



# DWARVEN HOLDS

## IR 2021 GARDE DES POINTS - 3 937 POINTS



1800 pts (40.00 %) 1127 pts (25.00 %) 130 pts (3.00 %) 757 pts (17.00 %) 840 pts (19.00 %)  
**Characters**      **Core**      **Special**      **Clans' Thunder**      **Engines of War**  
 (40 Max)      (25 Least)      (0 NoLimit)      (35 Max)      (20 Max)

### Characters



**CHASSEUR DE DRAGONS #1**  
 Dragon Seeker - Standard - Infantry - 20x20mm

**395 POINTS**



Global	Adv	Mar	Dis	Model Rules		
	3"	9"	10	, The bigger they Unbreakable, Vanguard, Fearless, Not a Leaderare...		
Defensive	HP	Def	Res	Arm		
	3	7	5	0	, Magic Resistance (1, Aegis (6+1)	
Offensive	Att	Off	Str	Ap	Agi	
<b>Dragon Seeker</b>	5	7	5	2	5	, Paired Lethal Strike, Sturdy, Yer comin' with me!, Weapon MasterWeapons , Great Weapon, Hand Weapon

<b>Options</b>	Grim Resolve
<b>Magic items</b>	Rune of Might (Paired Weapons) • Rune of Quickening (Paired Weapons) • Rune of Fury (Hand Weapon)



**KING #1**  
 King - Standard - Infantry - 40x20mm

**595 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	
<b>King</b>	4	7	4	1	4	Sturdy, Hand Weapon



### MOUNT SHIELD BEARERS

Global	Adv	Mar	Dis	Model Rules		
	3"	9"	C	Tall		
Defensive	HP	Def	Res	Arm		
	4	C	C	C+2		
Offensive	Att	Off	Str	Ap	Agi	
<b>Shield Bearers</b>	2	5	4	1	2	Sturdy, Harnessed

<b>Options</b>	Holdstone • Pistol (3+) • Shield Bearers • General
<b>Magic items</b>	Rune of Destruction (Hand Weapon) • Rune of Craftsmanship (Hand Weapon) • Rune of Fury (Hand Weapon) • Rune of Shielding (x3)



**RUNIC SMITH #1**  
 Runic Smith - Standard - Infantry - 20x20mm

**335 POINTS**



Global	Adv	Mar	Dis	Model Rules	
	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>	
<b>Runic Smith</b>	2	5	4	1	3	Sturdy, Hand Weapon


<b>Options</b>	Shield
<b>Magic items</b>	Rune of Denial • Rune of Harnessing • Rune of Grounding



### THANE #1

Thane - Standard - Infantry - 20x20mm

## 330 POINTS



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>		
	3"	9"	9	Shield Wall (Ægide, Ægide), Plate Armour		
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>		
	3	6	5	0		
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
<b>Thane</b>	3	6	4	1	3	Sturdy, Hand Weapon

<b>Options</b>	Battle Standard Bearer • Shield • Pistol (3+)
<b>Magic items</b>	Rune of Dragon's Breath • Rune of Might (Hand Weapon)
<b>Magic banners</b>	Stalker's Standard (Battle Standard Bearer) • Legion Standard (Battle Standard Bearer)




### ENGINEER #1

Engineer - Standard - Infantry - 20x20mm

## 145 POINTS



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

<b>Options</b>	Forge Repeater (4+)
<h2>Core</h2>	



### BARBES-GRISES #1

Greybeards x25 - Standard - Infantry - 20x20mm

## 555 POINTS



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>		
	3"	9"	9	, Seen It Scoring, FearlessAll		
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>		
	1	5	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>	
<b>Greybeards</b>	1	5	4	1	2	Sturdy

<b>Options</b>	Shield • Champion • Musician • Standard Bearer
<b>Magic banners</b>	Banner of Speed (Banner Enchantment)



### CLAN MARKSMEN #2

Clan Marksmen x12 - Standard - Infantry - 20x20mm

286 POINTS



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

<b>Options</b>	Shield • Guild-Crafted Handgun (4+)
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### CLAN MARKSMEN #2

Clan Marksmen x12 - Standard - Infantry - 20x20mm

286 POINTS



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

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



### VENGEANCE SEEKER #1

Vengeance Seeker - Standard - Infantry - 20x20mm

130 POINTS



Global	Adv	Mar	Dis	Model Rules		
	3"	9"	10	, The bigger they Unbreakable, Fearlessare...		
Defensive	HP	Def	Res	Arm	Aegis (6+), Distracting, Hard Target (1, 1)	
	3	5	4	0		
Offensive	Att	Off	Str	Ap	Agi	
Vengeance Seeker	3D3	5	4	1	2	Yer comin' with me!, Whirling Chains of Doom

