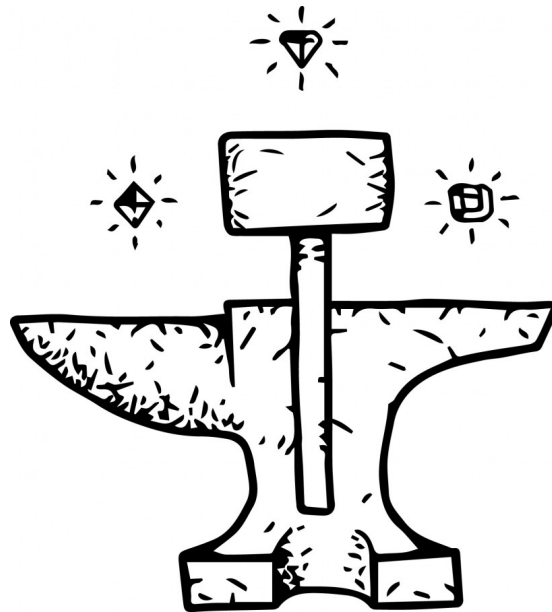


THE IX AGE FANTASY BATTLES



Dwarven Holds

Army Book (Core Rules)

2nd Edition, version 2023 beta 2 – March 02, 2023

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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.

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, [Shooting](#)

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. [Natural to-wound rolls of '4', '5' and '6' with Close Combat Attacks made by models with this Attack Attribute are always considered successful](#) ~~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 Quickening 40 pts
For each Rune of Quickening engraved on a weapon, the wielder gains +3 Agility while using it.

Rune of Might 35 pts
For each Rune of Might engraved on a weapon, attacks made with it gain +1 Strength and +1 Armour Penetration.

Rune of Penetration 35 pts
Attacks made with a weapon engraved with one or more Runes of Penetration gain +3 Armour Penetration.

Rune of Precision 35 pts
The wielder of a weapon engraved with this Rune gains **Lightning Reflexes**.

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 40 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 Swiftess 65 pts
0–1 per Army.
The bearer's unit gains **Vanguard**.

Runic Standard of Shielding 55 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 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 Dismay 25 pts
0–1 per Army.
Units Charging the bearer's unit suffer –2" Advance Rate for their Charge Range roll.

Runic Standard of Steadiness 15 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 15 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 65 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 45 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 Readiness 30 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 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 Kinship 15 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 Storms 15 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 Mining 10 pts

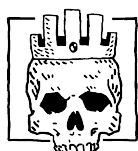
After Determining Deployment Zones (at the end of step 6 of the Pre-Game Sequence), choose a Terrain Feature on the Battlefield. As long the bearer is on the Battlefield, all friendly models may treat this as Open Terrain when making Advance Moves or March Moves, but **must** still follow the Unit Spacing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

Battle Runes

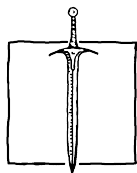
Battle Runes are Bound Spells with Power Level (5/8). Models that gain one or more Battle Runes select them during Spell Selection from the list below. If taken by an Anvil of Power, they have Range 36". If taken by another Character, they have Range 18".

| | Type | Duration | Effect |
|---|--|----------|--|
|  | Rune of Gleaming Augment | One Turn | The target gains Distracting and Hard Target (1). |
|  | Rune of Oaths Augment | One Turn | The target must reroll failed to-wound rolls with its Melee Attacks. |
|  | Rune of Reckoning Augment | One Turn | The target must reroll failed to-hit rolls with its Close Combat Attacks. |
|  | Rune of Resilience Augment | 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 | The target may perform an 8" Magical Move and gains Light Troops until the end of the Player Turn. In addition, the target loses Scoring until the start of the next friendly Magic Phase. |
|  | Rune of Revocation Universal | 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). |

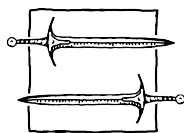
Army Organisation



Characters
Max. 40%



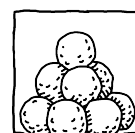
Core
Min. 25%



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 — | |
| Up to 1 Battle Rune | | | 40 | Shield Bearers | 90 |
| | | | | War Throne | 250 |
| — Options — | | | pts- | — Options — | |
| Holdstone | | | 35 | One choice only: | |
| Ancestral Memory (General only) | | | 50 | Crossbow (3+) | 5 |
| Runic Special Items | | | up to 250 | Guild-Crafted Handgun (3+) | 5 |
| Shield | | | 20 | Pistol (3+) | 5 |
| | | | | 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 — | |
| Up to 1 Battle Rune | | | 40 | Shield Bearers | 90 |
| — Options — | | | pts- | — Options — | |
| Ancestral Memory (General only) | | | 5 | One choice only: | |
| Holdstone | | | 35 | Crossbow (3+) | 5 |
| Battle Standard Bearer | | | 50 | Guild-Crafted Handgun (3+) | 5 |
| Runic Special Items | | | up to 150 | Pistol (3+) | 5 |
| Shield | | | 15 | Great Weapon | 5 |



