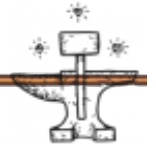




DWARVEN HOLDS

LE VRAI TOUKITIRE - 4 456 POINTS



680 pts (15.00 %) Characters (40 Max) 1253 pts (28.00 %) Core (25 Least) 1318 pts (29.00 %) Special (0 NoLimit) 1428 pts (32.00 %) Clans' Thunder (35 Max) 900 pts (20.00 %) Engines of War (20 Max)

Special

MINEURS #1

Miners x10 - Standard - Infantry - 20x20mm

230 POINTS

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

Options	Musician • Throwing Weapons (5+)
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MINEURS #1

Miners x10 - Standard - Infantry - 20x20mm

230 POINTS

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

Options	Musician • Throwing Weapons (5+)
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PATROUILLEURS #1

Rangers x10 - Standard - Infantry - 20x20mm

248 POINTS

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


Options	Paired Weapons • Musician • Standard Bearer • Crag Warden • Crossbow (3+)
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BRISE-RANCUNES #1

Grudge Buster - Large - Construct - 50x100mm

305 POINTS


Global	Adv	Mar	Dis	Model Rules		
	1"	1"	9	Fly, Swiftstride		
	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	, Forge Grind Attacks, Harnessed, Impact Hits Repeater



BRISE-RANCUNES #1



Grudge Buster - Large - Construct - 50x100mm

305 POINTS



Global	Adv	Mar	Dis	Model Rules		
	1"	1"	9	Fly, Swiftstride		
	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	, Forge Grind Attacks, Harnessed, Impact Hits Repeater


Characters

INGENIEUR #1


Engineer - Standard - Infantry - 20x20mm

125 POINTS



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


Options	Crossbow(3+)
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THANE #1

Thane - Standard - Infantry - 20x20mm

285 POINTS



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

Options	Shield • Pistol (3+) • Battle Standard Bearer
Magic items	Rune of Shielding (x2) • Rune of Iron (Plate Armour) • Rune of Mining • Rune of Retribution (Plate Armour)



FORGERON RUNIQUE #1

Runic Smith - Standard - Infantry - 20x20mm

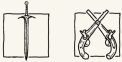
270 POINTS



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 Returning (Hand Weapon) • Rune of Lightning (x2) (Hand Weapon) • Rune of Shielding (x2) • Rune of Retribution (Plate Armour)

Core



LONGUES-MIRES DES CLANS #1

Clan Marksmen x10 - Standard - Infantry - 20x20mm

205 POINTS



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

Options	Shield • Crossbow (4+)
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LONGUES-MIRES DES CLANS #1

Clan Marksmen x10 - Standard - Infantry - 20x20mm

205 POINTS



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

Options	Shield • Crossbow (4+)
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BARBES-GRISES #1

Greybeards x10 - Standard - Infantry - 20x20mm

270 POINTS



Global	Adv	Mar	Dis	Model Rules	
	3"	9"	9	, Seen It Fearless, ScoringAll	
Defensive	HP	Def	Res	Arm	
	1	5	4	0	, Heavy Shield WallArmour
Offensive	Att	Off	Str	Ap	Agi

<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
Greybeard	1	5	4	1	2	Sturdy

Options	Shield • Musician • Standard Bearer • Vanguard • Throwing Weapons (5+)
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	BARBES-GRISES #2 Greybeards x10 - Standard - Infantry - 20x20mm	250 POINTS	
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<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>
	3"	9"	9	, Seen It Fearless, ScoringAll

<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	<i>Model Rules</i>
	1	5	4	0	, Heavy Shield WallArmour

<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
Greybeard	1	5	4	1	2	Sturdy

Options	Shield • Musician • Standard Bearer • Throwing Weapons (5+)
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	BARBES-GRISES #2 Greybeards x13 - Standard - Infantry - 20x20mm	323 POINTS	
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<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>
	3"	9"	9	, Seen It Fearless, ScoringAll

<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	<i>Model Rules</i>
	1	5	4	0	, Heavy Shield WallArmour

<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
Greybeard	1	5	4	1	2	Sturdy

Options	Shield • Champion • Musician • Standard Bearer • Throwing Weapons (5+)
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Clans' Thunder


	AUTOGYRE A VAPEUR #1 Steam Copters - Standard - Construct - 40x40mm	215 POINTS	
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<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>
	1"	2"	9	Fly, Light Troops, Swiftstride, Tall
	8"	16"		

<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	<i>Model Rules</i>
	3	4	5	3	Cannot be Stomped

<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

Options	Shrapnel Bombs
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	AUTOGYRE A VAPEUR #2 Steam Copters - Standard - Construct - 40x40mm	215 POINTS	
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<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>
	1"	2"	9	Fly, Light Troops, Swiftstride, Tall

<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>
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	8"	16"			
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	3	4	5	3	Cannot be Stomped
<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

Options	Shrapnel Bombs
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Engines of War

	ARTILLERIE DE CAMPAGNE #1 Field Artillery - Standard - Construct - 60mm round	295 POINTS	
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<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>	
	3"	3"	9	StubbornMachine , War , 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

Options	Dwarf Catapult (4+) • Rune Crafted
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	ARTILLERIE DE CAMPAGNE #2 Field Artillery - Standard - Construct - 60mm round	245 POINTS	
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<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>	
	3"	3"	9	StubbornMachine , War , 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

Options	Dwarf Cannon (4+)
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	ARTILLERIE DE CAMPAGNE #3 Field Artillery - Standard - Construct - 60mm round	235 POINTS	
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<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>	
	3"	3"	9	StubbornMachine , War , 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

Options	Organ Gun (4+)
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Magics

Magic items

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 Lightning: If the wielder scores at least one successful hit with a weapon engraved with one or more Runes of Lightning (consider each set of simultaneous attacks separately), each enemy unit that was hit suffers an additional D3 hits for each instance of this Rune. The hits are considered Special Attacks and are resolved with Strength 4, Armour Penetration 1, and **Magical Attacks**.

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.

Rune of Retribution: Whenever the wearer of an armour engraved with one or more Runes of Retribution rolls a successful Shield Wall Aegis Save against enemy Melee Attacks (including Shield Wall stacked with Rune of Shielding), the wearer immediately inflicts a hit with the Strength and Armour Penetration of the saved attack on the model that caused the wound, before any casualties are removed, distributed onto the model's Health Pool. This is considered a Special Attack.

Rune of Returning: A weapon engraved with this Rune can be used as a Shooting Weapon with Aim 2+ and the following profile: . Shooting Attacks made with this weapon are affected by all Runic Weapon Enchantments on the engraved weapon (even if the effects are normally restricted to Close Combat Attacks).

Rune of Shielding: The bearer gains **Aegis (+1, max. 4+)**. The Aegis from this Rune **only** stacks with itself and/or Shield Wall.

Model Rules

Ambush:

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)).

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: Add +4 to the model's rolls on the Misfire Table.

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

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

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.

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.

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.

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 non-Fleeing Greybeard unit may reroll failed Panic Tests.

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.

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.

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:

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.

Ingénieur #1



Artillerie de campagne #1



Artillerie de campagne #2



Artillerie de campagne #3



Longues-mires des clans #1



Longues-mires des clans #1



Barbes-grises #1



Barbes-grises #2



Barbes-grises #2



Autogyre à vapeur #1



Autogyre à vapeur #2



Mineurs #1



Mineurs #1



Patrouilleurs #1



Brise-rancunes #1



Brise-rancunes #1



Thane #1



Forgeron runique #1

