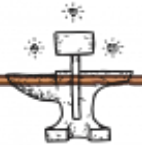




# DWARVEN HOLDS

## IR 2020 - 4 375 POINTS



305 pts (7.00 %) **1120 pts (25.00 %)** 1710 pts (38.00 %) 660 pts (15.00 %) 885 pts (20.00 %)  
**Characters** **Core** **Special** **Clans' Thunder** **Engines of War**  
 (40 Max) (25 Least) (0 NoLimit) (35 Max) (20 Max)

### Characters



**DURGRIM CRACHE-FER**  
 Engineer - Standard - Infantry - 20x20mm

**305 POINTS**



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

**Options** | Shield • Wyrn-Slayer Rocket (3+) • Ancestral Memory • General • Rune of Denial • Rune of the Forge x1

### Core



**GUERRIERS DES CLANS #1**  
 Clan Warriors x10 - Standard - Infantry - 20x20mm

**160 POINTS**



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

**Options** | Throwing Weapons (5+) • Paired Weapons • Musician



**GUERRIERS DES CLANS #2**  
 Clan Warriors x10 - Standard - Infantry - 20x20mm

**160 POINTS**



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

**Options** | Throwing Weapons (5+) • Paired Weapons • Musician



**GUERRIERS DES CLANS #3**  
Clan Warriors x10 - Standard - Infantry - 20x20mm

160 POINTS



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

<b>Options</b>	Throwing Weapons (5+) • Paired Weapons • Musician
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**GUERRIERS DES CLANS #4**  
Clan Warriors x10 - Standard - Infantry - 20x20mm

160 POINTS



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

<b>Options</b>	Throwing Weapons (5+) • Paired Weapons • Musician
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**GUERRIERS DES CLANS #5**  
Clan Warriors x10 - Standard - Infantry - 20x20mm

160 POINTS



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

<b>Options</b>	Throwing Weapons (5+) • Paired Weapons • Musician
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**GUERRIERS DES CLANS #6**  
Clan Warriors x10 - Standard - Infantry - 20x20mm

160 POINTS



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

<b>Options</b>	Throwing Weapons (5+) • Paired Weapons • Musician
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**GUERRIERS DES CLANS #7**  
Clan Warriors x10 - Standard - Infantry - 20x20mm

160 POINTS



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

**Options**

Throwing Weapons (5+) • Paired Weapons • Musician

**Special**



**CHASSEURS DE TETE #1**  
Seekers x25 - Standard - Infantry - 20x20mm

540 POINTS



Global	Adv	Mar	Dis	Model Rules	
	3"	9"	10	Unbreakable, Fearless, The bigger they are...	
Defensive	HP	Def	Res	Arm	
	1	4	4	0	Aegis (6+)
Offensive	Att	Off	Str	Ap	Agi
Seekers	1	4	4	1	2
<b>Sturdy, Yer comin' with me!, Weapon Master, Paired Weapons, Great Weapon</b>					

**Options**

Champion



**CHASSEURS DE TETE #2**  
Seekers x25 - Standard - Infantry - 20x20mm

540 POINTS



Global	Adv	Mar	Dis	Model Rules	
	3"	9"	10	Unbreakable, Fearless, The bigger they are...	
Defensive	HP	Def	Res	Arm	
	1	4	4	0	Aegis (6+)
Offensive	Att	Off	Str	Ap	Agi
Seekers	1	4	4	1	2
<b>Sturdy, Yer comin' with me!, Weapon Master, Paired Weapons, Great Weapon</b>					

**Options**

Champion



**BRISE-RANCUNES #1**  
Grudge Buster - Large - Construct - 50x100mm

315 POINTS



Global	Adv	Mar	Dis	Model Rules	
	1"	1"	9	Light Troops, Swiftstride, Fly (8", 8", 8", 8")	
	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
<b>Harnessed, Inanimate, Impact Hits (D6+1, D6+1), Grind Attacks (3D3, 3D3), Forge Repeater (4+, 4+)</b>					



**BRISE-RANCUNES #2**  
Grudge Buster - Large - Construct - 50x100mm

**315** POINTS



Global	Adv	Mar	Dis	Model Rules	
	1"	1"	9	Light Troops, Swiftstride, Fly (8", 8", 8", 8")	
	8"	8"			
Defensive	HP	Def	Res	Arm	
	5	4	5	4	
Offensive	Att	Off	Str	Ap	Agi
<b>Crew (2)</b>	2	4	4	1	2
<b>Chassis</b>			5	2	2
Harnessed, Inanimate, Impact Hits (D6+1, D6+1), Grind Attacks (3D3, 3D3), Forge Repeater (4+, 4+)					