Runic Smith

130 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) 45
Runic Special Items up to 200
Shield 10
Great Weapon 5

Magic Options

Up to 3 different Battle Runes 30/Rune



Anvil of Power

200 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-
35

— Options —

| | |
|---------------------------------|-----------|
| Ancestral Memory (General only) | 35 |
| 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+) | 30 |
| 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

190 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:

Grim Resolve

Monster Seeker

Runic Weapon Enchantments

pts-
70
85
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

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



War Throne

Height Standard
Type Infantry
Base 40×60 mm
0–2 Mounts/Army

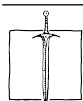
| Global | Adv | Mar | Dis | Model Rules | | |
|------------|-----------|-----------|----------|------------------------------------|--------------------------|---------------------------|
| | 3" | 9" | C | Majesty of High Kings, Tall | | |
| Defensive | HP | Def | Res | Arm | | |
| | 6 | C | C | C+2 | Cannot be Stomped | |
| Offensive | Att | Off | Str | AP | Agi | |
| 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 **A** General mounted on a War Throne ~~is set to~~ gains **Commanding Presence (18")**.

Core (Min. 25%)



Clan Warriors

135 pts + 10 pts/extra model

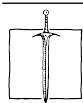
10-40 models



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 | | | 1/model | | | | | | | | |
| Spear and Shield | | | 2/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 | | | 1/model | | | Runic Banner Enchantment | | | no limit | | |

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



Clan Marksmen

185 pts + 15 pts/extra model 10-25 models



0-4 Units/Army

Height Standard
Type Infantry
Base 20×20 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 | | 1/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 + 19 pts/extra model

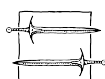
15-30 models



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

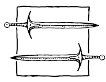
230 pts + 19 pts/extra model

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

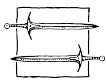
Height Standard
Type Infantry
Base 20×20 mm

| 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) | | | 1/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

120 pts

single model

0–2 Units/Army

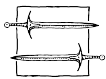
Height Standard
Type Infantry
Base 20×20 mm

| 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

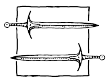
Runic Engravings: Universal Rule.

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

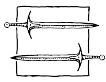
0-2 Units/Army

Height Large

Type Construct

Base 50×100 mm

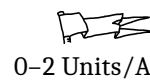
| Global | Adv | Mar | Dis | Model Rules | | |
|-----------|-----|-----|-----|---------------------------|-----|---|
| Ground | 1" | 1" | 9 | Fly (8", 8"), Swiftstride | | |
| Fly | 8" | 8" | | | | |
| Defensive | HP | Def | Res | Arm | | |
| | 5 | 4 | 5 | 4 | | |
| Offensive | Att | Off | Str | AP |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



Miners

175 pts + 11 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 | | | free | | Musician | 10 | | |
| Paired Weapons | | | 1/model | | Standard Bearer | 10 | | |
| Shield | | | 1/model | | | | | |
| Pistol (4+) [CT] | | | 2/model | | | | | |
| Throwing Weapons (5+) [CT] | | | 4/model | | | | | |



Rangers

120 pts + 12 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] | | | 6/model | | | | | |
| One choice only: | | | | | Optional Model Rules | | | |
| Paired Weapons | | | free | | Crag Warden: Universal Rule. | | | |
| Great Weapon | | | 2/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 |

— Model Rules —

Forge Gun: Shooting Weapon.
Range 18", **Shots 2** Shots 1, Str 4, AP 0, **Flaming Attacks, March and Shoot, always hits on 3+.**

— Command Group Options —

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



Steam Copters

180 pts + 135 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

90 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 free
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) | 35 |
| Dwarf Catapult (4+) (0–2 Units/Army) | 100 |
| Dwarf Cannon (4+) (0–2 Units/Army) | 140 |
| Organ Gun (4+) (0–2 Units/Army) | 145 |

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. 35 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. 10 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. 100 pts
The model's Shooting Attacks gain +1 Strength, +2 Armour Penetration, 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)]**
- **Volley Gun**, Range 12", Shots 2D6, Str 4, AP 4

Rune Crafted: Attack Attribute. 5 pts
The model's Shooting Attacks gain +1 Strength, +1 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**.

