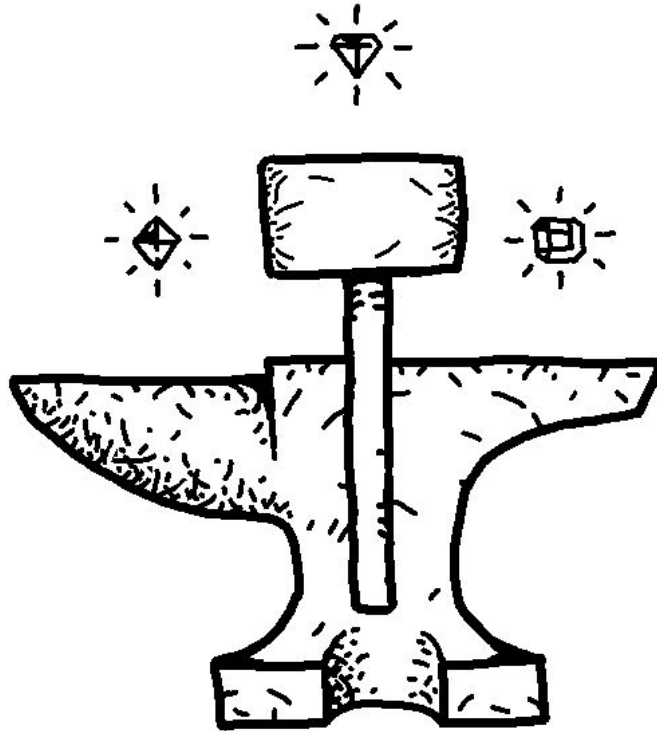


# Fantasy Battles

## The 9<sup>th</sup> Age



# Dwarven Holds

Army Rules  
Version 1.1.0 - 02 September 2016

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Recent changes are colour coded green and listed at the change log at the end of this document.

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# Army Wide Rules

## Hewn out of Mountains

As long as at least one friendly model from a Dwarven Holds army is on the Battlefield, all spells cast by enemy models have their Casting Values (or Power Levels) increased by +1. This does not increase the casting value of "Remains in Play" spells for purposes of dispelling.

## Ancient Grudge

Dwarven Holds armies have a number of Ancient Grudges which confer certain bonuses when attacking specific enemies. The total number of Grudges held by a Dwarven Holds army is calculated in the following manner:

- **One Grudge** for each Dwarf King in the army.
- **Additional D3 Grudges** for each Dwarf King mounted on a War Throne.
- **One Additional Grudge** when facing opponents who field units from the *Orcs and Goblins* or *The Vermin Swarm* Army Books.

For each Grudge held by a Dwarven Holds army, the player may choose one enemy model or unit to be the target of the Grudge; this choice is made after the Deployment Phase, and no enemy model or unit may be chosen more than once. All models in the Dwarven Holds army have Hatred against a begrudged enemy.

When an enemy unit is begrudged, any model which joins that unit also becomes subject to the Grudge for as long as it remains a part of the unit. However if a single model is begrudged and joins a unit, the entire unit does not become subject to the Grudge. Characters (that are not themselves the target of a Grudge) that have left a begrudged unit are no longer considered begrudged.

# Army Special Rules

## Relentless

Infantry units composed entirely of models with this special rule may triple their movement when marching instead of doubling it. This is extended to other situations where a move is limited by twice the Movement value of the model, such as Wheeling, Reforming, Moving Characters within a Unit and so on. In these cases, use triple the movement value instead.

## Sturdy

Models with this special rule gain Thunderous Charge. Furthermore, it does not suffer -1 to hit when making a Stand and Shoot charge reaction.

## Shield Wall

Models with this special rule gain Ward Save (6+) against non-Special Close Combat Attacks made by enemy models to their front, as long as they are using a Shield.

This Ward Save is improved to (5+) during the Round of Combat following directly after the unit was charged.

## Entrench

During the Deployment Phase, before deploying Scouts, a model with this rule may Entrench one War Machine. The War Machine counts as being in Hard Cover. The War Machine loses this rule permanently if it moves.

## Holdstone

At the start of any Round of Combat, a model carrying a Holdstone may declare to use it. The model's unit will treat its flanks and rear as front for the purposes of Parry and Shield Wall, and may even make Supporting Attacks to their flanks and rear. The unit may still be Disrupted as normal. Once a Holdstone has been activated, the bearer must always accept and issue Challenges, unless another model does so first. The unit cannot pursue any enemies in the same Combat in which the Holdstone was used.

The effects of the Holdstone end once the Combat is over, or at the end of the phase in which the bearer is removed as a casualty.

As long as the bearer is alive, the Holdstone may be activated again in later Combats.

## “The bigger they are...”

Close Combat Attacks made by models with this rule always wound on to-wound rolls of 4+ (or better if the model's Strength allows it). Models with this rule gain Swiftstride when rolling for Charge Range against a unit containing one or more models of the following Troop Types: Ridden Monsters, Monsters, Monstrous Beast, Monstrous Cavalry or Monstrous Infantry.