**Clans' Thunder**



**AUTOGYRE D?ASSAUT #1**  
Attack Copter x2 - Standard - Construct - 40x40mm

**330** POINTS



Global	Adv	Mar	Dis	Model Rules	
	1"	2"	9	Light Troops, Swiftstride, Tall, Fly (8", 16", 8", 16")	
	8"	16"			
Defensive	HP	Def	Res	Arm	
	3	4	5	3	Cannot be Stomped
Offensive	Att	Off	Str	Ap	Agi
<b>Attack Copter</b>	2	4	4	1	2
Forge Repeater (4+, 4+), Shrapnel Grenades					



**AUTOGYRE D?ASSAUT #2**  
Attack Copter x2 - Standard - Construct - 40x40mm

**330** POINTS



Global	Adv	Mar	Dis	Model Rules	
	1"	2"	9	Light Troops, Swiftstride, Tall, Fly (8", 16", 8", 16")	
	8"	16"			
Defensive	HP	Def	Res	Arm	
	3	4	5	3	Cannot be Stomped
Offensive	Att	Off	Str	Ap	Agi
<b>Attack Copter</b>	2	4	4	1	2
Forge Repeater (4+, 4+), Shrapnel Grenades					

**Engines of War**



**CANON ORGUE**  
Organ Gun - Standard - Construct - 60mm round

**330** POINTS



Global	Adv	Mar	Dis	Model Rules	
	3"	3"	9	War Machine, Stubborn, Engineering Rune	
Defensive	HP	Def	Res	Arm	
	5	1	4	0	Heavy Armour
Offensive	Att	Off	Str	Ap	Agi

<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
<b>Crew (3)</b>	<b>1</b>	<b>4</b>	<b>3</b>	<b>0</b>	<b>2</b>	<b>Move or Fire, Volley Gun (4+, 4+)</b>

<b>Options</b>	Rune crafted
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## CANON

Cannon - Standard - Construct - 60mm round

**250** POINTS



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>		
	<b>3"</b>	<b>3"</b>	<b>9</b>	<b>War Machine, Stubborn, Engineering Rune</b>		
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>		
	<b>5</b>	<b>1</b>	<b>4</b>	<b>0</b>	<b>Heavy Armour</b>	
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
<b>Crew</b>	<b>1</b>	<b>4</b>	<b>3</b>	<b>0</b>	<b>2</b>	<b>Move or Fire, Dwarf Cannon (4+, 4+)</b>

## Magics

### Magic items

**Rune of Denial:** Dominant.

0-1 per Army.

One use only. The player may choose to use this Rune instead of making a Dispel Attempt. The spell is automatically dispelled.

**Rune of the Forge:** The wearer of an armour engraved with this Rune gains Aegis (2+, against Flaming Attacks).

### Model Rules

**Aegis:**

**Cannot be Stomped:**

**Dwarf Cannon:** Can be fired in two ways:

- As a Cannon Artillery Weapon:

Range 60", Shots 1, Str 4[10], AP 0[10], Area Attack (5×1), [Multiple Wounds (D3+1, Clipped Wings)].

- As a Volley Gun Artillery Weapon:

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:** Universal Rule.

Field Artillery adds +4 to any roll on the Misfire Table.

**Entrench:** Right before the battle (during step 7 of the Deployment Phase Sequence), the model with this rule may Entrench a single War Machine. The War Machine counts as being in Hard Cover. The War Machine loses this rule permanently if it makes an Advance or March Move.

**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

**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

**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.

**Inanimate:** Inanimate - Melee

Model parts with Inanimate cannot make Close Combat Attacks and cannot use Shooting Weapons. Shooting Weapons carried by model parts with Inanimate can be used by other model parts of the same model (as long as they do not have Harnessed or Inanimate).

**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.

**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.

**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

**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 Wall:** When 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.

**Shrapnel Grenades:** Special Attack.

Sweeping Attack which can be used once per game.

The enemy unit suffers D3 hits for each Steam Copter in the unit. Hits are resolved with Strength 3 and Armour Penetration 0.

**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:** Melee.

The model gains Devastating Charge (+1 Str, +1 AP) and it does not suffer from negative to-hit modifiers from a Stand and Shoot Charge Reaction.

**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...:** When Charging a unit that contains at least one Large or Gigantic model, the model gains Swiftstride for the Charge Range roll.

**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.

**Volley Gun:** Artillery Weapon:

Range 30", Shots 2D6\*2, Str 5, AP 3.

**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.

#### Weapon Master:

**Yer comin' with me!:** Close Combat.

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 Facing as their units.

- This Attack Attribute cannot be used against 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.

Guerriers des clans #1



Guerriers des clans #2



Durgrim Crache-Fer



Guerriers des clans #3



Guerriers des clans #4



Guerriers des clans #5



Guerriers des clans #6



Guerriers des clans #7



Chasseurs de tête #1



Chasseurs de tête #2



Brise-rancunes #1



Brise-rancunes #2



Autogyre d'assaut #1



Autogyre d'assaut #2



Canon orgue



Canon





