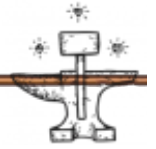




# DWARVEN HOLDS

## 2vs2 2500 pts - 2 499 points



405 pts (16.00 %) 1279 pts (51.00 %) 235 pts (9.00 %) 670 pts (27.00 %) 400 pts (16.00 %)  
**Characters**      **Core**      **Special**      **Clans' Thunder**      **Engines of War**  
 (40 Max)      (25 Least)      (0 NoLimit)      (35 Max)      (20 Max)

### Special



**CHASSEURS DE TETES #1**  
 Seekers x10 - Standard - Infantry - 20x20mm

235 POINTS



Global	Adv	Mar	Dis	Model Rules		
	3"	9"	10	, The bigger they Fearless, Unbreakableare...		
Defensive	HP	Def	Res	Arm		
	1	4	4	0	Aegis	
Offensive	Att	Off	Str	Ap	Agi	
Seeker	1	4	4	1	2	Weapon Master, Sturdy, Yer comin' with me!, Great WeaponWeapons, Paired

**Options**

Champion • Brothers of Vengeance

### Characters



**FORGERON RUNIQUE #1**  
 Runic Smith - Standard - Infantry - 20x20mm

225 POINTS



Global	Adv	Mar	Dis	Model Rules		
	3"	9"	9	, Rune Craft ChannelMastery		
Defensive	HP	Def	Res	Arm		
	3	5	4	0	Magic Resistance, Plate, Shield WallArmour	
Offensive	Att	Off	Str	Ap	Agi	
Runic Smith	2	5	4	1	3	Sturdy, Hand Weapon

**Options**

Shield • General

**Magic items**

Rune of Devouring • Rune of Mining



**THANE #1**  
 Thane - Standard - Infantry - 20x20mm

180 POINTS



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

**Options**

Shield • Guild-Crafted Handgun (3+) • Battle Standard Bearer

### Core



**GUERRIERS DES CLANS #1**  
Clan Warriors x24 - Standard - Infantry - 20x20mm

412 POINTS



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

<b>Options</b>	Champion • Musician • Standard Bearer • Shield and Spear
<b>Magic banners</b>	Runic Standard of Wisdom (Banner Enchantment)



**LONGUES-MIRES DES CLANS #1**  
Clan Marksmen x10 - Standard - Infantry - 20x20mm

245 POINTS



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

<b>Options</b>	Shield • Guild-Crafted Handgun (4+) • Musician
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**LONGUES-MIRES DES CLANS #1**  
Clan Marksmen x10 - Standard - Infantry - 20x20mm

245 POINTS



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

<b>Options</b>	Shield • Guild-Crafted Handgun (4+) • Musician
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**GUERRIERS DES CLANS #2**  
Clan Warriors x24 - Standard - Infantry - 20x20mm

377 POINTS



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

<b>Options</b>	Champion • Musician • Standard Bearer • Shield and Spear
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## Clans' Thunder



### AUTOGYRE A VAPEUR #2

Steam Copters - Standard - Construct - 40x40mm

**180** POINTS



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

## Engines of War



### ARTILLERIE DE CAMPAGNE #1

Field Artillery - Standard - Construct - 60mm round

**145** POINTS



Global	Adv	Mar	Dis			Model Rules
	3"	3"	9			, War StubbornMachine , 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**

Flame Cannon • Rune Crafted



### ARTILLERIE DE CAMPAGNE #2

Field Artillery - Standard - Construct - 60mm round

**255** POINTS



Global	Adv	Mar	Dis			Model Rules
	3"	3"	9			, War StubbornMachine , 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**

Dwarf Cannon (4+) • Rune Crafted

## Magics

### Magic items

**Rune of Devouring:** One use only. The player may choose to use this Rune instead of performing a Dispelling Attempt. The spell is cast as normal but the Caster may not cast it again for the rest of the game. Spells dispelled by a Rune of Revocation and Attribute Spells are not affected.

**Rune of Mining:** After Determining Deployment Zones (at the end of step 6 of the Pre-Game Sequence), choose a Terrain Feature on the Battlefield. As long the bearer is on the Battlefield, all friendly models may treat this as Open Terrain when making Advance Moves or March Moves, but **must** still follow the Unit Spacing rule at the

end of their movement.

## Magic banners

**Runic Standard of Wisdom:** The bearer may select a single Battle Rune during Spell Selection. This Battle Rune can be cast by the bearer and has Range Caster's Unit.

## Model Rules

**Aegis:**

**Cannot be Stomped:**

**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.

**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

**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

**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.

**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.

**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

**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 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 does not suffer the -1 to-hit modifier for Stand and Shoot Charge Reactions.

**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.

**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.

**Weapon Master:**

**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

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.

Guerriers des clans #1



Longues-mires des clans #1



Longues-mires des clans #1



Artillerie de campagne #1



Artillerie de campagne #2



Chasseurs de têtes #1



Forgeron runique #1



Autogyre à vapeur #2



Guerriers des clans #2



Thane #1

