



# DWARVEN HOLDS



## ARISCOCCIAMO UCHEBO? NANHHHHHHH - 4 619 POINTS

1250 pts (28.00 %) 1452 pts (32.00 %) 602 pts (13.00 %) 580 pts (13.00 %) 1115 pts (25.00 %)

**Characters**      **Core**      **Special**      **Clans' Thunder**      **Engines of War**

(40 Max)      (25 Least)      (0 NoLimit)      (35 Max)      (20 Max)

### Characters



#### KING #1

King - Standard - Infantry - 20x20mm

575 POINTS



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

|                    |  |
|--------------------|--|
| <b>Options</b>     | Shield • Holdstone • Pistol (3+) • Ancestral Memory • General  |
| <b>Magic items</b> | Rune of Fury (Hand Weapon) • Rune of Smashing (Hand Weapon) • Rune of Destruction (Hand Weapon) • Rune of Iron (Plate Armour) • Rune of Shielding (x2) |



#### ENGINEER #1

Engineer - Standard - Infantry - 20x20mm

255 POINTS



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

|                    |                                   |
|--------------------|-----------------------------------|
| <b>Options</b>     | Shield • Wyrms-Slayer Rocket (3+) |
| <b>Magic items</b> | Rune of Denial • Rune of Mining   |



#### RUNIC SMITH #1

Runic Smith - Standard - Infantry - 20x20mm

295 POINTS



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

|                    |   |
|--------------------|---|
| <b>Options</b>     | Shield  |
| <b>Magic items</b> | Rune of Iron (Plate Armour) • Rune of Devouring • Rune of Grounding |



## ENGINEER #2

Engineer - Standard - Infantry - 20x20mm

**125** POINTS



| <i>Global</i>    | <i>Adv</i> | <i>Mar</i> | <i>Dis</i> |            |   |                            | <i>Model Rules</i>             |
|------------------|------------|------------|------------|------------|---|----------------------------|--------------------------------|
|                  | <b>3"</b>  | <b>9"</b>  | <b>9</b>   |            |   |                            | <b>Engineer (3+), Entrench</b> |
| <i>Defensive</i> | <i>HP</i>  | <i>Def</i> | <i>Res</i> | <i>Arm</i> |   |                            |                                |
|                  | <b>2</b>   | <b>5</b>   | <b>4</b>   | <b>0</b>   | <b>Shield Wall (Ægide, Ægide), Plate Armour</b> |                            |                                |
| <i>Offensive</i> | <i>Att</i> | <i>Off</i> | <i>Str</i> | <i>Ap</i>  | <i>Agi</i>                                      |                            |                                |
| <b>Engineer</b>  | <b>2</b>   | <b>5</b>   | <b>4</b>   | <b>1</b>   | <b>3</b>  | <b>Sturdy, Hand Weapon</b> |                                |

## Core



## CLAN WARRIORS #1

Clan Warriors x35 - Standard - Infantry - 20x20mm

**575** POINTS



| <i>Global</i>        | <i>Adv</i> | <i>Mar</i> | <i>Dis</i> |            |   |               | <i>Model Rules</i> |
|----------------------|------------|------------|------------|------------|---|---------------|--------------------|
|                      | <b>3"</b>  | <b>9"</b>  | <b>9</b>   |            |   |               | <b>Scoring</b>     |
| <i>Defensive</i>     | <i>HP</i>  | <i>Def</i> | <i>Res</i> | <i>Arm</i> |   |               |                    |
|                      | <b>1</b>   | <b>4</b>   | <b>4</b>   | <b>0</b>   | <b>Shield Wall (Ægide, Ægide), Heavy Armour</b> |               |                    |
| <i>Offensive</i>     | <i>Att</i> | <i>Off</i> | <i>Str</i> | <i>Ap</i>  | <i>Agi</i>                                      |               |                    |
| <b>Clan Warriors</b> | <b>1</b>   | <b>4</b>   | <b>3</b>   | <b>0</b>   | <b>2</b>  | <b>Sturdy</b> |                    |

|                      |  |
|----------------------|--|
| <b>Options</b>       | Shield and Spear • Champion • Musician • Standard Bearer |
| <b>Magic banners</b> | Rending Banner (Banner Enchantment)                      |



