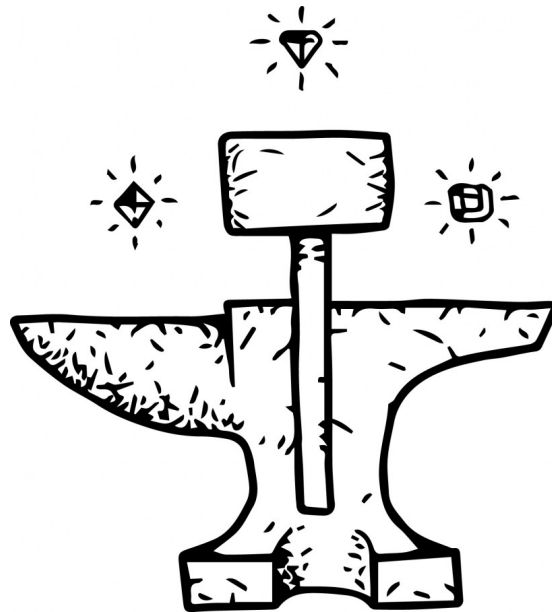


THE IX AGE FANTASY BATTLES



Dwarven Holds

Army Book (Core Rules)

2nd Edition, version 2023 beta 1 – December 8, 2022

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The 9th Age: Fantasy Battles is a community-made miniatures wargame. All rules in this book are considered part of the Core Rules of T9A and should be available for use in any game. All rules and feedback can be found and given at: the-ninth-age.com. Refer to the Rulebook for instructions on How to Read Unit Entries. Recent changes are marked in [blue](#), and listed at the end of this document. Copyright Creative Commons license: the-ninth-age.com/license.html. Edited with \LaTeX .

Army Specific Rules

Ancient Grudge

Dwarven Holds armies have a number of 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 on the Army List
- **One Grudge** for each King on the Army List
- **Two Grudges** for each War Throne on the Army List

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 (this may also be a Character). The models of this unit are considered "marked". All models in the Dwarven Holds army gain **Hatred** against marked models, and against models joined to units with more than half of their models marked.

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.

Army Model Rules

Universal Rules

Ancestral Memory

A General with Ancestral Memory affects the number of Grudges held by a Dwarven Holds army (see Ancient Grudge above).

Holdstone

One use only. May be activated at the start of any Round of Combat. Apply the following effects:

- Enemy units cannot claim Combat Score bonuses for fighting the Flank or the Rear of the unit.
- The unit cannot be Disrupted.
- Parry, Shield Wall, and Wall of Iron can be used in any Facing.
- For the purpose of Supporting Attacks, all Facings are considered to be the Front Facing (i.e. a model can perform Supporting Attacks also to the Flanks and Rear).
- The unit cannot Pursue (nor Overrun).

The effects last until the unit is no longer Engaged in Combat.

Rune of Resonance

~~Bound Spell with Power Level (5/8). Range 18", Type Augment, Duration Permanent. Characters that leave a Combined Unit are no longer affected by the Rune of Resonance. Once per Magic Phase, a single unit with at least one model affected by the Rune of Resonance may be chosen as an additional target of a Battle Rune that a friendly model is casting anywhere on the Battlefield on another unit (during step 1 of the Casting Attempt). All instances of the Rune of Resonance on a unit immediately end when a Battle Rune is successfully cast on the unit (regardless of whether as additional target from Rune of Resonance or as regular target of a Battle Rune).~~

The bigger they are...

The model gains Devastating Charge (Swiftstride) for Charges against units that contain at least one Large or Gigantic model.

Personal Protections

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.

Attack Attributes

Sturdy – Close Combat

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

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 Facings as their units.

- This Attack Attribute cannot be used for casualties caused by Impact Hits.

Armoury

Forge Repeater – Shooting Weapon

Range 18", Shots 4, Str 5, AP 2, **Flaming Attacks, Quick to Fire**.

Guild-Crafted Handgun – Shooting Weapon

Range 24", Shots 1, Str 4, AP 2, **Accurate, Unwieldy**.

Runic Special Items

Dwarven Holds armies cannot pick from the list of Common Special Items except Common Banner Enchantments. Instead, they have their own version of Special Items called Runic Special Items in the form of Runic Enchantments and Artefacts, which follow the rules for Special Items with the exception that they are not One of a Kind, unless specifically stated otherwise.

Runic Weapon Enchantments

Runic Weapon Enchantments follow the rules for Weapon Enchantments with the following differences:

- All Runic Weapon Enchantments are enchantments for Hand Weapons and Paired Weapons.
- Up to 3 Runic Weapon Enchantments can be applied to a single weapon.
- Each combination of Runic Weapon Enchantments is One of a Kind.
- Attacks made with a weapon engraved with one or more Runic Weapon Enchantments become **Magical Attacks**.

Rune of Destruction 80 pts
0–1 per Army.
Attacks made with a weapon engraved with this Rune gain **Multiple Wounds (D3)**.

Rune of Smashing 55 pts
0–1 per Army. Models on foot only.
Attacks made with a weapon engraved with this Rune that are allocated towards a model with Resilience 5 or more have their Strength **set** to 10 and their Armour Penetration **set** to 10.

Rune of Might 40 pts
For each Rune of Might engraved on a weapon, attacks made with it gain +1 Strength and +1 Armour Penetration.