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 |
| 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 | 1 | Flaming Attacks March and Shoot |
| Dwarf Ballista | - | 48" | 3 [6] | 10 | 1 | Area Attack (1×5) [Multiple Wounds (D3)] |
| Flame Cannon | Flamethrower | 24" | 4 {5} | 1 {2} | 1 | Flaming Attacks {Multiple Wounds (D3)} |
| Dwarf Catapult | Catapult (4×4) | 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 (1×5) [Multiple Wounds (D3+1)] |
| Dwarf Cannon (2) | Volley Gun | 12" | 4 | 4 | 2D6 | - |
| Organ Gun | Volley Gun | 30" | 5 | 3 | 2D6×2 | - |

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 | always hits on 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 2

- Forge Wardens - new Forge Gun design
- Yer comin' with me! - rule change, rewording
- Majesty of High Kings - rewording
- Rune of Retribution - rewording
- Sturdy - rewording
- Rune of Resolve - unit loses Scoring for One Turn

Price Changes

- Runes
 - Rune of Penetration 40 ↘ 35
 - Rune of Might 40 ↘ 35
 - Rune of Precision 40 ↘ 35
 - Rune of Resistance 50 ↘ 40
 - Rune of Devouring 70 ↘ 65
 - Rune of the Courage 50 ↘ 45
 - Rune of Readiness 25 ↗ 30
 - Rune of Storms 25 ↘ 15
 - Rune of Kinship 20 ↘ 15
 - Runic Standard of Shielding 65 ↘ 55
 - Runic Standard of Dismay 40 ↘ 25
 - Runic Standard of Swiftiness 60 ↗ 65
 - Runic Standard of the Anvil 25 ↘ 15
 - Runic Standard of Steadiness 25 ↘ 15
- Characters
 - Anvil of Power Base cost 190 ↗ 200
 - Dragon Seeker Base cost 200 ↘ 190
 - Dragon Seeker Monster Seeker 75 ↗ 85
 - Dragon Seeker Grim Resolve 80 ↘ 70
 - Engineer Wyrn-Slayer Rocket (3+) 25 ↗ 30
 - Engineer Ancestral Memory 45 ↘ 35
 - Engineer Battle Rune 30 ↗ 35
 - King Guild-Crafted Handgun (3+) 10 ↘ 5
 - King Battle Rune 30 ↗ 40
 - King Shield Bearers 110 ↘ 90
 - Thane Great Weapon 10 ↘ 5
 - Thane Guild-Crafted Handgun (3+) 10 ↘ 5
 - Thane Ancestral Memory 10 ↘ 5
 - Thane Battle Rune 30 ↗ 40
 - Runic Smith Base cost 135 ↘ 130
 - Runic Smith Ancestral Memory 50 ↘ 45
- Core
 - Clan Marksmen Additional models 16 ↘ 15
 - Clan Marksmen Great Weapon 2 ↘ 1
 - Clan Warriors Spear and Shield 3 ↘ 2
 - Clan Warriors Great Weapon 2 ↘ 1
 - Greybeards Great Weapon 2 ↘ 1
- Special
 - Deep Watch Additional models 20 ↘ 19
 - King's Guard Additional models 20 ↘ 19
 - Miners Base cost 180 ↘ 175
 - Miners Additional models 12 ↘ 11
 - Miners Pistol (4+) 3 ↘ 2
 - Miners Great Weapon 1 ↘ 0
 - Miners Paired Weapons 2 ↘ 1
 - Rangers Base cost 140 ↘ 120
 - Rangers Additional models 14 ↘ 12
 - Rangers Crossbow (3+) 4 ↗ 6
 - Rangers Paired Weapons 1 ↘ 0
 - Rangers Great Weapon 3 ↘ 2
 - Seekers Brothers of Vengeance 2 ↘ 1
 - Vengeance Seeker Base cost 125 ↘ 120
 - Steam Copters Additional models 145 ↘ 135
- Engines of War
 - Field Artillery Base cost 85 ↗ 90
 - Field Artillery Flaming Shot 10 ↘ 0
 - Field Artillery Dwarf Ballista - Rune Crafted 40 ↘ 35
 - Field Artillery Flame Cannon 45 ↘ 35
 - Field Artillery Flame Cannon - Rune Crafted 15 ↘ 10
 - Field Artillery Dwarf Catapult 105 ↘ 100
 - Field Artillery Dwarf Catapult - Rune Crafted 105 ↘ 100
 - Field Artillery Dwarf Cannon 145 ↘ 140
 - Field Artillery Dwarf Cannon - Rune Crafted 10 ↘ 5
 - Field Artillery Organ Gun 150 ↘ 145