## GREYBEARDS #1

Greybeards x25 - Standard - Infantry - 20x20mm

**555** POINTS



| <i>Global</i>     | <i>Adv</i> | <i>Mar</i> | <i>Dis</i> |            |   |               | <i>Model Rules</i>                |
|-------------------|------------|------------|------------|------------|---|---------------|-----------------------------------|
|                   | <b>3"</b>  | <b>9"</b>  | <b>9</b>   |            |   |               | <b>Scoring, Fearless, Seen It</b> |
| <i>Defensive</i>  | <i>HP</i>  | <i>Def</i> | <i>Res</i> | <i>Arm</i> |   |               |                                   |
|                   | <b>1</b>   | <b>5</b>   | <b>4</b>   | <b>0</b>   | <b>Shield Wall (Ægide, Ægide), Heavy Armour</b> |               |                                   |
| <i>Offensive</i>  | <i>Att</i> | <i>Off</i> | <i>Str</i> | <i>Ap</i>  | <i>Agi</i>                                      |               |                                   |
| <b>Greybeards</b> | <b>1</b>   | <b>5</b>   | <b>4</b>   | <b>1</b>   | <b>2</b>  | <b>Sturdy</b> |                                   |

|                      |  |
|----------------------|--|
| <b>Options</b>       | Shield • Champion • Musician • Standard Bearer |
| <b>Magic banners</b> | Rending Banner (Banner Enchantment)            |



## CLAN WARRIORS #2

Clan Warriors x21 - Standard - Infantry - 20x20mm

**322** POINTS



| <i>Global</i>        | <i>Adv</i> | <i>Mar</i> | <i>Dis</i> |            |   |               | <i>Model Rules</i> |
|----------------------|------------|------------|------------|------------|---|---------------|--------------------|
|                      | <b>3"</b>  | <b>9"</b>  | <b>9</b>   |            |   |               | <b>Scoring</b>     |
| <i>Defensive</i>     | <i>HP</i>  | <i>Def</i> | <i>Res</i> | <i>Arm</i> |   |               |                    |
|                      | <b>1</b>   | <b>4</b>   | <b>4</b>   | <b>0</b>   | <b>Shield Wall (Ægide, Ægide), Heavy Armour</b> |               |                    |
| <i>Offensive</i>     | <i>Att</i> | <i>Off</i> | <i>Str</i> | <i>Ap</i>  | <i>Agi</i>                                      |               |                    |
| <b>Clan Warriors</b> | <b>1</b>   | <b>4</b>   | <b>3</b>   | <b>0</b>   | <b>2</b>  | <b>Sturdy</b> |                    |



|                |  |
|----------------|--|
| <b>Options</b> | Shield • Champion • Musician • Standard Bearer |
|----------------|--|

## Special



|  |  |                      |   |
|--|--|----------------------|---|
|  | <b>KING'S GUARD #1</b><br>King's Guard x27 - Standard - Infantry - 20x20mm | <b>602 POINTS</b>    |  |
| <i>Global</i>  | <i>Adv</i> <i>Mar</i> <i>Dis</i>   | <i>Model Rules</i>   |   |
|  | 3"    9"    9  | Scoring, Bodyguard   |   |
| <i>Defensive</i>   | <i>HP</i> <i>Def</i> <i>Res</i> <i>Arm</i>                                 | <i>Plate</i>         |   |
|  | 1    5    4    0   | Armour    , Shield   |   |
| <i>Offensive</i>   | <i>Att</i> <i>Off</i> <i>Str</i> <i>Ap</i> <i>Agi</i>                      |                      |   |
| <b>King's Guard</b>  | 2    5    4    1    2  | Sturdy, Great Weapon |   |

|                |                                       |
|----------------|---------------------------------------|
| <b>Options</b> | Champion • Musician • Standard Bearer |
|----------------|---------------------------------------|