Rune of Penetration 40 pts
Attacks made with a weapon engraved with one or more Runes of Penetration gain +3 Armour Penetration.

Rune of Precision 40 pts
The wielder of a weapon engraved with this Rune gains **Lightning Reflexes**.

Rune of Quickening 40 pts
For each Rune of Quickening engraved on a weapon, the wielder gains +3 Agility while using it.

Rune of Craftsmanship 30 pts
0–3 per Army.
A weapon engraved with this Rune follows the rules

for Great Weapons instead of the original weapon's rules (this does not prevent the weapon from being engraved with additional Runes).

Rune of Fury 30 pts
For each Rune of Fury engraved on a weapon, the wielder gains +1 Attack Value while using it.

Rune of Lightning 20 pts
0–2 per Army.
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 Fire 15 pts
May be activated at the start of any phase or Round of Combat. If so, attacks made with a weapon engraved with this Rune become **Flaming Attacks** until the end of the phase.

Rune of Returning 10 pts
A weapon engraved with this Rune can be used as a Shooting Weapon with Aim 2+ and the following profile: Range 8", Shots 1, Str as user, AP as user, **Accurate, Quick to Fire, Reload!**
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).

Runic Armour Enchantments

Runic Armour Enchantments follow the rules for Armour Enchantments with the following differences:

- All Runic Armour Enchantments are Suit of Armour enchantments.
- Up to 3 Runic Armour Enchantments can be applied to a single Suit of Armour.
- Each combination of Runic Armour Enchantments is One of a Kind.

Rune of Steel 55 pts
The wearer of an armour engraved with this Rune **must** reroll failed Armour Saves.

Rune of Resistance 50 pts
0–1 per Army.
Successful to-wound rolls against the model of the wearer of an armour engraved with this Rune **must** be rerolled.

Rune of Iron 25 pts
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 Retribution 15 pts
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 the Forge 10 pts
The wearer of an armour engraved with this Rune gains **Aegis (3+, against Flaming Attacks)**.

Runic Banner Enchantments

Dwarven Holds armies may use Banner Enchantments from the list of Common Banner Enchantments as well as the Runic Banner Enchantments listed below, so any Standard Bearer that may take a Runic Banner Enchantment may take a Banner Enchantment instead. A Battle Standard Bearer may take up to two Banner Enchantments or up to two Runic Banner Enchantments or a combination of a single Banner Enchantment and a single Runic Banner Enchantment.

Runic Standard of Shielding 65 pts
0–1 per Army. Battle Standard Bearer, Deep Watch, and King's Guard only.
All friendly units within 6" of the bearer gain **Aegis (5+, against Shooting Attacks)**.

Runic Standard of Swiftess 60 pts
0–1 per Army.
The bearer's unit gains **Vanguard**.

Runic Standard of Dismay 40 pts
0–1 per Army.
Units Charging the bearer's unit suffer –2" Advance Rate for their Charge Range roll.

Runic Standard of the Hold 35 pts
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.

Runic Standard of Wisdom 35 pts
0–3 per Army.
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.

Runic Standard of Steadiness 25 pts
0–3 per Army.
One use only. May be activated at the start of any Movement Phase. The bearer's unit gains **Quick to Fire** until the end of the Player Turn.

Runic Standard of the Anvil 25 pts
0–3 per Army.
Friendly units Charging enemy units Engaged in Combat with the bearer's unit **must** reroll failed Charge Range rolls in the Charge Phase.

Runic Artefacts

Runic Artefacts follow the rules for Artefacts with the following differences:

- A model may have up to 3 Runic Artefacts.
- Each combination of Runic Artefacts is One of a Kind.

Rune of Denial 90 pts

Dominant. 0–1 per Army.

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

Rune of Devouring 70 pts

Dominant. 0–1 per Army. 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 a Rune of Revocation and Attribute Spells are not affected.

Rune of Dragon's Breath 60 pts

0–3 per Army.

The bearer gains **Breath Attack (Str 4, AP 1, Flaming Attacks, Magical Attacks)**. A single friendly Rune of Dragon's Breath may be used per Round of Combat.

Rune of the Courage 50 pts

One use only. May be activated at the start of any Round of Combat. For the duration of the phase, the bearer gains **Stubborn**.

Rune of Grounding 40 pts

0–1 per Army. Runic Smiths only.

One use only. May be activated at the start of any Melee Phase. All spells with Duration One Turn that affect any of the following units come to an end:

- The bearer's unit
- Enemy units in base contact with the bearer

Rune of Harnessing 40 pts

Runic Smiths only.

The Channel value of enemy model parts within 24" of the bearer's model (the value within brackets) is reduced by 1, to a minimum of 0.

Rune of Shielding 30 pts

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

Rune of Readiness 25 pts

One use only. May be activated at the end of the Charge Phase, immediately after all Charge Moves have been resolved. If the bearer's unit was successfully Charged during this phase, it may perform a Combat Reform (following the normal rules for Combat Reforms).

Rune of Storms 25 pts

0–2 per Army.

One use only. May be activated at the start of the opponent's Player Turn. Choose a single enemy unit within 24" of the bearer. The Advance Rate and March Rate of all models with Fly in that unit (both for Ground and Flying Movement) are halved, rounding fractions up. The effect lasts until the end of the Player Turn.

Rune of Kinship 20 pts

Cannot be taken by models on War Throne.

