

3000 Pts - Dwarven Holds Roster

oba Juli 2026

Unit Name	##	Adv	Mar	Dis	HP	Def	Res	Arm	Spe	Att	Off	Str	AP	Agi	Type	Cost
King	1	3	9	10	3	7	5	2+		4/5	7	4/7	1/4	4	SI	495
	Standard Infantry; General; Commanding Presence: Units within 12" (18" if TP) borrow General's Discipline.; Ancestral Memory; Battle Rune; Hand Weapon; Plate Armour; Shield Wall; Sturdy; Steady Aim															
<i>Bound Spell: Rune of Reckoning</i>	Augment. Lasts one Turn. The target must reroll failed to-hit rolls with its Close Combat Attacks.															[0]
<i>Armour Runes</i>	Rune of Iron (x2); +1 Armour; Rune of Steel; Wearer must reroll failed armour saves.															[105]
<i>Weapon Runes</i>	Rune of Craftsmanship; A weapon engraved with this Rune becomes a Great Weapon: +2 Strength and +2 AP. Strikes at Initiative Step 0. Cannot be used with Shield against Melee attacks; Rune of Fury; +1 Attack.; Rune of Might; +1 Str and +1 AP															[85]
Runic Smith	1	3	9	9	3	5	4	4+		2/3	5	4	1	3	SI	270
	Standard Infantry; Channel (1); Magic Resistance (1); Battle Runes Taken (x3); Hand Weapon; Plate Armour; Rune Craft Mastery; Shield Wall; Sturdy; Steady Aim															
<i>Bound Spell: Rune of Gleaming</i>	Augment. Lasts one Turn. The target gains Distracting and Hard Target (1).															[0]
<i>Bound Spell: Rune of Resilience</i>	Augment. Lasts one Turn. All to-wound rolls against the target suffer a -1 modifier. Multiple instances of Rune of Resilience do not stack.															[0]
<i>Bound Spell: Rune of Oaths</i>	Augment. Lasts one Turn. The target must reroll failed to-wound rolls with its Melee Attacks.															[0]
<i>Weapon Runes</i>	Rune of Fury; +1 Attack.															[30]
<i>Talismanic Runes</i>	Rune of Mastery; One use only. May be activated just before casting a Bound Spell. Add (+2/+2) to the Power Level of this Bound Spell for this casting attempt.															[15]
Dragon Seeker	1	3	9	10	3	7	5		6+	5/8	7	5	2	5	SI	350
	Standard Infantry; Not a Leader; Unbreakable; Fearless; Vanguard; Magic Resistance (1); Aegis (6+); Weapon Master; Lethal Strike; Hand Weapon; Grim Resolve; Sturdy; Steady Aim; The bigger they are...; Yer comin' with me!															
<i>Weapon Runes</i>	Rune of Fury (x3); +1 Attack.															[90]
Clan Warriors	29	3	9	9	1	4	4	4+		1	4	3	0	2	SI	425
	Standard Infantry; Scoring; Heavy Armour; Shield; Standard; Musician; Shield Wall; Sturdy; Steady Aim															
Champion	1	3	9	9	1	4	4	4+		2	4	3	0	2		[10]
Clan Warriors	28	3	9	9	1	4	4	4+		1	4	3	0	2	SI	413
	Standard Infantry; Scoring; Heavy Armour; Shield; Standard; Musician; Shield Wall; Sturdy; Steady Aim															
Champion	1	3	9	9	1	4	4	4+		2	4	3	0	2		[10]
Clan Marksman - Handgunners	10	3	9	9	1	4	4	5+		1	4	3	0	2	SI	267
	Standard Infantry; Scoring; Handgunners; Guild-Crafted Handgun (4+); Heavy Armour; Standard; +ICR; Musician; Shield Wall															
Champion	1	3	9	9	1	4	4	5+		2	4	3	0	2		[10]
Clan Marksman - Handgunners	11	3	9	9	1	4	4	5+		1	4	3	0	2	SI	284
	Standard Infantry; Scoring; Handgunners; Guild-Crafted Handgun (4+); Heavy Armour; Standard; +ICR; Musician; Shield Wall															
Champion	1	3	9	9	1	4	4	5+		2	4	3	0	2		[10]
Miners	15	3	9	9	1	4	4	5+		1	4	4	1	2	SI	239
	Standard Infantry; Scoring; Ambush; Hand Weapon; Heavy Armour; Shield Wall; Sturdy; Steady Aim															
Champion	1	3	9	9	1	4	4	5+		2	4	4	1	2		[10]
Field Artillery - Cannon	1	3	3	9	5	1	4	5+		3	4	3	0	2	SCo	250
	Standard Construct (Large if Catapult); War Machine; Stubborn; Move or Fire; Engineering Rune: Adds +4 to any rolls on the misfire table.; Cannon (4+); Heavy Armour; Rune Crafted; All hits caused by the Cannon gain +1 Strength, +1 Armour Penetration and Magical Attacks.															
Army Wide Special Rules	1												0			0
	Ancient Grudge; Hewn out of Mountains															
Option Footnotes:																
Ancestral Memory	A General with Ancestral Memory increases the number of Grudges held by a Dwarven Holds Army by 1.															
Ancient Grudge	Dwarven Holds Armies have a number of Ancient Grudges which confer a bonus when attacking specific enemies. The total number of Grudges held by a Dwarven Holds Army is calculated in the following manner: - One Grudge for a General with Ancestral Memory. - One Grudge for each King in the Army. - Two Grudges for each War Throne in the Army. Right before the battle (during step 7 of the Deployment Phase Sequence), you must choose a single unit from the opponent's Army List for each Grudge in your Army. All models in the Dwarven Holds Army gain Hatred against all models in a chosen unit, and against all Characters in the same unit as a chosen model.															