## Yer comin' with me!

Any model with this rule that is removed as a casualty during the Close Combat Phase and from a Close Combat Attack may immediately, before removal, make a Close Combat Attack with the weapon of its choice for this Round of Combat. This attack must be allocated either towards the model that caused the casualty or its unit (in this case, the hits are distributed towards the unit), applying all special rules and bonuses. It may however never exceed 1 attack or Strength 5. This rule cannot be used against casualties caused by Impact Hits. A Seeker unit must be at least as wide as it is deep at the start of the Round of Combat in order to use this rule.

# Armoury

### Worm-Slayer Rocket:

Shooting Weapon. Range 24", Strength 6, Multiple Wounds (D3), Flaming Attacks, Reload!

### Forge Repeater:

Shooting Weapon. Range 18", Strength 5, Flaming Attacks, Quick to Fire, Multiple Shots (4)

# Battle Runes

Runic Master, Runic Smiths and Anvils of Power may take these, under the rules detailed in the each unit entry, and cast them as Bound Spells. No Battle Rune may be chosen more than twice in the Army (once in Warbands and four times in Grand Armies).



## Rune of Metal

Type: Augment

Duration: Lasts One Turn

Target may reroll failed Armour Saves.



## Rune of Resolve

Type: Augment

Duration: Instant

Target friendly unit may perform a 6" Magical Move.



## Rune of Reckoning

Type: Augment

Duration: Lasts One Turn

Target friendly unit may reroll failed to-hit rolls in Close Combat.



## Rune of Oaths

Type: Augment

Duration: Lasts One Turn

Target gains Stubborn and Immune to Psychology.



## Rune of Gleaming

Type: Augment

Duration: Lasts One Turn

Target gains Hard Target and Distracting.



## Rune of Resilience

Type: Augment

Duration: Lasts One Turn

All to-wound rolls against the target receive a -1 penalty (multiple instances cast on the same unit do not stack).

# Dwarven Runes

Dwarven Holds armies cannot pick from the pool of Common Magical Items (except Common Magic Standards) and instead create their own, using Dwarven Runes. The resulting objects, called Runic Items, follow all the normal rules for Magical Items (i.e. Runic Weapons are Magical Weapons, Runic Armour are Magical Armour, Runic Talismans are Talismans and Arcane Runes are Arcane Items). Each rune combination forms a unique Magical Item which cannot be duplicated.

## Weapon Runes

Any Hand Weapon or Paired Weapons may be engraved with up to 3 Runes from this set.

---

### Rune of Penetrating

(40/30 pts) - One of a Kind

Attacks made with a weapon engraved with this Rune gain Armour Piercing (6).

### Rune of Destruction

(40/20 pts) - One of a Kind

Attacks made with a weapon engraved with this Rune gain Multiple Wounds (D3).

### Rune of Smashing

(35/25 pts) - One of a Kind

Attacks made with a Weapon engraved with this Rune gain Strength 10 when attacking targets with a Toughness of 5 or greater.

### Rune of Craftsmanship

(20/15 pts) - One of a Kind

A weapon engraved with this Rune becomes a magical Great Weapon.

### Rune of Might

(20 pts each)

Attacks made with a weapon engraved with this Rune gain +1 Strength for each Rune of Might.

### Rune of Precision

(20 pts)

The wielder of a weapon engraved with this Rune gain Lightning Reflexes.

### Rune of Quickening

(20 pts each)

For each Rune of Quickening engraved on a weapon, the bearer strikes at +2 Initiative when using this weapon.

### Rune of Fury

(15 pts each)

For each Rune of Fury engraved on a weapon, the bearer gains +1 Attack when wielding this weapon.

### Rune of Fire

(5 pts)

Attacks made with a weapon engraved with this Rune gain Flaming Attacks.

---

## Armour Runes

Any suit of Armour can be engraved with up to 3 runes from this set.

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<b>Rune of Resistance</b> (45 pts) - One of a Kind Successful to-wound rolls against the wearer of an armour engraved with this Rune must be rerolled.	<b>Rune of Bronze</b> (30 pts) Wearer gains +1 Wound.	<b>Rune of Steel</b> (30 pts) An armour engraved with this Rune allows the wearer to reroll failed Armour Saves.
<b>Rune of Mountains</b> (30 pts) Wearer gains +1 Toughness, up to a maximum of Toughness 6.	<b>Rune of Aegis</b> (15 pts each) Wearer gains Magic Resistance (1) or increases this effect by +1 per Rune, up to Magic Resistance (4). This does not increase the Magic Resistance inherited from another model in the unit.	<b>Rune of Iron</b> (10 pts each) Wearer gains Innate Defence (6+). One additional rune may be used to increase this effect to (5+).
		<b>Rune of Crushing</b> (10 pts each) Wearer gains Impact Hits (+1).