The bearer gains **Ambush** and **Scout**.

Rune of Mastery 15 pts







One use only. A single Rune of Mastery may be activated immediately before the bearer attempts to cast a Bound Spell. Add (+2/+2) to the Power Level of this Bound Spell for this Casting Attempt.

Rune of Mining 10 pts

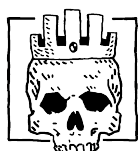
After Determining Deployment Zones (at the end of step 6 of the Pre-Game Sequence), choose a Terrain Feature on the Battlefield. As long the bearer is on the Battlefield, all friendly models may treat this as Open Terrain when making Advance Moves or March Moves, but **must** still follow the Unit Spacing rule at the end of their movement.

Battle Runes

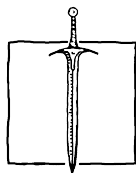
Battle Runes are Bound Spells with Power Level (5/8). Models that gain one or more Battle Runes select them during Spell Selection from the list below. If [taken by a Rune Smith, they have Range 18"](#), and if taken by an Anvil of Power, they have Range 36". [If taken by another Character, they have Range 18"](#).

Type	Duration	Effect
 Rune of Gleaming Augment One Turn	One Turn	The target gains Distracting and Hard Target (1).
 Rune of Oaths Augment One Turn	One Turn	The target must reroll failed to-wound rolls with its Melee Attacks.
 Rune of Reckoning Augment One Turn	One Turn	The target must reroll failed to-hit rolls with its Close Combat Attacks.
 Rune of Resilience Augment One Turn	One Turn	All to-wound rolls against the target suffer a -1 modifier. Multiple instances of Rune of Resilience do not stack.
 Rune of Resolve Augment Instant	Instant	The target may perform an 8" Magical Move and gains Light Troops until the end of the Player Turn.
 Rune of Revocation Universal One Turn	One Turn	All other spells with duration One Turn for which the target of the Rune of Revocation or a model or model part inside that unit was the spells' target immediately come to an end (note that if any of these spells had more than one target, their effects also end for these targets). In addition, the next successfully cast enemy spell which targets the unit or a model or model part inside that unit, including Aura spells and Attribute Spells, is automatically dispelled (this is an exception to the Spell Casting Sequence and to the rule that Attribute Spells cannot be dispelled).

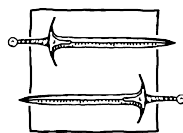
Army Organisation



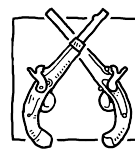
Characters
Max. 40%



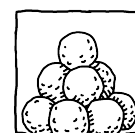
Core
Min. 25%



Special
No limit



Clans' Thunder
Max. 35%



Engines of War
Max. 20%

Characters (Max. 40%)



King
210 pts

single model

Height **Standard**
Type **Infantry**
Base **20×20 mm**

Global	Adv	Mar	Dis	Model Rules		
	3"	9"	10			
Defensive	HP	Def	Res	Arm		
	3	7	5	0	Shield Wall, Plate Armour	
Offensive	Att	Off	Str	AP	Agi	
King	4	7	4	1	4 Sturdy	
— Magic Options —			pts-	— Mount Options —		pts-
Up to 1 Battle Rune			30	Shield Bearers		110
Rune of Resonance			30	War Throne		250
— Options —			pts-	— Options —		pts-
Holdstone			35	One choice only:		
Ancestral Memory (General only)			50	Crossbow (3+)		5
Runic Special Items			up to 250	Pistol (3+)		5
Shield			20	Guild-Crafted Handgun (3+)		10
				Great Weapon		10



Thane
105 pts

single model

Height **Standard**
Type **Infantry**
Base **20×20 mm**

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	
— Magic Options —			pts-	— Mount Options —		pts-
Up to 1 Battle Rune			30	Shield Bearers		90
Rune of Resonance			30			
— Options —			pts-	— Options —		pts-
Ancestral Memory (General only)			10	One choice only:		
Holdstone			35	Crossbow (3+)		5
Battle Standard Bearer			50	Pistol (3+)		5
Runic Special Items			up to 150	Guild-Crafted Handgun (3+)		10
Shield			15	Great Weapon		10



Runic Smith

135 pts

single model

Height Standard
Type Infantry
Base 20×20 mm

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

Model Rules

Rune Craft Mastery: Universal Rule.
Close Combat Attacks from models in the same unit as one or more models with Rune Craft Mastery gain +1 Armour Penetration.

Options

Ancestral Memory (General only) 50
Runic Special Items up to 200
Shield 10
Great Weapon 5

Magic Options

Up to 3 different Battle Runes 30/Rune
Rune of Resonance 30



Anvil of Power

190 pts

single model

0–1 Units/Army

Height Standard
Type Construct
Base 60 mm round

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

Model Rules

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



Engineer

120 pts

single model 0–2 Units/Army

Height Standard
Type Infantry
Base 20×20 mm

The unit counts both towards Characters and Engines of War.

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

— Model Rules —

Entrench: Universal Rule.

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.