## Clans' Thunder



|  |   |   |   |
|--|---|---|---|
|  | <b>STEAM COPTERS #1</b><br>Steam Copters - Standard - Construct - 40x40mm | <b>220 POINTS</b>   |  |
| <i>Global</i>  | <i>Adv</i> <i>Mar</i> <i>Dis</i>  | <i>Model Rules</i>  |   |
|  | 1"    2"    9   | , Fly (8", 16", 8"),<br>Light Troops, Swiftstride, Tall16") |   |
|  | 8"    16"   |   |   |
| <i>Defensive</i>   | <i>HP</i> <i>Def</i> <i>Res</i> <i>Arm</i>                                | <i>Cannot be Stomped</i>                                    |   |
|  | 3    4    5    3  |   |   |
| <i>Offensive</i>   | <i>Att</i> <i>Off</i> <i>Str</i> <i>Ap</i> <i>Agi</i>                     |   |   |
| <b>Steam Copter</b>  | 2    4    4    1    2   | Forge Repeater (4+,<br>4+)    , Shrapnel<br>Bombs           |   |

|                |                |
|----------------|----------------|
| <b>Options</b> | Shrapnel Bombs |
|----------------|----------------|

|  |  |  |   |
|--|--|--|---|
|  | <b>FORGE WARDENS #1</b><br>Forge Wardens x20 - Standard - Infantry - 20x20mm | <b>360 POINTS</b>                          |  |
| <i>Global</i>  | <i>Adv</i> <i>Mar</i> <i>Dis</i>   | <i>Model Rules</i>                         |   |
|  | 3"    9"    9  | Scoring                                    |   |
| <i>Defensive</i>   | <i>HP</i> <i>Def</i> <i>Res</i> <i>Arm</i>                                   | <i>Plate</i>                               |   |
|  | 1    5    4    0   | Aegis (2+, against Flaming attacks) Armour |   |
| <i>Offensive</i>   | <i>Att</i> <i>Off</i> <i>Str</i> <i>Ap</i> <i>Agi</i>                        |  |   |
| <b>Forge Wardens</b>   | 1    4    4    1    2  | Sturdy, Forge Gun                          |   |


|                |                                       |
|----------------|---------------------------------------|
| <b>Options</b> | Champion • Musician • Standard Bearer |
|----------------|---------------------------------------|

## Engines of War

|  |  |                    |   |
|--|--|--------------------|---|
|  | <b>FIELD ARTILLERY #1</b><br>Field Artillery - Standard - Construct - 60mm round | <b>265 POINTS</b>  |  |
| <i>Global</i>  | <i>Adv</i> <i>Mar</i> <i>Dis</i>   | <i>Model Rules</i> |   |

|                  |            |            |            |   |   |
|------------------|------------|------------|------------|---|---|
| <i>Global</i>    | <i>Adv</i> | <i>Mar</i> | <i>Dis</i> | <i>Model Rules</i>                              |   |
|                  | 3"         | 3"         | 9          | <b>War Machine</b> , Stubborn, Engineering Rune |   |
| <i>Defensive</i> | <i>HP</i>  | <i>Def</i> | <i>Res</i> | <i>Arm</i>                                      |   |
|                  | 5          | 1          | 4          | 0   | <b>Heavy Armour</b>                     |
| <i>Offensive</i> | <i>Att</i> | <i>Off</i> | <i>Str</i> | <i>Ap</i>                                       | <i>Agi</i>                              |
| <b>Crew</b>      | 3          | 4          | 3          | 0   | 2 <b>Move or Fire</b> , Magical Attacks |

|                |                                  |
|----------------|----------------------------------|
| <b>Options</b> | Dwarf Cannon (4+) • Rune crafted |
|----------------|----------------------------------|



### FIELD ARTILLERY #2


Field Artillery - Standard - Construct - 60mm round

## 330 POINTS



|                  |            |            |            |   |   |
|------------------|------------|------------|------------|---|---|
| <i>Global</i>    | <i>Adv</i> | <i>Mar</i> | <i>Dis</i> | <i>Model Rules</i>                              |   |
|                  | 3"         | 3"         | 9          | <b>War Machine</b> , Stubborn, Engineering Rune |   |
| <i>Defensive</i> | <i>HP</i>  | <i>Def</i> | <i>Res</i> | <i>Arm</i>                                      |   |
|                  | 5          | 1          | 4          | 0   | <b>Heavy Armour</b>                     |
| <i>Offensive</i> | <i>Att</i> | <i>Off</i> | <i>Str</i> | <i>Ap</i>                                       | <i>Agi</i>                              |
| <b>Crew</b>      | 3          | 4          | 3          | 0   | 2 <b>Move or Fire</b> , Magical Attacks |


|                |                               |
|----------------|-------------------------------|
| <b>Options</b> | Organ Gun (4+) • Rune crafted |
|----------------|-------------------------------|