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## Talismanic Runes

Up to 3 runes from this set may be taken as a single Talisman.

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<b>Rune of Retribution</b> (35 pts) - One per Army One Use Only. May be activated at the beginning of any Movement Phase. Friendly units within 6" gain Devastating Charge for the duration of the Player Turn.	<b>Rune of Dragon's Breath</b> (35 pts) The bearer gains Breath Weapon (Strength 4, Flaming Attacks, Magical Attacks).	<b>Rune of Courage</b> (30 pts) One use only. May be activated at the start of any Round of Combat. For the duration of the phase, the wearer gains Stubborn.
<b>Rune of Infamy</b> (20 pts) The bearer gains Fear.	<b>Rune of Shielding</b> (15 pts each) A talisman engraved with a Rune of Shielding grants the wearer a Ward Save (6+) or increases the Ward Save on this model by +1 per rune. This Rune stacks <b>only</b> with itself and/or Shield Wall, up to a maximum of 4+ (this does not affect the interaction with Magic Resistance).	<b>Rune of Kinship</b> (10 pts) The bearer gains Scout and Ambush but may not be mounted on a War Throne.
		<b>Rune of the Forge</b> (5 pts) The bearer gains Fireborn.

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## Arcane Runes

Models with the Rune Craft or Rune Craft Mastery rules may take up to 3 of the following runes as a single Arcane Item.

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### Rune of Grounding

(50 pts) - One of a Kind

At the end of a friendly Magic Phase, the bearer may save one unused Magic Dice and add it to the pool of Magic Dice in the next Magic Phase (immediately after rolling Magic Flux).

### Rune of Mastery

(40 pts)

Once per Magic Phase, the bearer may reroll one Power Dice when casting a Bound Spell.

### Rune of Devouring

(35 pts) - One per army

One use only. The player may choose to use this rune instead of making a dispel roll. The spell is cast as normal but is afterward lost and cannot be cast again for the rest of the game. This rune cannot be combined with the Rune of Denial on the same item.

### Rune of Denial

(35 pts) - One per army

One use only. The player may choose to use this rune instead of making a dispel roll. The spell is automatically dispelled.

### Rune of Brilliance

(35 pts)

The bearer adds a +1 bonus to all dispel rolls and all casting rolls when casting Bound Spells (this overrides the normal restriction of not adding casting modifiers to Bound Spells).

### Rune of Harnessing

(25 pts)

The Dwarven Hold player receives a +1 bonus to Channel rolls and the opponent receives a -1 penalty to Channel rolls.

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## Runic Standards

Dwarven Holds armies may use Magical Standards from the Common Magical Standards list as well as the Runic Standards listed below. A Battle Standard Bearer may take a Runic Standard or a Common Magical Standard as part of its Runic Item allowance.

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### Runic Standard of Shielding

(45 pts)

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

### Runic Standard of Dismay

(30 pts)

Units charging the bearer's unit reduce their Charge Range by D6". Roll for each unit that charges the bearer's unit, before moving any unit. This can cause a failed charge.

### Runic Standard of Swiftess

(25 pts)

The bearer's unit gains Vanguard.

---

# Army List

## LORDS



**King** 135 pts

single model

M	WS	BS	S	T	W	I	A	Ld
3	7	4	4	5	3	4	4	10

Infantry 20x20mm base

### Armour:

Plate Armour

### Dwarf Special Rules:

Sturdy, Relentless, Shield Wall

### Options:

May take a Holdstone

May take Runic Items

May take a Shield

May take a Shooting Weapon (one choice only):

Pistol

Handgun

Crossbow

May take a Great Weapon

May take a mount (one choice only):

Shield Bearers

War Throne

pts

30

up to 125

10

4

8

8

10

50

150

Mounts for a King:

### Shield Bearers

M	WS	BS	S	T	W	I	A	Ld
3	5	3	4	4	4	2	2	10

Infantry 40x20mm base

Mount's Protection (5+)

Sturdy, Relentless

### War Throne

M	WS	BS	S	T	W	I	A	Ld
3	5	3	4	4	6	2	4	10

Infantry 40x60mm base

Mount's Protection (5+)

Sturdy, Relentless

Hatred

**Majesty of High Kings:** A General mounted on a War Throne increases the range of its Inspiring Presence to 18". All friendly units within 6" of a War Throne gain Swiftstride. If a Character mounted on a War Throne joins a unit and is subsequently slain, the unit gains Frenzy.

Field Artillery special units in an army with this model count as Rare choices.