— Magic Options —

Up to 1 Battle Rune

pts-
30

— Options —

Ancestral Memory (General only)	45
Runic Special Items	up to 100
Shield	5
One choice only:	
Crossbow (3+)	5
Guild-Crafted Handgun (3+)	5
Pistol (3+)	5
Forge Repeater (4+)	20
Wyrmslayer Rocket (3+)	25
Great Weapon	5

— Optional Model Rules —

Wyrmslayer Rocket: Shooting Weapon.
Range 24", Shots 1, Str 6, AP 3, **Flaming Attacks, Multiple Wounds (D3), Reload!**



Dragon Seeker

200 pts

single model 0–3 Units/Army

Height Standard
Type Infantry
Base 20×20 mm

Global	Adv	Mar	Dis	Model Rules		
	3"	9"	10	Fearless, Magic Resistance (1), Not a Leader, The bigger they are..., Unbreakable, Vanguard		
Defensive	HP	Def	Res	Arm		
	3	7	5	0	Aegis (6+)	
Offensive	Att	Off	Str	AP	Agi	
Dragon Seeker	5	7	5	2	5	Lethal Strike, Sturdy, Weapon Master, Yer comin' with me!, Great Weapon, Paired Weapons

— Options —

One choice only:

Monster Seeker

Grim Resolve

Runic Weapon Enchantments

pts-
75
80
up to 150

— Optional Model Rules —

Grim Resolve: Attack Attribute – Close Combat.
The model gains +1 Attack Value for each enemy model in base contact with it (including the model it is fighting a Duel with if applicable).

Monster Seeker: Attack Attribute – Close Combat.
The model gains **Multiple Wounds (2, against Large, Gigantic)**.

Character Mounts



Shield Bearers

Height **Standard**
 Type **Infantry**
 Base **40×20 mm**

0–2 Mounts/Army

<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>		
	3"	9"	C	Tall		
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>		
	4	C	C	C+2	Cannot be Stomped	
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>AP</i>	<i>Agi</i>	
Shield Bearers	2	5	4	1	2	Harnessed, Sturdy



War Throne

Height **Standard**
 Type **Infantry**
 Base **40×60 mm**

0–2 Mounts/Army

<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>		
	3"	9"	C	Majesty of High Kings, Tall		
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>		
	6	C	C	C+2	Cannot be Stomped	
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>AP</i>	<i>Agi</i>	
War Throne	4	5	4	1	2	Harnessed, Hatred, Sturdy

—*Model Rules*—

Majesty of High Kings: Universal Rule.

The range of Commanding Presence of a General mounted on a War Throne is **set** to 18".

Core (Min. 25%)



Clan Warriors

135 pts + 10 pts/extra model

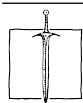
10-40 models



Height Standard
Type Infantry
Base 20×20 mm

Global	Adv	Mar	Dis	Model Rules							
	3"	9"	9	Scoring							
Defensive	HP	Def	Res	Arm							
	1	4	4	0	Shield Wall, Heavy Armour						
Offensive	Att	Off	Str	AP	Agi						
Clan Warrior	1	4	3	0	2 Sturdy						
Options			pts-			Command Group Options			pts-		
Vanguard (0-30 Models/Army, 0-1 Units/Army*)			2/model			Champion			10		
Shield			2/model			Musician			10		
Throwing Weapons (5+)			1/model			Standard Bearer			10		
One choice only:						Runic Banner Enchantment			no limit		
Paired Weapons			free								
Great Weapon			2/model								
Spear and Shield			3/model								

*Only a single unit of Clan Warriors or Greybeards may take Vanguard.



Greybeards

180 pts + 16 pts/extra model

10-30 models



Height Standard
Type Infantry
Base 20×20 mm

Global	Adv	Mar	Dis	Model Rules							
	3"	9"	9	Fearless, Hold the Line , Scoring							
Defensive	HP	Def	Res	Arm							
	1	5	4	0	Shield Wall, Heavy Armour						
Offensive	Att	Off	Str	AP	Agi						
Greybeard	1	5	4	1	2 Sturdy						
Options			pts-			Command Group Options			pts-		
Vanguard (0-20 Models/Army, 0-1 Units/Army*)			2/model			Champion			10		
Shield			2/model			Musician			10		
Throwing Weapons (5+)			3/model			Standard Bearer			10		
Great Weapon			2/model			Runic Banner Enchantment			no limit		

*Only a single unit of Clan Warriors or Greybeards may take Vanguard.



Clan Marksmen

185 pts + 16 pts/extra model 10-25 models



0-4 Units/Army

Height Standard
Type Infantry
Base 20x20 mm

The unit counts both towards Core and Clans' Thunder.

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

Options		pts-	Command Group Options		pts-
Shield		2/model	Champion		10
Must choose (one choice only):			Musician		10
Crossbow (4+)		free	Standard Bearer		10
Crossbow (4+) and Great Weapon		2/model	Runic Banner Enchantment*		no limit
Guild-Crafted Handgun (4+)		3/model	*Units without Guild-Crafted Handgun only		

Special (No limit)



King's Guard

310 pts + 20 pts/extra model

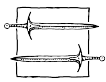
15-30 models



0-5 Units/Army

Height Standard
Type Infantry
Base 20×20 mm

Global	Adv	Mar	Dis	Model Rules		
	3"	9"	9	Bodyguard (General, King), Scoring		
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
— Command Group Options —			pts-	— Command Group Options —		pts-
Champion				10	Standard Bearer	10
Musician				10	Runic Banner Enchantment	no limit



