



# DWARVEN HOLDS

## INFANTRIE MOBILE - 4 490 POINTS



1020 pts (23.00 %) 1635 pts (36.00 %) 1555 pts (35.00 %) 1043 pts (23.00 %) 280 pts (6.00 %)  
**Characters** **Core** **Special** **Clans' Thunder** **Engines of War**  
 (40 Max) (25 Least) (0 NoLimit) (35 Max) (20 Max)

### Characters



#### ASSA TRAORE

King - Standard - Infantry - 40x60mm

720 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

<b>Options</b>	Shield • War Throne • Ancestral Memory • General
<b>Magic items</b>	Rune of Destruction (Hand Weapon) • Rune of Might (x2) (Hand Weapon) • Rune of Shielding



#### DRAPEAU ANTIFA

Thane - Standard - Infantry - 20x20mm

300 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

<b>Options</b>	Battle Standard Bearer • Shield • Holdstone
<b>Magic items</b>	Rune of Iron (x2) (Plate Armour)
<b>Magic banners</b>	Rending Banner (Battle Standard Bearer)

### Core



#### STAND CGT

Clan Marksmen x24 - Standard - Infantry - 20x20mm


580 POINTS



Global	Adv	Mar	Dis	Model Rules		
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<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	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>Clan Marksmen</b>	1	4	3	0	2 Sturdy, Crossbow (4+, 4+)


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



### BLACK BLOC

Clan Warriors x35 - Standard - Infantry - 20x20mm

## 560 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	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>Clan Warriors</b>	1	4	3	0	2 Sturdy

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



### SOUS LES PAVES LA PLAGE

Clan Marksmen x10 - Standard - Infantry - 20x20mm

## 240 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	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>Clan Marksmen</b>	1	4	3	0	2 Sturdy, Crossbow (4+, 4+)

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

Greybeards x10 - Standard - Infantry - 20x20mm

## 255 POINTS



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>	
	3"	9"	9	, Seen It <b>Scoring, FearlessAll</b>	
<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 • Throwing Weapons (5+) • Musician
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Special



### BRIGADE ANTI NEGROPHOBIE

King's Guard x24 - Standard - Infantry - 20x20mm

584 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	Sturdy, Great Weapon

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



### PAS TROTRO ENGAGE

Miners x12 - Standard - Infantry - 20x20mm

271 POINTS



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

<b>Options</b>	Throwing Weapons (5+) • Shield
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### FEMEN

Seekers x15 - Standard - Infantry - 20x20mm

350 POINTS



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

<b>Options</b>	Champion • Musician • Standard Bearer
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### GILE JAUNE

King's Guard x15 - Standard - Infantry - 20x20mm

350 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	Sturdy, Great Weapon

<b>Options</b>	Champion • Musician • Standard Bearer
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# Engines of War



## CACATOV

Field Artillery - Standard - Construct - 60mm round

140 POINTS



Global	Adv	Mar	Dis	Model Rules		
	3"	3"	9	, War ScoutMachine, Stubborn, 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, Magical Attacks, Accurate

<b>Options</b>	Dwarf Ballista (4+) • Rune crafted
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## CACATOV ? CHAI PA SKI METTE DEDANS PERSO

Field Artillery - Standard - Construct - 60mm round

140 POINTS



Global	Adv	Mar	Dis	Model Rules		
	3"	3"	9	, War ScoutMachine, Stubborn, 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, Magical Attacks, Accurate

<b>Options</b>	Dwarf Ballista (4+) • Rune crafted
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## Magics

### Magic items

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

**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

**Rending Banner:** One use only. May be activated at the start of a Round of Combat. Close Combat Attacks from R&F models in the bearer's unit gain +1 Armour Penetration until the bearer's unit is no longer Engaged in Combat. A model can only be affected by a single Rending Banner at the same time.

**Runic Standard of Dismay:** Units charging the bearer's unit suffer -2" Advance Rate for their Charge Range roll.

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

**Runic Standard of the Hold:** 0-3 per Army.

A unit with one or more Runic Standards of the Hold counts as having an additional Full Rank for the purpose of Steadfast and Disrupted.

## Model Rules

**Accurate:**

**Aegis:**

**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.

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

**Engineering Rune:** Universal Rule.

Field Artillery adds +4 to any roll 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

**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.

**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.

**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.

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

**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.

**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.

**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.

**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

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.

Assa Traoré



Drapeau Antifa



Stand CGT



Black Bloc



Sous les pavés la plage



Boomers du PCF



Brigade Anti Négrophobie



Pas trotro engagé



Fémen



Gilé jauné



Cacatov



Cacatov ? chai pa ski mette dedans perso