## Daemon Seeker 130 pts

single model

	M	WS	BS	S	T	W	I	A	Ld	
	3	7	4	5	5	3	5	5	10	Infantry 20x20mm base
<i>Weapons:</i>										<i>pts</i>
Paired Weapons, Great Weapon										up to 125
<i>Dwarf Special Rules:</i>										
Relentless, Sturdy										
<i>Seeker Special Rules:</i>										
Unbreakable, Ward Save (6+), Weapon Master, "The bigger they are...", "Yer comin' with me!"										
<i>Special Rules:</i>										
Lethal Strike, Not a Leader, Vanguard, Hatred (models with Otherworldly)										
<i>Options:</i>										<i>pts</i>
May take Runic Items (weapon only)										up to 125
May take up to two of the following:										
Magic Resistance (1)										15
Fear										20
Monster Seeker										30
Grim Resolve										40

**Monster Seeker:** The model gains Multiple Wounds (2, Monstrous Infantry, Monstrous Beast, Monstrous Cavalry, Monster and Ridden Monster)

**Grim Resolve:** The model gains one additional attack for each enemy model in Base Contact with it.



## Runic Master 125 pts

single model

	M	WS	BS	S	T	W	I	A	Ld	
	3	6	4	4	5	3	3	2	9	Infantry 20x20mm base
<i>Armour:</i>										<i>pts</i>
Plate Armour										up to 125
<i>Dwarf Special Rules:</i>										
Relentless, Sturdy, Shield Wall										
<i>Options:</i>										<i>pts</i>
May take Runic Items										up to 125
May take a Shield										3
May take a Great Weapon										8
May take up to 4 different Battle Runes										5 / rune
<i>Special Rules:</i>										
Channel, Magic Resistance (2)										

**Rune Craft Mastery:** The Runic Master and all models in the same unit as it have Armour Piercing (1). The Runic Master may dispel as if it were a Wizard Master, and can cast Bound Spells from the Battle Runes list as either:

- Power Level 4, Spell Type: Range 6"
- Power Level 5, Spell Type: Range 12"



## Master Engineer 100 pts

single model

	M	WS	BS	S	T	W	I	A	Ld	
	3	6	4	4	5	3	3	2	9	Infantry 20x20mm base
<i>Armour:</i>										<i>pts</i>
Plate Armour										up to 100
<i>Dwarf Special Rules:</i>										
Sturdy, Relentless, Shield Wall										3
<i>Special Rules:</i>										
Engineer, Entrench										4
										5
										8
										8
										10
										20
										8

**Master Marksman:** At the start of each Shooting Phase, a Master Engineer may grant one of the following bonus effects to a friendly Infantry unit within 6" of it:

- The unit gains +1 to hit with all Shooting Attacks.
- The unit may reroll to-wound rolls of '1' with all Shooting Attacks.
- The unit increases the range of its Shooting Weapons by 1D6+1".

This bonus effect lasts until the end of the Shooting Phase. Multiple instances of the same effect do not stack. A Master Engineer who confers one of these bonus effects may not use the Engineer special rule during the same Shooting Phase.

# HEROES



## Thane 70 pts

single model

	M	WS	BS	S	T	W	I	A	Ld	
	3	6	4	4	5	2	3	3	9	Infantry 20x20mm base
<i>Armour:</i>										<i>Options:</i>
Plate Armour										May take a Holdstone
										May be upgradedd to (one choice only):
<i>Dwarf Special Rules:</i>										Battle Standard Bearer
Sturdy, Relentless, Shield Wall										Clan Leader
										May take Runic Items
										May take a Shield
										May take a Shooting Weapon (one choice only):
										Pistol
										Handgun
										Crossbow
										May take a Great Weapon

**Clan Leader:** A Thane and all Clan Warriors in its unit gain Fight in Extra Rank.



## Engineer 65 pts

single model

	M	WS	BS	S	T	W	I	A	Ld	
	3	5	4	4	4	2	3	2	9	Infantry 20x20mm base
<i>Armour:</i>										<i>Options:</i>
Plate Armour										May take Runic Items
										May take a Shield
<i>Dwarf Special Rules:</i>										May take a Great Weapon
Sturdy, Relentless, Shield Wall										May take a shooting weapon (one choice only):
										Pistol
<i>Dwarf Rules:</i>										Brace of Pistols
Engineer, Entrench										Crossbow
										Handgun
										Forge Repeater
										Wyrm-Slayer Rocket



## Runic Smith 70 pts

single model

M	WS	BS	S	T	W	I	A	Ld
3	5	3	4	4	2	3	2	9

Infantry 20x20mm base

### Armour:

Plate Armour

### Options:

May take Runic Items

May take a Shield

May take a Great Weapon

May take up to 2 different Battle Runes

### pts

up to 75

2

6

5 / rune

### Dwarf Special Rules:

Relentless, Sturdy, Shield Wall

### Special Rules:

Channel, Magic Resistance (1)

**Rune Craft:** The Runic Smith and all models in the same unit as it have Armour Piercing (1). The Runic Smith may dispel as if it were a Wizard Apprentice, and can cast Bound Spells from the Battle Runes list as either:

Power Level 4, Spell Type: Caster's Unit

Power Level 5, Spell Type: Range 6"



## Dragon Seeker 50 pts

single model

M	WS	BS	S	T	W	I	A	Ld
3	6	3	4	5	2	4	4	10

Infantry 20x20mm base

### Weapons:

Paired Weapons, Great Weapon

### Options:

May take Runic Items (weapon only)

May take up to two of the following:

Magic Resistance (1)

Fear

Monster Seeker

Grim Resolve

### pts

up to 75

15

20

20

25

### Dwarf Special Rules:

Relentless, Sturdy

### Seeker Special Rules:

Unbreakable, Ward Save (6+), Weapon Master,

"The bigger they are...", "Yer comin' with me!"