Deep Watch

230 pts + 20 pts/extra model

15-30 models



Height Standard
Type Infantry
Base 20×20 mm

Global	Adv	Mar	Dis	Model Rules			
	3"	9"	9	Bodyguard, Scoring			
Defensive	HP	Def	Res	Arm			
	1	5	4	0	Wall of Iron, Plate Armour, Shield		
Offensive	Att	Off	Str	AP	Agi		
Deep Watch	1	5	4	1	2	Sturdy	
— Model Rules —			— Command Group Options —				pts-
Wall of Iron: Personal Protection.			Champion			10	
The model gains Aegis (5+, against Close Combat Attacks) . This Special Save can only be used against attacks from enemies Engaged in the model's unit's Front Facing.			Musician			10	
			Standard Bearer			10	
			Runic Banner Enchantment			no limit	



Seekers

105 pts + 20 pts/extra model

5–25 models

0–3 Units/Army

Height Standard
Type Infantry
Base 20×20 mm

Global	Adv	Mar	Dis	Model Rules				
	3"	9"	10	Fearless, The bigger they are..., Unbreakable				
Defensive	HP	Def	Res	Arm				
	1	4	4	0	Aegis (6+)			
Offensive	Att	Off	Str	AP	Agi			
Seeker	1	4	4	1	2	Sturdy, Weapon Master, Yer comin' with me!, Great Weapon, Paired Weapons		
Options			pts-		Command Group Options		pts-	
Brothers of Vengeance (0–15 Models/Army, 0–1 Units/Army)			2/model		Champion		10	
Vanguard			3/model		Musician		10	
					Standard Bearer		10	

Optional Model Rules

Brothers of Vengeance: Universal Rule.

The model gains **Hard Target (1)**, **Light Troops**, and **Skirmisher**.



Vengeance Seeker

125 pts

single model

0–2 Units/Army

Height Standard
Type Infantry
Base 20×20 mm

Global	Adv	Mar	Dis	Model Rules		
	3"	9"	10	Fearless, The bigger they are..., Unbreakable		
Defensive	HP	Def	Res	Arm		
	3	5	4	0	Aegis (6+), Distracting, Hard Target (1)	
Offensive	Att	Off	Str	AP	Agi	
Vengeance Seeker	3D3	5	4	1	2	Whirling Chains of Doom, Yer comin' with me!

Model Rules

Whirling Chains of Doom: Close Combat Weapon.

Attacks made with this weapon gain +1 Strength, +1 Armour Penetration, and **always** strike at Initiative Step 10 (regardless of the wielder's Agility). A model with this weapon cannot be joined by Characters.



Hold Guardians

250 pts + 100 pts/extra model

3-8 models



0-2 Units/Army

Height Large

Type Infantry

Base 40×40 mm

Global	Adv	Mar	Dis	Model Rules		
	5"	10"	10	Fearless, Runic Engravings , Scoring		
Defensive	HP	Def	Res	Arm		
	3	4	5	1	Plate Armour	
Offensive	Att	Off	Str	AP	Agi	
Hold Guardian	3	4	5	2	2	Magical Attacks

Model Rules

Runic Engravings: Universal Rule.

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

Command Group Options

Champion	10
Musician	10
Standard Bearer	10
Runic Banner Enchantment	no limit



Grudge Buster

305 pts

single model

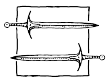
0-2 Units/Army

Height Large

Type Construct

Base 50×100 mm

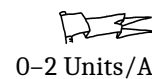
Global	Adv	Mar	Dis	Model Rules		
Ground	1"	1"	9	Fly (8", 8"), Swiftstride		
Fly	8"	8"				
Defensive	HP	Def	Res	Arm		
	5	4	5	4		
Offensive	Att	Off	Str	AP	Agi	
Crew (2)	2	4	4	1	2	
Chassis			5	2	2	Grind Attacks (3D3), Harnessed, Impact Hits (D6+1), Forge Repeater (4+)



Miners

180 pts + 12 pts/extra model

10-20 models



0-2 Units/Army

Height Standard
Type Infantry
Base 20×20 mm



Units with an upgrade marked with [CT] also count towards Clans' Thunder.

Global	Adv	Mar	Dis	Model Rules				
	3"	9"	9	Ambush, Scoring				
Defensive	HP	Def	Res	Arm				
	1	4	4	0	Shield Wall, Heavy Armour			
Offensive	Att	Off	Str	AP	Agi			
Miner	1	4	4	1	2	Sturdy		
Options			pts-		Command Group Options		pts-	
Must choose (at least one choice):					Champion	10		
Great Weapon			1/model		Musician	10		
Shield			1/model		Standard Bearer	10		
Paired Weapons			2/model					
Pistol (4+) [CT]			3/model					
Throwing Weapons (5+) [CT]			4/model					



Rangers

140 pts + 14 pts/extra model

8-20 models



0-2 Units/Army

Height Standard
Type Infantry
Base 20×20 mm



Units with an upgrade marked with [CT] also count towards Clans' Thunder.

Global	Adv	Mar	Dis	Model Rules				
	3"	9"	9	Scoring, Scout, Strider (Forest)				
Defensive	HP	Def	Res	Arm				
	1	4	4	0	Shield Wall, Heavy Armour			
Offensive	Att	Off	Str	AP	Agi			
Ranger	1	4	3	0	2	Quick to Fire, Sturdy		
Options			pts-		Command Group Options		pts-	
Crag Warden (0-15 Models/Unit)			2/model		Champion	10		
Shield			2/model		Musician	10		
Throwing Weapons (4+) [CT]			1/model		Standard Bearer	10		
Crossbow (3+) [CT]			4/model					
One choice only:					Optional Model Rules			
Paired Weapons			1/model		Crag Warden: Universal Rule.			
Great Weapon			3/model		The model gains Hard Target (1) , Light Troops , and Skirmisher and loses Scoring.			

