



# DWARVEN HOLDS

## LISTE 3000PTS - 2 995 POINTS



760 pts (25.00 %) 1220 pts (41.00 %) 235 pts (8.00 %) 551 pts (18.00 %) 595 pts (20.00 %)  
**Characters**      **Core**      **Special**      **Clans' Thunder**      **Engines of War**  
 (40 Max)      (25 Least)      (0 NoLimit)      (35 Max)      (20 Max)

### Characters



#### FORGERON RUNIQUE #1

Runic Smith - Standard - Infantry - 20x20mm

270 POINTS



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

<b>Options</b>	Great Weapon • Rune of Resilience x1 • Rune of Gleaming x1
<b>Magic items</b>	Rune of Devouring



#### THANE #1

Thane - Standard - Infantry - 20x20mm

255 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>Magic items</b>	Rune of Steel (Plate Armour) • Rune of Iron (Plate Armour) • Rune of Might (Hand Weapon) • Rune of Fury (Hand Weapon)
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#### THANE #2

Thane - Standard - Infantry - 20x20mm

235 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
<b>Magic banners</b>	Runic Standard of Shielding (Battle Standard Bearer)

### Core



### GUERRIERS DES CLANS #1

Clan Warriors x22 - Standard - Infantry - 20x20mm

334 POINTS



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

<b>Options</b>	Shield • Champion • Musician • Standard Bearer
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### BARBES-GRISES #1

Greybeards x20 - Standard - Infantry - 20x20mm

520 POINTS



Global	Adv	Mar	Dis	Model Rules		
	3"	9"	9	, Seen It Scoring, FearlessAll		
Defensive	HP	Def	Res	Arm		
	1	5	4	0	Shield Wall (Ægide, Ægide)	, Heavy Armour
Offensive	Att	Off	Str	Ap	Agi	
Greybeards	1	5	4	1	2	Sturdy

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



### LONGUES-MIRES DES CLANS #1

Clan Marksmen x16 - Standard - Infantry - 20x20mm

366 POINTS



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

<b>Options</b>	Musician • Standard Bearer • Guild-Crafted Handgun (4+)
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Special



### MINERS #1

Miners x10 - Standard - Infantry - 20x20mm

235 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

**Options** | Great Weapon • Champion • Musician • Standard Bearer

## Clans' Thunder



**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

## Engines of War




**CANON ORQUE #1**  
 Organ Gun - Standard - Construct - 60mm round

**330 POINTS**




Global	Adv	Mar	Dis			Model Rules
	3"	3"	9			War Machine , Stubborn, Engineering Rune
Defensive	HP	Def	Res	Arm		
	5	1	4	0	Heavy Armour	
Offensive	Att	Off	Str	Ap	Agi	
Crew (3)	1	4	3	0	2	Move or Fire , Volley Gun (4+, 4+)

<b>Options</b>	Rune crafted
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**FIELD ARTILLERY #1**  
 Field Artillery - Standard - Construct - 60mm round

**265 POINTS**



Global	Adv	Mar	Dis			Model Rules
	3"	3"	9			War Machine , 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

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

## Magic items

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

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 the Rune of Revocation and Attribute Spells are not affected.

**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 Might:** For each Rune of Might engraved on a weapon, attacks made with it gain +1 Strength and +1 Armour Penetration.

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

## Magic banners

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

**Runic Standard of Shielding:** (Battle Standard Bearer, Deep Watch, and King's Guard only.)

All friendly units within 6" of the bearer gain Aegis (5+) against Shooting Attacks.

## 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)).

**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.

**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.

**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).

**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.

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:**

**Volley Gun:** Artillery Weapon:

Range 30", Shots 2D6\*2, Str 5, AP 3.

**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.

Forgeron runique #1



Guerriers des clans #1



Barbes-grises #1



Longues-mires des clans #1



Miners #1



Autogyre Bombardier à vapeur #1



Canon orgue #1



Field Artillery #1



Thane #1



Thane #2