### FIELD ARTILLERY #3

Field Artillery - Standard - Construct - 60mm round

## 140 POINTS



|                  |            |            |            |  |   |
|------------------|------------|------------|------------|--|---|
| <i>Global</i>    | <i>Adv</i> | <i>Mar</i> | <i>Dis</i> | <i>Model Rules</i>                                     |   |
|                  | 3"         | 3"         | 9          | <b>ScoutMachine</b> , War , Stubborn, Engineering Rune |   |
| <i>Defensive</i> | <i>HP</i>  | <i>Def</i> | <i>Res</i> | <i>Arm</i>   |   |
|                  | 5          | 1          | 4          | 0  | <b>Heavy Armour</b>                               |
| <i>Offensive</i> | <i>Att</i> | <i>Off</i> | <i>Str</i> | <i>Ap</i>  | <i>Agi</i>  |
| <b>Crew</b>      | 3          | 4          | 3          | 0  | 2 <b>Move or Fire</b> , Magical Attacks, Accurate |

|                |                                    |
|----------------|------------------------------------|
| <b>Options</b> | Dwarf Ballista (4+) • Rune crafted |
|----------------|------------------------------------|

## Magics

### Magic items

- Rune of Denial:** Dominant.  
0-1 per Army.  
One use only. The player may choose to use this Rune instead of making a Dispel Attempt. The spell is automatically dispelled.
- Rune of Destruction:** Attacks made with a weapon engraved with this Rune gain Multiple Wounds (D3).
- Rune of Devouring:** 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 the Rune of Revocation and Attribute Spells are not affected.
- Rune of Fury:** For each Rune of Fury engraved on a weapon, the wielder gains +1 Attack Value when using it.
- Rune of Grounding:** Runic Smiths only.  
0-1 per Army.  
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 Iron:** The wearer of an armour engraved with

- A single Rune of Iron gains +1 Armour.
- Two or more Runes of Iron gains +2 Armour.

**Rune of Mining:** After Determining Deployment Zones (at the end of step 6 of the The Pre-Game Sequence), choose a Terrain Feature on the Battlefield. As long as 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.

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

**Rune of Smashing:** 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.

## Magic banners

**Rending Banner:** One use only. May be activated at the start of a Round of Combat. Close Combat Attacks from R&F models in the bearer's unit gain +1 Armour Penetration until the bearer's unit is no longer Engaged in Combat. A model can only be affected by a single Rending Banner at the same time.

## Model Rules

**Accurate:**

**Aegis:**

**Bodyguard:** When a Character is joined to a unit in which at least one model has Bodyguard, that Character gains Stubborn. When Characters or Character types are stated in brackets, Bodyguard only works for the specified Characters or Character types.

**Cannot be Stomped:**

**Channel:** During step 3 of the Magic Phase Sequence, each of the Active Player's models with Channel may add X Veil Tokens to the owner's Veil Token Pool. This Universal Rule is cumulative, adding X Veil Tokens of each independent instance of Channel to the model's total Channel value (so e.g. a model with Channel (1) and Channel (2) is treated like a model with Channel (3)).

**Engineer:** Once per Shooting Phase, an unengaged Engineer may select a single War Machine within 6" that has not fired yet to gain the following effects:

- Replace the Aim of one of the War Machine's Artillery Weapons with the value given in brackets (X+).
- You may reroll the roll on the Misfire Table.
- You may reroll the dice (all of them or none) for determining the number of hits of a Flamethrower Artillery Weapon.

**Engineering Rune:** Universal Rule.

Field Artillery adds +4 to any roll on the Misfire Table.

**Entrench:** Right before the battle (during step 7 of the Deployment Phase Sequence), the model with this rule may Entrench a single War Machine. The War Machine counts as being in Hard Cover. The War Machine loses this rule permanently if it makes an Advance or March Move.