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Option Footnotes:		
Cannon (4+)	This weapon can be fired in two ways: # Cannon Artillery Weapon: Range 60", Shots 1, Str 4[10], AP 0[10], Area Attack (1x5), [Multiple Wounds (D3+1)]; # As a Volley Gun Artillery Weapon: Range 12", Shots 2D6, Str 4, AP 4.	
Grim Resolve	The model gains +1 Attack Value for each enemy model in base contact with it.	
Guild-Crafted Handgun (4+)	Range 24", Shots 1, Str 4, AP 2, Unwieldy, Accurate.	
Hand Weapon	All models comes equipped with a Hand Weapon as their default equipment. If a model has any Melee 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 to get the Parry Defensive Trait.	
Heavy Armour	Armour Save (+2)	
Hewn out of Mountains	The Casting Values of all spells cast by enemy models are increased by +1 as long as at least one friendly model from a Dwarven Holds army is on the Battlefield.	
Musician	Allows swift reforms. Enemy march tests within 8" suffer -1 to Ld.	
Plate Armour	Armour Save (+3)	
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 payed for them.	
Shield	+1 AS; Parry (foot models only)	
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 rule can only be used against attacks from enemies Engaged in the model's unit's Front Facing.	
Standard	+1CR	
Steady Aim	Attack Attribute - Shooting. The model does not suffer the -1 to-hit modifier for Stand and Shoot Charge Reactions.	
Sturdy	The model gains Devastating Charge (+1 Str, +1 AP) and Steady Aim.	
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.	
Yer comin' with me!	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. Natural to-wound rolls of '4', '5' and '6' with Close Combat Attacks made by models with this Attack Attribute are always considered successful. 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, make a single CC Attack with the following rules and restrictions: #The attack is always resolved with S5 AP2, #The owner must choose one of the following options: (1) The attack is allocated towards the model that casualty or (2) that model's unit. For this purpose, the model with this Attack Attribute is considered in base contact with (1) the model that caused the casualty, or (2) towards a R&F model in that model's unit. This Attack Attribute cannot be used against casualties caused by Impact Hits.	

Total

2993

Models in Army: 94

Validation Results using Rule-Set 'Primary Rule Set':

Roster satisfies all enforced validation rules

Troop Type	Count	Unused	Points	Unused	Percent
Characters (<=40%)	3	n/a	1115	85	37%
Core (>=25%)	4	n/a	1389	1611	46%
Special (<=100%)	1	n/a	239	2761	7%
Clans_Thunder (<=35%)	0	n/a	0	1050	0%
Engines_of_War (<=20%)	1	n/a	250	350	8%
Other (<=100%)	1	n/a	0	3000	0%
Magic Item Summary	9	n/a	325	n/a	10%