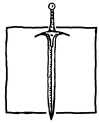
### Special Rules:

Lethal Strike, Vanguard, Not a Leader

**Monster Seeker:** The model gains Multiple Wounds (2, Monstrous Infantry, Monstrous Beast, Monstrous Cavalry, Monster and Ridden Monster)

**Grim Resolve:** The model gains one additional attack for each enemy model in Base Contact with it.

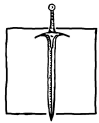
# CORE



## Clan Warriors 60 pts

10 models, may add up to 30 models 7 pts/model

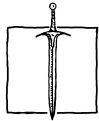
	M	WS	BS	S	T	W	I	A	Ld	
	3	4	3	3	4	1	2	1	9	Infantry 20x20mm base
<i>Armour:</i>										<i>Options:</i>
Heavy Armour										A single Clan Warriors or Greybeards unit
										may Vanguard (max 30 models)
										1 / model
<i>Dwarf Special Rules:</i>										May take a Shield
Sturdy, Relentless, Shield Wall										1 / model
										May take Throwing Weapons
										1 / model
										May take a weapon (one choice only):
										Paired Weapons
										1 / model
										Spear
										1 / model
										Great Weapon
										3 / model
										May upgrade one model to each of the following:
										Champion
										10
										Musician
										10
										Standard Bearer
										10
										- may become the Veteran Standard Bearer



## Greybeards 90 pts

10 models, may add up to 20 models 11 pts/model

	M	WS	BS	S	T	W	I	A	Ld	
	3	5	3	4	4	1	2	1	9	Infantry 20x20mm base
<i>Armour:</i>										<i>Options:</i>
Heavy Armour										A single Clan Warriors or Greybeards unit
										may Vanguard (max 20 models)
										1 / model
<i>Dwarf Special Rules:</i>										May take a Shield
Relentless, Sturdy, Shield Wall										1 / model
										May take Throwing Weapons
										2 / model
										May take a Great Weapon
										3 / model
<i>Special Rules:</i>										May upgrade one model to each of the following:
Immune to Psychology										Champion
										10
										Musician
										10
										Standard Bearer
										10
<b>Seen It All:</b> Friendly units within 6" of a Greybeards unit may reroll failed Panic tests.										- may become the Veteran Standard Bearer



## Clan Marksmen 110 pts

10 models, may add up to 15 models 11 pts/model

M WS BS S T W I A Ld

3 4 3 3 4 1 2 1 9

Infantry 20x20mm base

### Weapons:

Crossbow

### Armour:

Heavy Armour

### Dwarf Special Rules:

Relentless, Sturdy

### Options:

May swap Crossbow for:

Handgun

Guild-Crafted Handguns (One of a Kind)

May take a Shield

May take a Great Weapon

May upgrade one model to each of the following:

Champion

Musician

Standard Bearer

- may become the Veteran Standard Bearer

pts

free

2 / model

1 / model

3 / model

10

10

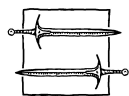
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### Guild-Crafted Handguns:

Shooting Weapon. Type: Handgun. Adds +1 to hit when shooting.

A unit with this weapon cannot be armed with Great Weapons and cannot be the Veteran Standard Bearer.

# SPECIAL



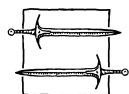
## Deep Watch 110 pts

10 models, may add up to 20 models 15 pts/model

	M	WS	BS	S	T	W	I	A	Ld	
	3	5	3	4	4	1	2	1	9	Infantry 20x20mm base
<i>Armour:</i>										<i>Options:</i> pts
Plate Armour, Shield										May upgrade one model to each of the following:
										Champion 10
										Musician 10
										Standard Bearer 10
										- may take a Magical Standard up to 50
<i>Dwarf Special Rules:</i>										
Sturdy, Relentless, Shield Wall										
<i>Special Rules:</i>										
Bodyguard										

**Wall of Iron:** The Ward Save (6+) from the Shield

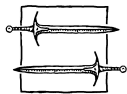
Wall special rule is always treated as (5+).



