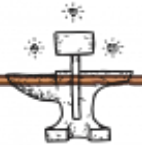




# DWARVEN HOLDS

## 3000 - 2 998 POINTS



740 pts (25.00 %) 1116 pts (37.00 %) 672 pts (22.00 %) 333 pts (11.00 %) 470 pts (16.00 %)

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

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

### Characters



#### THANE #1

Thane - Standard - Infantry - 20x20mm

310 POINTS



Global	Adv	Mar	Dis	Model Rules	
	3"	9"	9		
Defensive	HP	Def	Res	Arm	
	3	6	5	0 (+1)	Shield Wall, Plate Armour, Shield
Offensive	Att	Off	Str	Ap	Agi
Thane	3	6	4	1	3

Sturdy, Hand Weapon

**Options** | General • Ancestral Memory • Holdstone • Shield • Rune of Shielding x1 • Rune of Iron x1 • Rune of Might x1 • Rune of Fury x2



#### THANE #1

Thane - Standard - Infantry - 20x20mm

210 POINTS



Global	Adv	Mar	Dis	Model Rules	
	3"	9"	9		
Defensive	HP	Def	Res	Arm	
	3	6	5	0	Shield Wall, Plate Armour
Offensive	Att	Off	Str	Ap	Agi
Thane	3	6	4	1	3

Sturdy, Hand Weapon

**Options** | Battle Standard Bearer • Runic Standard of Shielding



#### FORGERON RUNIQUE #1

Runic Smith - Standard - Infantry - 20x20mm

220 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** | Battle Rune x1 • Rune of Oaths • Rune of Resilience

### Core



#### GUERRIERS DES CLANS #1


Clan Warriors x24 - Standard - Infantry - 20x20mm

353 POINTS




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

<b>Options</b>	Shield • Champion • Musician • Standard Bearer
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**BARBES-GRISES #1**  
Greybeards x20 - Standard - Infantry - 20x20mm

**430 POINTS**



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

<b>Options</b>	Shield • Great Weapon • Champion • Musician • Standard Bearer
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**LONGUES-MIRES DES CLANS #1**  
Clan Marksmen x16 - Standard - Infantry - 20x20mm


**333 POINTS**



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>	
	3"	9"	9	<b>Scoring</b>	
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	1	4	4	0	<b>Shield Wall, Heavy Armour</b>
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
<b>Clan Marksman</b>	1	4	3	0	2 <b>Sturdy</b>


<b>Options</b>	Guild-Crafted Handgun (4+) • Musician
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Special



**MINEURS #1**  
Miners x15 - Standard - Infantry - 20x20mm

**260 POINTS**



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

<b>Options</b>	Great Weapon • Champion • Musician • Standard Bearer
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### DEEP WATCH #1

Deep Watch **x23** - Standard - Infantry - 20x20mm

412 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

## Engines of War



### ARTILLERIE DE CAMPAGNE #1

Field Artillery - Standard - Construct - 60mm round

235 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

Flaming Shot • Organ Gun (4+)



### ARTILLERIE DE CAMPAGNE #2

Field Artillery - Standard - Construct - 60mm round

235 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

Flaming Shot • Dwarf Cannon (4+) • Rune Crafted

## Magics

### Magic items

**Rune of Fury:** For each Rune of Fury engraved on a weapon, the wielder gains +1 Attack Value while using it.

**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 Might:** For each Rune of Might engraved on a weapon, attacks made with it gain +1 Strength and +1 Armour Penetration.

**Rune of Shielding:** The bearer gains **Aegis (+1, max. 4+)**. The Aegis from this Rune **only** stacks with itself and/or Shield Wall.

### Magic banners

**Runic Standard of Shielding:** All friendly units within 6' of the bearer gain **Aegis (5+, against Shooting Attacks)**.

## Model Rules

### Ambush:

**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.

**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

**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

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.

Thane #1



Thane #1



Forgeron runique #1



Guerriers des clans #1



Barbes-grises #1



Longues-mires des clans #1



Mineurs #1



Artillerie de campagne #1



Artillerie de campagne #2



Deep Watch #1

