



DWARVEN HOLDS

TEAM MAGIE 2 - 4 281 POINTS



1540 pts (34.00 %) **1050 pts (23.00 %) Core** 1506 pts (33.00 %) **Special** 1278 pts (28.00 %) **Clans' Thunder** 0 pts (0.00 %) **Engines of War**
 (40 Max) (25 Least) (0 NoLimit) (35 Max) (20 Max)

Characters



KING #1

King - Standard - Infantry - 40x60mm

705 POINTS



Global	Adv	Mar	Dis	Model Rules		
	3"	9"	10			
Defensive	HP	Def	Res	Arm		
	3	7	5	0	Shield Wall (Ægide, Ægide)	, Plate Armour
Offensive	Att	Off	Str	Ap	Agi	
King	4	7	4	1	4	Sturdy, Hand Weapon



MOUNT WAR THRONE

Global	Adv	Mar	Dis	Model Rules		
	3"	9"	C	, Majesty of High TallKings		
Defensive	HP	Def	Res	Arm		
	6	C	C	C+2		
Offensive	Att	Off	Str	Ap	Agi	
War Throne	4	5	4	1	2	Harnessed, Sturdy, Hatred

Options	Holdstone • War Throne • General
Magic items	Rune of Destruction (Hand Weapon) • Rune of Craftsmanship (Hand Weapon) • Rune of Fury (Hand Weapon) • Rune of Steel (Plate Armour) • Rune of Iron (Plate Armour)



ENCLUME DE POUVOIR

Anvil of Power - Standard - Construct - 60mm round

195 POINTS



Global	Adv	Mar	Dis	Model Rules		
	3"	3"	9	, War , Runic Unbreakable, Channel (2, 2), Fearless, Not a LeaderMachine Anvil		
Defensive	HP	Def	Res	Arm		
	5	1	4	0	, Magic Resistance (2, , Plate Aegis (5+2) Armour	
Offensive	Att	Off	Str	Ap	Agi	
Anvil Guards	3	5	4	1	2	Hand Weapon



FORGERON RUNIQUE #1

Runic Smith - Standard - Infantry - 20x20mm

310 POINTS



Global	Adv	Mar	Dis	Model Rules		
	3"	9"	9	, Rune Craft Channel (1, 1)Mastery		
Defensive	HP	Def	Res	Arm		

<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	3	5	4	0	Shield Wall (Ægide, Ægide), Magic Resistance (1, 1), Plate Armour
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
Runic Smith	2	5	4	1	3 Sturdy, Hand Weapon

Options	Great Weapon • Rune of Oaths x1 • Rune of Revocation x1 • Rune of Reckoning x1
Magic items	Rune of Mining • Rune of Kinship • Rune of Dragon's Breath



FORGERON RUNIQUE #2

Runic Smith - Standard - Infantry - 20x20mm


330 POINTS



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>	
	3"	9"	9	Rune Craft Channel (1, 1)Mastery	
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	3	5	4	0 Shield Wall (Ægide, Ægide), Magic Resistance (1, 1), Plate Armour	
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
Runic Smith	2	5	4	1	3 Sturdy, Hand Weapon

Options	Great Weapon • Rune of Oaths x1 • Rune of Revocation x1 • Rune of Reckoning x1
Magic items	Rune of Kinship • Rune of Denial


Core



CLAN WARRIORS #1

Clan Warriors x30 - Standard - Infantry - 20x20mm

490 POINTS



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

Options	Shield • Champion • Musician • Standard Bearer • Vanguard
----------------	---



LONGUES-MIRES DES CLANS #1

Clan Marksmen x20 - Standard - Infantry - 20x20mm

560 POINTS



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

Options	Shield • Champion • Musician • Standard Bearer • Guild-Crafted Handgun (4+)
Magic banners	Runic Standard of Swiftess (Banner Enchantment)

Special



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

378 POINTS



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

Options	Crossbow (3+) • Great Weapon • Champion • Crag Warden
----------------	---



GARDES DU ROI #1
King's Guard x25 - Standard - Infantry - 20x20mm

600 POINTS



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

Options	Champion • Musician • Standard Bearer
Magic banners	Banner of the Relentless Company (Banner Enchantment)



GARDIENS DES FORTS #1
Hold Guardians x3 - Large - Infantry - 40x40mm

265 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 Guardians	3	4	5	2	2



PATROUILLEURS #2
Rangers x12 - Standard - Infantry - 20x20mm

263 POINTS



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

Options	Shield • Crossbow (3+)
----------------	------------------------



AUTOGYRE BOMBARDIER A VAPEUR #1

Steam Copters - Standard - Construct - 40x40mm

185 POINTS



Global	Adv	Mar	Dis	Model Rules		
	1"	2"	9	, Fly (8", 16", 8", Light Troops, Swiftstride, Tall16")		
	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 (4+, 4+), Shrapnel Bombs

Magics

Magic items

Rune of Craftsmanship: A weapon engraved with this Rune follows the rules for Great Weapons (this does not prevent the weapon from being engraved with additional Runes).

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 Destruction: Attacks made with a weapon engraved with this Rune gain Multiple Wounds (D3).

Rune of Dragon's Breath: The bearer gains Breath Attack (Str 4, AP 1, Flaming Attacks, Magical Attacks).

A single friendly Rune of Dragon's Breath may be used per Round of Combat.

Rune of Fury: For each Rune of Fury engraved on a weapon, the wielder gains +1 Attack Value when 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 Kinship: Cannot be taken by model on War Throne

The bearer gains Scout and Ambush.

Rune of Mining: After Determining Deployment Zones (at the end of step 6 of the The Pre-Game Sequence), choose a Terrain Feature on the Battlefield. As long a 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.

Rune of Steel: The wearer of an armour engraved with this Rune must reroll failed Armour Saves.

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.

Runic Standard of Swiftiness: The bearer's unit gains Vanguard.

Model Rules

Aegis:

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.

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)).

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

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:

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).

Not a Leader: The model cannot be the General.

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. Each Runic Smith may select up to three different Battle Runes during Spell Selection, provided it paid for them.

Runic Anvil: Each Anvil of Power may choose up to three different Battle Runes during Spell Selection.

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.

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: 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 Bombs: Special Attack.

Sweeping Attack.

The enemy unit suffers D6*2 hits with Strength 3 and Armour Penetration 1. If a natural '6' is rolled for the number of hits, after the attack has been resolved, the Shrapnel Bombs cannot be used anymore during this battle.

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.

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:

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.

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.

King #1



Enclume de pouvoir



Forgeron runique #1



Forgeron runique #2



Clan Warriors #1



Longues-mires des clans #1



Patrouilleurs #1



Gardes du roi #1



Gardiens des forts #1



Patrouilleurs #2



Autogyre Bombardier à vapeur #1