## King's Guard 130 pts

10 models, may add up to 20 models 16 pts/model

	M	WS	BS	S	T	W	I	A	Ld	
	3	5	3	4	4	1	2	2	9	Infantry 20x20mm base
<i>Weapons:</i>										<i>Options:</i> pts
Great Weapon										May take a Shield 1 / model
										May upgrade one model to each of the following:
										Champion 10
										Musician 10
										Standard Bearer 10
										- may take a Magical Standard up to 50
<i>Dwarf Special Rules:</i>										
Relentless, Sturdy										
<i>Special Rules:</i>										
Bodyguard (General, Dwarf King)										



## Forge Wardens 140 pts

10 models, may add up to 10 models 14 pts/model

M WS BS S T W I A Ld

3 5 3 4 4 1 2 1 9

Infantry 20x20mm base

### Weapons:

#### Forge Gun:

Shooting Weapon. Range 18", Strength 5, Flaming Attacks, Quick to Fire

### Armour:

Plate Armour

### Dwarf Special Rules:

Relentless, Sturdy

### Special Rules:

Ward Save (6+), Fireborn

### Options:

May upgrade one model to each of the following:

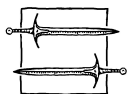
Champion 10

- may take a Wurm-Slayer Rocket 20

Musician 10

Standard Bearer 10

- may take a Magical Standard up to 25



## Seekers 55 pts

5 models, may add up to 20 models 11 pts/model

M WS BS S T W I A Ld

3 4 3 4 4 1 2 1 10

Infantry 20x20mm base

### Weapons:

Paired Weapons, Great Weapon

### Dwarf Special Rules:

Relentless, Sturdy

### Seeker Special Rules:

Unbreakable, Ward Save (6+), Weapon Master, "The bigger they are...", "Yer comin' with me!"

### Options:

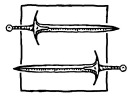
May take Vanguard 2 / model

May Skirmish (max 15 models, One of a Kind) 2 / model

May upgrade one model to each of the following:

Champion 10

Musician 10



## Steam Copters -

	M	WS	BS	S	T	W	I	A	Ld
Copter	1	-	-	-	5	3	-	-	-
Pilot	-	4	3	4	4	-	2	2	9

Cavalry 40x40mm base

### Armour:

Heavy Armour, Mount's Protection (6+)

### Special Rules:

Fly(8)

Form one of the following units:

### Attack Copter (75 pts)

0-2 Choice

1 Model, may add 1 model for 65pts

### Weapons:

Forge Repeater

### Shrapnel Grenades:

Sweeping Attack which can be used once per game, the enemy unit suffers D3 Strength 3 hits for each Steam Copter in the unit. One Use Only.

### Options:

May Skirmish (if 2 models)

pts

10

### Steam Bomber (105 pts)

0-2 Choice

single model

### Weapons:

Forge Repeater

### Shrapnel Bombs:

Sweeping Attack. The enemy unit suffers D6\*2 Strength 3 hits with Armour Piercing (1). If a natural '6' is rolled for the number of hits, after the attack has been resolved, the Shrapnel Bombs cannot be used anymore this battle.

### Flame Copter (85 pts)

0-2 Choice

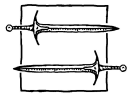
single model

### Weapons:

### Flame Culverin:

**Flame Thrower Artillery Weapon** with Range 3", Strength 3, Flaming Attacks.

This weapon may not be used if the model performed a March Move in this Player Turn. Ignore the -1 modifier to rolls on the Misfire Table.



## Miners 90 pts

10 models, may add up to 10 models 10 pts/model

M	WS	BS	S	T	W	I	A	Ld
3	4	3	4	4	1	2	1	9

Infantry 20x20mm base

### Armour:

Heavy Armour

### Dwarf Special Rules:

Relentless, Sturdy

### Special Rules:

Ambush

### Options:

Must take at least one of the following:

Throwing Weapons

Pistol

Great Weapon

Shield

May upgrade one model to each of the following:

Champion

Musician

Standard Bearer

pts

2 / model

2 / model

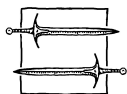
2 / model

1 / model

10

10

10



## Field Artillery -

single model

	M	WS	BS	S	T	W	I	A	Ld
Machine	-	-	-	-	7	3	-	-	-
Crew (3)	3	4	3	3	4	-	2	1	9

War Machine 60mm round base

### Armour:

Heavy Armour

### Special Rules:

Stubborn

### Options:

May take any of the following upgrades:

#### Flaming Shot (5 pts)

All hits caused by the War Machine gains Flaming Attacks and Magical Attacks.

#### Engineering Rune (15 pts)

Adds +4 to any rolls on the Misfire Table.

Must take one of the following:

#### Catapult (90 pts)

0-2 Choice

#### Cannon (100 pts)

0-2 Choice

#### Organ Gun (125 pts)

0-2 Choice

#### Catapult (3") Artillery Weapon

with

Range 12 - 60", Strength 3(9)

[Multiple Wounds (Ordnance)]

Can be fired in two ways:

- As a **Cannon (D6") Artillery Weapon**

with

Range 60", Strength 10,

Armour Piercing (2),

Multiple Wounds (Ordnance)

- As a **Volley Gun Artillery Weapon**

with

Range 12", Strength 4,

Armour Piercing (3),

Multiple Shots (2D6)

#### Volley Gun Artillery Weapon

with

Range 30", Strength 5,

Armour Piercing (1),

Multiple Shots (2D6\*2)

May take an additional upgrade:

#### Rune Crafted (50 pts)

All hits caused by the Catapult gain +1 Strength, Magical Attacks and Armour Piercing (1).

