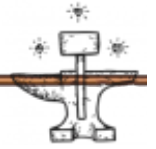




# DWARVEN HOLDS

## INTER 2023 MSU - 2 900 POINTS



1135 pts (25.00 %) 1135 pts (25.00 %) 630 pts (14.00 %) 460 pts (10.00 %) 0 pts (0.00 %)  
**Characters** **Core** **Special** **Clans' Thunder** **Engines of War**  
 (40 Max) (25 Least) (0 NoLimit) (35 Max) (20 Max)

### Characters



#### ROI #1

King - Standard - Infantry - 20x20mm

560 POINTS



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

<b>Options</b>	General • Ancestral Memory • Battle Rune • Shield
<b>Magic items</b>	Rune of Iron (Plate Armour) • Rune of Retribution (Plate Armour) • Rune of Destruction (Hand Weapon) • Rune of Shielding (x3) • Rune of Quickening (Hand Weapon)



#### THANE #1

Thane - Standard - Infantry - 20x20mm

385 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

<b>Options</b>	Battle Rune • Holdstone • Battle Standard Bearer • Shield
<b>Magic items</b>	Rune of Lightning (Hand Weapon) • Rune of Denial
<b>Magic banners</b>	Banner of the Relentless Company (Battle Standard Bearer)



#### ENCLUME DE POUVOIR #1

Anvil of Power - Standard - Construct - 60mm round

190 POINTS



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

### Core



### BARBES-GRISES #1

Greybeards x20 - Standard - Infantry - 20x20mm

410 POINTS



Global	Adv	Mar	Dis	Model Rules		
	3"	9"	9	, Hold the FearlessLine , Scoring		
Defensive	HP	Def	Res	Arm		
	1	5	4	0	, Heavy Shield WallArmour	
Offensive	Att	Off	Str	Ap	Agi	
Greybeard	1	5	4	1	2	Sturdy

<b>Options</b>	Shield • Champion • Musician • Standard Bearer
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### BARBES-GRISES #2

Greybeards x10 - Standard - Infantry - 20x20mm

265 POINTS



Global	Adv	Mar	Dis	Model Rules		
	3"	9"	9	, Hold the FearlessLine , Scoring		
Defensive	HP	Def	Res	Arm		
	1	5	4	0	, Heavy Shield WallArmour	
Offensive	Att	Off	Str	Ap	Agi	
Greybeard	1	5	4	1	2	Sturdy

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



### LONGUES-MIRES DES CLANS #1

Clan Marksmen x10 - Standard - Infantry - 20x20mm

215 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

<b>Options</b>	Crossbow and Great Weapon • Musician
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### LONGUES-MIRES DES CLANS #2

Clan Marksmen x10 - Standard - Infantry - 20x20mm

245 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

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

	<b>GARDIENS DES FORTS #1</b> Hold Guardians x3 - Large - Infantry - 40x40mm	<b>315 POINTS</b>	
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<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>	
	5"	10"	10	<b>Fearless, Scoring, Runic Engravings</b>	
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	<b>Plate Armour</b>
	3	4	5	1	
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
<b>Hold Guardian</b>	3	4	5	2	2
					<b>Magical Attacks</b>

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

	<b>GARDIENS DES FORTS #1</b> Hold Guardians x3 - Large - Infantry - 40x40mm	<b>315 POINTS</b>	
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<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>	
	5"	10"	10	<b>Fearless, Scoring, Runic Engravings</b>	
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	<b>Plate Armour</b>
	3	4	5	1	
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
<b>Hold Guardian</b>	3	4	5	2	2
					<b>Magical Attacks</b>

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

## Magics

### Magic items

**Rune of Denial:** One use only. The player may choose to use this Rune instead of performing a Dispelling Attempt. The spell is automatically dispelled.

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

**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 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 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 Wisdom:** The bearer may select a single Battle Rune during Spell Selection. This Battle Rune can be cast by the bearer and has Range Caster's Unit.

## Model Rules

### Aegis:

**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)).

**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.

**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

**Hold the Line:**

**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

**Runic Anvil:** Each Anvil of Power may select up to 3 different Battle Runes.

**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.

**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.

**Sturdy:** The model part gains **Devastating Charge (+1 Str, +1 AP)** and **Steady Aim**.

**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.

Roi #1



Thane #1



Enclume de pouvoir #1



Barbes-grises #1



Barbes-grises #2



Longues-mires des clans #1



Longues-mires des clans #2



Gardiens des forts #1



Gardiens des forts #1

