Fearless, Runic Engravings		
Defensive	HP	Def	Res	Arm		
	3	4	5	1	Plate Armour	
Offensive	Att	Off	Str	Ap	Agi	
Hold Guardian	3	4	5	2	2	Magical Attacks

Options

Champion • Musician • Standard Bearer

Clans' Thunder



GYROCOPTERE DE KARAK HIRN
Steam Copters - Standard - Construct - 40x40mm

220 POINTS



Global	Adv	Mar	Dis	Model Rules		
	1"	2"	9	Tall, Swiftstride, Fly, Light Troops		
	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



GYROCOPTERE DE KARAK HIRN

Steam Copters - Standard - Construct - 40x40mm

220 POINTS



Global	Adv	Mar	Dis	Model Rules		
	1"	2"	9	Tall, Swiftstride, Fly, Light Troops		
	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

Engines of War



CANON DU MONT GUNBAD

Field Artillery - Standard - Construct - 60mm round

250 POINTS



Global	Adv	Mar	Dis	Model Rules		
	3"	3"	9	War Machine, Engineering Rune, Stubborn, Dwarf Cannon		
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

Flaming Shot • Dwarf Cannon • Rune Crafted



CANON ORGUE DE KARAK ZORN

Field Artillery - Standard - Construct - 60mm round

330 POINTS



Global	Adv	Mar	Dis	Model Rules		
	3"	3"	9	Organ Gun, War Machine, Engineering Rune, Stubborn		
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

Flaming Shot • Organ Gun • Rune Crafted

Magics

Magic items

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

Banner of the Relentless Company: One use only. May be activated during the owner's Movement Phase. All Infantry models in the bearer's unit always have March Rate 15", until the end of the Player Turn. Only a single Banner of the Relentless Company may be activated during the same phase.

Model Rules

Aegis:**Ambush:**

Ancestral Memory: A General with Ancestral Memory affects the number of Grudges held by a Dwarven Holds army (see Ancient Grudge above).

Cannot be Stomped:

Crossbow: Range 30" Shots 1 Strength 4 Armour Penetration 1 Unwieldy

Distracting: Close Combat Attacks allocated towards a model with Distracting suffer a -1 to-hit modifier. This to-hit modifier cannot be combined with any other negative to-hit modifiers.

Dwarf Cannon: Artillery Weapon.

This Artillery Weapon can be fired in two ways:

- Cannon, Range 60", Shots 1, Str 4 [10], AP 0 [10], Area Attack (1×5), [Multiple Wounds (D3+1, Clipped Wings)]
- Volley Gun, Range 12", Shots 2D6, Str 4, AP 4

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

Hard Target:

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

Hold the Line:

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.

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.

Magical Attacks: The attack doesn't have any special effects. However, it interacts with other rules, such as Otherworldly. Model parts with Magical Attacks apply it also to their Special Attacks (such as Stomp Attacks, Impact Hits and Breath Attack).

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.

Organ Gun: Artillery Weapon.

Volley Gun, Range 30", Shots 2D6x2, Str 5, AP 3.

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

Runic Engravings: At step 8 of the Pre-Game Sequence (after Spell Selection), each Hold Guardian unit must choose one of the following effects, which is applied for the duration of the game: • +1 Strength and +1 Armour Penetration • Vanguard • +2 Agility

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.

Spear:

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.

Throwing Weapons: Range 8", Shots 2, FO Same as user, AP Same as user, Accurate, Quick to Fire

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.

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.

Whirling Chains of Doom: Close Combat Weapon.

Attacks made with this weapon gain +1 Strength, +1 Armour Penetration, and always strike at Initiative Step 10 (regardless of the wielder's Agility). A model with this weapon cannot be joined by Characters.

Wyrmslayer Rocket: Shooting Weapon.

Range 24", Shots 1, Str 6, AP 3, Flaming Attacks, Multiple Wounds (D3), Reload!

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.

Jeff Bugman



Canon du Mont Gunbad



Longues-Barbes de Karak aux Huit Pics



Gonflable de Barak Varr



Gonflable de Barak Varr



Mineurs du Pinnacle d'Argent



Mineurs d'Ekrund



Chasseur de Karak Kadrin



Longues-Barbes de Karak aux Huit Pics



Arbalétriers de Zhufbar



Arbalétriers de Zhufbar



Arquebusiers de Karak Azgal



Guerriers de Karak Azul



Gardiens de Karaz-a-Karak



Gardiens de Karaz-a-Karak



Gyrocoptère de Karak Hirn



Gyrocoptère de Karak Hirn



Canon Orgue de Karak Zorn