May take an additional upgrade:

#### Rune Crafted (20 pts)

All hits caused by the Cannon gain +1 Strength (up to a maximum of 10) and Magical Attacks.

May take an additional upgrade:

#### Rune Crafted (45 pts)

All hits caused by the Organ Gun gain +1 to wound and Magical Attacks.

# RARE



## Vengeance Seeker 60 pts

single model

M	WS	BS	S	T	W	I	A	Ld
3	5	3	4	4	3	2	*	10

Infantry 20x20mm base

*Weapons:*

### Whirling Chains of Doom:

Close Combat Weapon. +1 Strength, strikes at Initiative 10, and the wielder gain Random Attacks (3D3). A model with this weapon cannot be joined by Characters.

*Dwarf Special Rules:*

Relentless

*Seeker Special Rules:*

Unbreakable, Ward Save (6+),

"The bigger they are...", "Yer comin' with me!"

*Special Rules:*

Hard Target, Distracting



## Rangers 65 pts

5 models, may add up to 15 models 10 pts/model

M	WS	BS	S	T	W	I	A	Ld
3	4	4	3	4	1	2	1	9

Infantry 20x20mm base

*Armour:*

Heavy Armour

*Options:*

May Skirmish (max 10 models)

May take a Shield

*pts*

2 / model

1 / model

*Dwarf Special Rules:*

Relentless, Sturdy

May take Shooting Weapons:

Throwing Weapons

Crossbow

1 / model

2 / model

*Special Rules:*

Scout, Strider (Forest)

May take a weapon (one choice only):

Paired Weapons

Great Weapon

1 / model

2 / model

May upgrade one model to each of the following:

Champion

Musician

Standard Bearer

10

10

10



## Hold Guardians 155 pts

3 models, may add up to 5 models 60 pts / model

M WS BS S T W I A Ld

5 4 3 6 5 3 2 2 10 Monstrous Infantry 40x40mm base

### Armour:

Plate Armour, Innate Defence (6+)

### Options:

May gain Flaming Attacks and Fireborn

pts

5 / model

May upgrade one model to each of the following:

### Special Rules:

Immune to Psychology, Magical Attacks,  
Multiple Wounds (D3)

Champion

10

Musician

10

Standard Bearer

10



## Grudge Buster 165 pts

single model

M WS BS S T W I A Ld

Grudge Buster 1 - - 5 5 5 2 - -

Crew (2) - 4 3 4 4 - 2 2 9

Chariot 50x100mm base

### Weapons:

**Swivel Gun** (Grudge Buster only):

Shooting Weapon. Range 24", Strength 4, Armour Piercing (1), Multiple Shots (4), Quick to Fire.

### Armour:

Innate Defense (3+)

### Special Rules:

Fly(8), Impact Hits (+1), Grinding Attacks (3D3) (Grudge Buster only)



## Grudge Machine - (One of a Kind)\*

single model

	M	WS	BS	S	T	W	I	A	Ld	
Machine	-	-	-	-	7	3	-	-	-	
Crew (3)	3	4	3	3	4	-	2	1	9	War Machine 60mm round base

### Armour:

Heavy Armour

### Special Rules:

Stubborn

### Options:

May take any of the following upgrades:

**Engineering Rune** (15 pts)

Adds +4 to any rolls on the Misfire Table.

Must take one of the following:

**Flame Cannon** (105 pts)

**Dwarf Ballista** (55 pts)

### Flame Thrower Artillery Weapon with

Range 12", Strength 5, Multiple Wounds (D3), Flaming Attacks.

### Bolt Thrower Artillery Weapon:

Range 48", Strength 6, Multiple Wounds (D3), Armour Piercing (6).

May take additional upgrades:

#### Rune Struck (20 pts)

The Flame Cannon gains +3" range and Magical Attacks.

#### Rune Crafted (5 pts)

All hits caused by the Flame Cannon gain Magical Attacks.

May take additional upgrades:

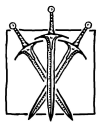
#### Flaming Shot (5 pts)

All hits caused by the Dwarf Ballista gain Magical Attacks and Flaming Attacks.

#### Rune Crafted (10 pts)

All hits caused by the Dwarf Ballista gain Magical Attacks and +1 to hit against Flying units.

\*If a Dwarven Holds army includes 3 or more Field Artillery (2 for Warbands, 6 for Grand Armies), Grudge Machine are One of a Kind. Ignore this if all Grudge Machines in the army takes the Dwarf Ballista upgrade, or if less than 3 Field Artillery (2/6 for Warbands/Grand Armies).