Clans' Thunder (Max. 35%)



Forge Wardens

190 pts + 18 pts/extra model

10-16 models 0-30 Models/Army



Height Standard
Type Infantry
Base 20×20 mm

Global	Adv	Mar	Dis	Model Rules		
	3"	9"	9	Scoring		
Defensive	HP	Def	Res	Arm		
	1	5	4	0	Aegis (3+, against Flaming Attacks), Plate Armour	
Offensive	Att	Off	Str	AP	Agi	
Forge Warden	1	4	4	1	2	Sturdy, Forge Gun (3+)

— Model Rules —

Forge Gun: Shooting Weapon.
Range 18", Shots 2, Str 4, AP 0, **Flaming Attacks**,
always hits on 2+.

— Command Group Options —

Champion	10
Musician	10
Standard Bearer	10
Runic Banner Enchantment	no limit



Steam Copters

180 pts + 145 pts/extra model

1-2 models 0-3 Units/Army

Height Standard
Type Construct
Base 40×40 mm

Global	Adv	Mar	Dis	Model Rules		
Ground	1"	2"	9	Fly (8", 16"), Light Troops, Swiftstride, Tall		
Fly	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+)

— Options —

Must choose (one choice only):

Shrapnel Grenades (0-2 Units/Army)	free
Shrapnel Bombs (0-1 Models/Unit, 0-2 Units/Army)	35

— Optional Model Rules —

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 Sweeping Attack cannot be used until the end of the game.

Shrapnel Grenades: Special Attack.
Sweeping Attack. One use only. The enemy unit suffers D3 hits with Strength 3 and Armour Penetration 0 for each Steam Copter in the unit.

Engines of War (Max. 20%)



Field Artillery

85 pts

single model

Height Standard
Type Construct
Base 60 mm round

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

Model Rules

Engineering Rune: Universal Rule.
Add +4 to the model's rolls on the Misfire Table.

Optional Model Rules

Flaming Shot: Attack Attribute – Shooting.
The model's Shooting Attacks become **Flaming Attacks** and **Magical Attacks**.

Options

Flaming Shot 10 pts
Rune Crafted X*
*Where X depends on the chosen Artillery Weapon.

Options

Must choose (one choice only):

Dwarf Ballista (4+) (0–4 Units/Army)	free
Flame Cannon (0–2 Units/Army)	45
Dwarf Catapult (4+) (0–2 Units/Army)	105
Dwarf Cannon (4+) (0–2 Units/Army)	145
Organ Gun (4+) (0–2 Units/Army)	150

Artillery Weapon

Optional Model Rule

Dwarf Ballista: Artillery Weapon.
Range 48", Shots 1, Str 3 [6], AP 10, **Area Attack (1×5)**, **[Multiple Wounds (D3)]**.

Rune Crafted: Universal Rule. 40 pts
The model's Shooting Attacks gain **Accurate** and become **Magical Attacks**. The model gains **Scout** with the following exception: it **must** be deployed fully inside the owner's Deployment Zone.

Flame Cannon: Artillery Weapon.
Flamethrower, Range 24", Shots 1, Str 4 {5}, AP 1 {2}, **Flaming Attacks**, **{Multiple Wounds (D3)}**.

Rune Crafted: Universal Rule. 15 pts
The model's Height is changed to Large.

Dwarf Catapult: Universal Rule.
Catapult (4×4), Range 12–60", Shots 1, Str 3 [7], AP 0 [4], **[Multiple Wounds (D3, Clipped Wings)]**. The model's Height is changed to Large.

Rune Crafted: Attack Attribute. 105 pts
The model's Shooting Attacks gain +1 Strength, +2 Armour Penetration, and become **Magical Attacks**.

Organ Gun: Artillery Weapon.
Volley Gun, Range 30", Shots 2D6×2, Str 5, AP 3.

Rune Crafted: Attack Attribute. 80 pts
The model's Shooting Attacks gain a +1 to-wound modifier and become **Magical Attacks**.

Dwarf Cannon: Artillery Weapon.
This Artillery Weapon can be fired in two ways:

- **Cannon**, Range 60", Shots 1, Str 4 [10], AP 0 [10], **Area Attack (1×5)**, **[Multiple Wounds (D3+1, Clipped Wings)]**
- **Volley Gun**, Range 12", Shots 2D6, Str 4, AP 4

Rune Crafted: Attack Attribute. 10 pts
The model's Shooting Attacks gain +1 Strength, +1 Armour Penetration, and become **Magical Attacks**.