## Clans' Thunder



### STEAM COPTERS #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	Cannot be Stomped	
	3	4	5	3		
Offensive	Att	Off	Str	Ap	Agi	

<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
Steam Copter	2	4	4	1	2	Forge Repeater (4+, 4+), Shrapnel Bombs



## Engines of War

	<b>FIELD ARTILLERY #1</b>					<b>300 POINTS</b>	
<i>Field Artillery - Standard - Construct - 60mm round</i>							
<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>			
	3"	3"	9	War Machine, Stubborn, Engineering Rune			
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>			
	5	1	4	0	Heavy Armour		
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>		
Crew	3	4	3	0	2	Move or Fire, Magical Attacks	

<b>Options</b>	Dwarf Catapult (4+) • Rune crafted
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	<b>FIELD ARTILLERY #2</b>					<b>145 POINTS</b>	
<i>Field Artillery - Standard - Construct - 60mm round</i>							
<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>			
	3"	3"	9	War Machine, Stubborn, Engineering Rune			
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>			
	5	1	4	0	Heavy Armour		
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>		
Crew	3	4	3	0	2	Move or Fire	

<b>Options</b>	Flame Cannon
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	<b>FIELD ARTILLERY #3</b>					<b>250 POINTS</b>	
<i>Field Artillery - Standard - Construct - 60mm round</i>							
<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>			
	3"	3"	9	War Machine, Stubborn, Engineering Rune			
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>			
	5	1	4	0	Heavy Armour		
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>		
Crew	3	4	3	0	2	Move or Fire	

<b>Options</b>	Dwarf Cannon (4+)
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## Magics

## Magic items

**Rune of Craftmanship:** 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 Grounding:** Runic Smiths only.

0-1 per Army.

One use only. May be activated at the start of any Melee Phase. All spells with Duration: One Turn that affect any of the following units come to an end:

- The bearer's unit
- Enemy units in base contact with the bearer

**Rune of Harnessing:** Runic Smiths only.

Enemy models within 24" of the Runic Smith have their Channel value (the value within brackets) reduced by 1, to a minimum of 0.

**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 Quickening:** For each Rune of Quickening engraved on a weapon, the wielder gains +3 Agility when using it.

**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

**Banner of Speed:** A unit with one or more Banners of Speed gains +1" Advance Rate and +2" March Rate.

**Legion Standard:** A unit with one Legion Standard increases the maximum of its Rank Bonus by +1 (normally this means the unit can add up to 4 Full Ranks to its Combat Score). A unit with two or more Legion Standards increases the maximum of its Rank Bonus by +2 instead.

**Stalker's Standard:** The bearer's unit gains Strider.

## 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)).

**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.

**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

**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:**

**Heavy Armour:** +2 Armor

**Lethal Strike:** If the attack wounds with a natural to-wound roll of 6+, its Armour Penetration is set to 10 and the target of the attack cannot take a Regeneration save against it.

**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).

**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.

**Not a Leader:** The model cannot be the General.

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

**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.

**Seen It All:** Friendly units within 6" of a Greybeards unit may reroll failed Panic Tests and Decimated Tests.

**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.

**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.

**Vanguard:** After Deployment (including units with Scout), models with Vanguard may perform a 12" move. The move is performed as an Advance Move in the Movement Phase, including any actions and restrictions the unit would normally have (such as Wheeling, Reforming, joining units, leaving units and so on). The 12" distance is used instead of the unit's Advance Rate and March Rate. This move cannot be used to move within 12" of enemy units. This is decreased to 6" for enemy units which have either Scouted or Vanguarded. Units that have moved in this way may not Declare Charges in the first Player Turn (if their side has the first turn). If both players have units with Vanguard, alternate moving units one at a time, starting with the player that finished deploying last. Instead of moving a unit, a player may declare to not move any more Vanguarding units.

**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:**

**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.

**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.

Chasseur de dragons #1



King #1



Runic Smith #1



Thane #1



Engineer #1



Barbes-grises #1



Clan Marksmen #2



Clan Marksmen #2



Vengeance Seeker #1



Steam Copters #1



Field Artillery #1



Field Artillery #2



Field Artillery #3