## Anvil of Power 150 pts (One of a Kind)

single model

	M	WS	BS	S	T	W	I	A	Ld	
Anvil	-	-	-	-	7	3	-	-	-	
Anvil Guard (3)	3	5	3	4	4	-	2	1	9	War Machine 60mm round base

### Armour:

Plate Armour

### Special Rules:

Unbreakable, Ward Save (5+), Magic Resistance (2), Channel

**Runic Anvil:** An Anvil of Power can make Dispel Attempts as if it were a Wizard Apprentice. An Anvil of Power may choose up to three different Bound Spells from among the Battle Runes (free) and the Anvil Runes below. All Battle and Anvil Bound Spells cast by the Anvil of Power have a 36" range. Battle Runes are cast with a Power Level of 4, while Anvil Runes are cast with a Power Level of 5.

### Anvil Runes:

<b>Rune of Storms</b> Cost: 5 pts Type: Damage, Hex Duration: Instant/Lasts one Turn	<b>Rune of Shattering</b> Cost: 5 pts Type: Damage, Hex Duration: Instant/Lasts one Turn	<b>Rune of Cleansing</b> Cost: free Type: Universal Duration: Instant
Target instantly suffers D6 Strength 6 hits with Lightning Attacks. The target cannot use Flying movement for the duration of the spell.	Target instantly suffers 2D6 Strength 4 hits. Units who suffer at least one wound from this Runic Bound Spell suffer -1 to hit in Close Combat and treat all terrain (including Open Terrain) as Dangerous Terrain (1).	Choose one spell with Duration: Lasts One Turn or Remains In Play affecting the target. The spell immediately comes to an end.

# Quick Reference Sheet

L - Lords, H - Heroes, C - Core, S - Special, R - Rare, M - Mounts only

	<u>CHARACTERS</u>	M	WS	BS	S	T	W	I	A	Ld
L	King	3	7	4	4	5	3	4	4	10
	Runic Master	3	6	4	4	5	3	3	2	9
	Daemon Seeker	3	7	4	5	5	3	5	5	10
	Master Engineer	3	6	4	4	5	3	3	2	9
H	Thane	3	6	4	4	5	2	3	3	9
	Runic Smith	3	5	3	4	4	2	3	2	9
	Dragon Seeker	3	6	3	4	5	2	4	4	10
	Engineer	3	5	4	4	4	2	3	2	9

## INFANTRY

C	Clan Warrior	3	4	3	3	4	1	2	1	9
	Greybeard	3	5	3	4	4	1	2	1	9
	Clan Marksman	3	4	3	3	4	1	2	1	9
S	Deep Watch	3	5	3	4	4	1	2	1	9
	King's Guard	3	5	3	4	4	1	2	2	9
	Forge Warden	3	5	3	4	4	1	2	1	9
	Miner	3	4	3	4	4	1	2	1	9
	Seeker	3	4	3	4	4	1	2	1	10
R	Vengeance Seeker	3	5	3	4	4	3	2	3D3	10
	Ranger	3	4	4	3	4	1	2	1	9
M	Shield Bearers	3	5	3	4	4	4	2	2	10
	War Throne	3	5	3	4	4	6	2	4	10

	<u>MONSTROUS INF.</u>	M	WS	BS	S	T	W	I	A	Ld
R	Hold Guardian	5	4	3	6	5	3	2	2	10

## CAVALRY

S	Steam Copter	1	-	-	-	5	3	-	-	-
	- Driver	-	4	3	4	4	-	2	2	9

## CHARIOT

R	Grudge Buster	1	-	-	5	5	5	2	-	-
	- Drivers (2)	-	4	3	4	4	-	2	2	9

## WAR MACHINES

R	Anvil of Power	-	-	-	-	7	3	-	-	-
	- Guard(3)	3	5	3	4	4	-	2	1	9
S	Field Artillery	-	-	-	-	7	3	-	-	-
	- Crew (3)	3	4	3	3	4	-	2	1	9
R	Grudge Machines	-	-	-	-	7	3	-	-	-
	- Crew (3)	3	4	3	3	4	-	2	1	9



	<u>SPECIAL SHOOTING WEAPON</u>	Range	S	Multiple Shots	Multiple Wounds	Armour Piercing
<i>common</i>	Wurm-Slayer Rocket	24	6	-	D3	-
<i>common</i>	Forge Repeater	18	5	4	-	-
Grudge Buster	Swivel Gun	24	4	4	-	1
Steam Copter	Flame Culverin	Flame Thrower	3	3	-	-
Field Artillery	Catapult	Catapult (3")	12-60	3[9]	[Ordnance]	-
	Cannon (1)	Cannon (D6")	60	10	Ordnance	2
	Cannon (2)	Volley Gun	12	4	2D6	3
	Organ Gun	Volley Gun	30	5	2D6*2	1
Grudge Machines	Flame Cannon	Flame Thrower	12	5	-	D3
	Ballista	Bolt Thrower	48	6	-	D3

Changelog:  
v1.1.0  
No changes