Quick Reference Sheet

Characters

King	Adv	3"	Mar	9"	Dis	10														
Standard, Infantry	HP	3	Def	7	Res	5	Arm	0												Shield Wall, Plate Armour
King	Att	4	Off	7	Str	4	AP	1	Agi	4										Sturdy
Thane	Adv	3"	Mar	9"	Dis	9														
Standard, Infantry	HP	3	Def	6	Res	5	Arm	0												Shield Wall, Plate Armour
Thane	Att	3	Off	6	Str	4	AP	1	Agi	3										Sturdy
Runic Smith	Adv	3"	Mar	9"	Dis	9														Channel (1), Magic Resistance (1), Rune Craft Mastery
Standard, Infantry	HP	3	Def	5	Res	4	Arm	0												Shield Wall, Plate Armour
Runic Smith	Att	2	Off	5	Str	4	AP	1	Agi	3										Sturdy
Anvil of Power	Adv	3"	Mar	3"	Dis	9														Channel (2), Fearless, Magic Resistance (2), Not a Leader, Runic Anvil, Unbreakable, War Machine
Standard, Construct	HP	5	Def	1	Res	4	Arm	0												Aegis (5+), Plate Armour
Anvil Guards	Att	3	Off	5	Str	4	AP	1	Agi	2										
Engineer	Adv	3"	Mar	9"	Dis	9														Engineer (3+), Entrench
Standard, Infantry	HP	2	Def	5	Res	4	Arm	0												Shield Wall, Plate Armour
Engineer	Att	2	Off	5	Str	4	AP	1	Agi	3										Sturdy
Dragon Seeker	Adv	3"	Mar	9"	Dis	10														Fearless, Magic Resistance (1), Not a Leader, The bigger they are..., Unbreakable, Vanguard
Standard, Infantry	HP	3	Def	7	Res	5	Arm	0												Aegis (6+)
Dragon Seeker	Att	5	Off	7	Str	5	AP	2	Agi	5										Lethal Strike, Sturdy, Weapon Master, Yer comin' with me!, Great Weapon, Paired Weapons

Character Mounts

Shield Bearers	Adv	3"	Mar	9"	Dis	C														Tall
Standard, Infantry	HP	4	Def	C	Res	C	Arm	C+2												Cannot be Stomped
Shield Bearers	Att	2	Off	5	Str	4	AP	1	Agi	2										Harnessed, Sturdy
War Throne	Adv	3"	Mar	9"	Dis	C														Majesty of High Kings, Tall
Standard, Infantry	HP	6	Def	C	Res	C	Arm	C+2												Cannot be Stomped
War Throne	Att	4	Off	5	Str	4	AP	1	Agi	2										Harnessed, Hatred, Sturdy

Core

Clan Warriors	Adv	3"	Mar	9"	Dis	9														Scoring
Standard, Infantry	HP	1	Def	4	Res	4	Arm	0												Shield Wall, Heavy Armour
Clan Warrior	Att	1	Off	4	Str	3	AP	0	Agi	2										Sturdy
Greybeards	Adv	3"	Mar	9"	Dis	9														Fearless, Hold the Line , Scoring
Standard, Infantry	HP	1	Def	5	Res	4	Arm	0												Shield Wall, Heavy Armour
Greybeard	Att	1	Off	5	Str	4	AP	1	Agi	2										Sturdy
Clan Marksmen	Adv	3"	Mar	9"	Dis	9														Scoring
Standard, Infantry	HP	1	Def	4	Res	4	Arm	0												Shield Wall, Heavy Armour
Clan Marksman	Att	1	Off	4	Str	3	AP	0	Agi	2										Sturdy

Special

King's Guard	Adv	3"	Mar	9"	Dis	9														Bodyguard (General, King), Scoring
Standard, Infantry	HP	1	Def	5	Res	4	Arm	0												Plate Armour, Shield
King's Guard	Att	2	Off	5	Str	4	AP	1	Agi	2										Sturdy, Great Weapon
Deep Watch	Adv	3"	Mar	9"	Dis	9														Bodyguard, Scoring
Standard, Infantry	HP	1	Def	5	Res	4	Arm	0												Wall of Iron, Plate Armour, Shield
Deep Watch	Att	1	Off	5	Str	4	AP	1	Agi	2										Sturdy
Seekers	Adv	3"	Mar	9"	Dis	10														Fearless, The bigger they are..., Unbreakable
Standard, Infantry	HP	1	Def	4	Res	4	Arm	0												Aegis (6+)
Seeker	Att	1	Off	4	Str	4	AP	1	Agi	2										Sturdy, Weapon Master, Yer comin' with me!, Great Weapon, Paired Weapons

Vengeance Seeker	Adv	3"	Mar	9"	Dis	10						Fearless, The bigger they are..., Unbreakable
Standard, Infantry	HP	3	Def	5	Res	4	Arm	0				Aegis (6+), Distracting, Hard Target (1)
Vengeance Seeker	Att	3D3	Off	5	Str	4	AP	1	Agi	2		Whirling Chains of Doom, Yer comin' with me!
Hold Guardians	Adv	5"	Mar	10"	Dis	10						Fearless, Runic Engravings, Scoring
Large, Infantry	HP	3	Def	4	Res	5	Arm	1				Plate Armour
Hold Guardian	Att	3	Off	4	Str	5	AP	2	Agi	2		Magical Attacks
Grudge Buster	Adv	1"	Mar	1"	Dis	9						Fly (8", 8"), Swiftstride
Large, Construct	HP	5	Def	4	Res	5	Arm	4				
Crew (2)	Att	2	Off	4	Str	4	AP	1	Agi	2		
Chassis	Att	-	Off	-	Str	5	AP	2	Agi	2		Grind Attacks (3D3), Harnessed, Impact Hits (D6+1), Forge Repeater (4+)
Miners	Adv	3"	Mar	9"	Dis	9						Ambush, Scoring
Standard, Infantry	HP	1	Def	4	Res	4	Arm	0				Shield Wall, Heavy Armour
Miner	Att	1	Off	4	Str	4	AP	1	Agi	2		Sturdy
Rangers	Adv	3"	Mar	9"	Dis	9						Scoring, Scout, Strider (Forest)
Standard, Infantry	HP	1	Def	4	Res	4	Arm	0				Shield Wall, Heavy Armour
Ranger	Att	1	Off	4	Str	3	AP	0	Agi	2		Quick to Fire, Sturdy

Clans' Thunder

Forge Wardens	Adv	3"	Mar	9"	Dis	9						Scoring
Standard, Infantry	HP	1	Def	5	Res	4	Arm	0				Aegis (3+, against Flaming Attacks), Plate Armour
Forge Warden	Att	1	Off	4	Str	4	AP	1	Agi	2		Sturdy, Forge Gun (3+)
Steam Copters	Adv	1"	Mar	2"	Dis	9						Fly (8", 16"), Light Troops, Swiftstride, Tall
Standard, Construct	HP	3	Def	4	Res	5	Arm	3				Cannot be Stomped
Steam Copter	Att	2	Off	4	Str	4	AP	1	Agi	2		Forge Repeater (4+)

Engines of War

Field Artillery	Adv	3"	Mar	3"	Dis	9						Engineering Rune, Stubborn, War Machine
Standard, Construct	HP	5	Def	1	Res	4	Arm	0				Heavy Armour
Crew	Att	3	Off	4	Str	3	AP	0	Agi	2		Move or Fire

Shooting Weapons

Name	Artillery	Range	Str	AP	Shots	Rules
Forge Repeater	-	18"	5	2	4	Flaming Attacks Quick to Fire
Guild-Crafted Handgun	-	24"	4	2	1	Accurate Unwieldy
Wyrms-Slayer Rocket	-	24"	6	3	1	Flaming Attacks Multiple Wounds(D3) Reload!
Forge Gun	-	18"	4	0	2	Flaming Attacks always hits on 2+
Dwarf Ballista	-	48"	3 [6]	10	1	Area Attack (1x5) [Multiple Wounds (D3)]
Flame Cannon	Flamethrower	24"	4 {5}	1 {2}	1	Flaming Attacks {Multiple Wounds (D3)}
Dwarf Catapult	Catapult (4x4)	12-60"	3 [7]	0 [4]	1	[Multiple Wounds (D3, Clipped Wings)] Height: Large
Dwarf Cannon (1)	Cannon	60"	4 [10]	0 [10]	1	Area Attack (1x5) [Multiple Wounds (D3+1, Clipped Wings)]
Dwarf Cannon (2)	Volley Gun	12"	4	4	2D6	-
Organ Gun	Volley Gun	30"	5	3	2D6x2	-

Rune Crafted

Dwarf Ballista	Accurate, Magical Attacks, Scout inside Deployment Zone
Flame Cannon	Height: Large
Dwarf Catapult	+1 Str, +2 AP, Magical Attacks
Dwarf Cannon	+1 Str, +1 AP, Magical Attacks
Organ Gun	+1 to wound, Magical Attacks

Aim Table

Name	Aim	Shooting Model
Forge Gun	3+	Forge Warden
Wurm-Slayer Rocket	3+	Engineer
Guild-Crafted Handgun	3+	Characters
	4+	Clan Marksman
Crossbow	3+	Characters, Ranger
	4+	Clan Marksman
Pistol	3+	Characters
	4+	Miner
Throwing Weapons	4+	Ranger
	5+	Clan Warrior, Greybeard, Miner
Forge Repeater	4+	Engineer, Steam Copter, Grudge Buster
Artillery Weapons	4+	Field Artillery

Battle Runes

Rune of Gleaming	Augment	One Turn	Target gains Distracting and Hard Target (1)
Rune of Oaths	Augment	One Turn	Target must reroll failed to-wound rolls with its Melee Attacks
Rune of Reckoning	Augment	One Turn	Target must reroll failed to-hit rolls with its CC Attacks
Rune of Resilience	Augment	One Turn	All to-wound rolls against the target suffer a -1 modifier
Rune of Resolve	Augment	Instant	The target may perform an 8" Magical Move and gains Light Troops until the end of the Player Turn.
Rune of Revocation	Universal	One Turn	The effects of all other spells with duration One Turn affecting the target immediately come to an end. In addition, the next successfully cast enemy spell which targets the unit, including Aura and Attribute Spells, is auto. dispelled

Changelog

2023 beta 1

- Rune of Resonance is removed
- Sturdy streamlined with the new Steady Aim rule
- Rune of the forge Aegis is now 3++
- Now battle runes can be taken also by King, Thane and Engineer
- Rune of Resilience now can't stack with itself
- Greybeard streamlined with the new rule Hold the Line
- Rangers Gain Quick to fire
- Forge Wardens : now max 16 models per unit, ward against fire 3++, Forge Gun Aim (3+), 2 shots and Str 4
- Cannon lose Clipped Wings
- Deep Watch 250 ↘ 230
- Deep Watch Additional Models 21 ↘ 20
- Rangers 130 ↗ 140
- Forge Wardens 165 ↗ 190
- Forge Wardens Additional Models 14 ↗ 18
- Field Artillery, Cannon 160 ↘ 145