**Fearless:** If more than half of a unit's models are Fearless, the unit automatically passes Panic Tests and Decimated Tests and cannot declare a Flee Charge Reaction (unless already Fleeing). Models that are Fearless are also immune to the effects of Fear.

**Fly:** The model gains Light Troops and Swiftstride. Units composed entirely of models with Fly may make Flying Movements when performing a Move Chargers move, an Advance Move, or a March Move. When a unit makes a Flying Movement, substitute its models' Advance Rate with the first value given in brackets (X), and their March Rate with the second value given in brackets (Y). All modifiers to ground movement values are also applied to the flying values of a model. Units using Flying Movement ignore all Terrain Features and units during the Flying Movement (from their starting to their ending position), but must abide by the Unit Spacing rule at the end of the move (unless charging, when the normal exceptions to the Unit Spacing rule apply). They are still affected by the effects of the Terrain Features from which they take off and in which they land.

**Forge Gun:** Shooting Weapon.

Range 18", Shots 1, Str 3, AP 0, Flaming Attacks, always hit on 2+.

**Forge Repeater:** Shooting Weapon.

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

**Great Weapon:** Attacks made with a Great Weapon gain +2 Strength, +2 Armour Penetration and always strike at Initiative Step 0 (regardless of the wielder's Agility). A model using this weapon cannot simultaneously use a Shield against Melee Attacks

**Hand Weapon:** All models come equipped with a Hand Weapon as their default equipment. If a model has any Close Combat Weapon other than a Hand Weapon, it cannot choose to use the Hand Weapon (unless specifically stated). Hand Weapons wielded by models on foot can be used alongside a Shield, then giving Parry

**Heavy Armour:** +2 Armor

**Light Troops:** Units composed entirely of models with Light Troops are allowed to make any number of Reforms when performing Advance Moves or March Moves. They are allowed to shoot even if they Marched or Reformed. No model can end its movement with its centre further away than its March Rate from its starting position, around any obstructions (including the Unit Spacing rule). This means that when checking the distance travelled by a model, check the path the model would have taken if it was alone, with the exception that the unit as a whole cannot break the Unit Spacing rule while performing the move. If a model performed any action during the movement (such as a Sweeping Attack), the distance moved is counted from its starting position to the point on the Battlefield where it performed that action and then to its final position.

If more than half the models in a unit have Light Troops, the unit always counts as having 0 Full Ranks. Characters with Light Troops that are joined to units with one or more models without Light Troops, lose this rule for as long as they remain with the unit. An Infantry Character joined to an Infantry unit with both Light Troops and the same Size as the Character gains Light Troops for as long as it remains with the unit.

**Magic Resistance:**

**Magical Attacks:** The attack doesn't have any special effects. However, it interacts with other rules, such as Otherworldly. Model parts with Magical Attacks apply it also to their Special Attacks (such as Stomp Attacks, Impact Hits and Breath Attack).

**Move or Fire:** The attack may not be used if the attacking model has made an Advance Move, March Move, Reform or Pivot during the current Player Turn.

**Plate Armour:** +3 Armor

**Rune Craft Mastery:** Close Combat Attacks from models in the same unit as one or more models with Rune Craft Mastery gain +1 Armour Penetration. Each Runic Smith may select up to three different Battle Runes during Spell Selection, provided it paid for them.

**Scoring:** Units with at least one model with Scoring are considered to be Scoring Units, which are used for winning Secondary Objectives (see section XVI.2 "Scoring Secondary Objectives", page 67). Every army needs a few Scoring units to be able to complete Secondary Objectives, which is why units with Scoring are marked in the Army Books with a special pennant icon:

Scoring can be lost during the game:

- A unit that is Fleeing loses Scoring for as long as it is Fleeing.
- An Ambushing unit that enters the Battlefield on Game Turn 4 or later loses Scoring.
- A unit that has performed a Post-Combat Reform loses Scoring until the start of the following Player Turn.

**Scout:** At step 8 of the Pre-Game Sequence (after Spell Selection) an army that includes units with Scout must state which of its units with Scout will use it, starting with the player that picked the Deployment Zone. Deploy your army as usual, but without deploying any of the Scouting units. These units are placed after all other non-Scouting units have been deployed. They can either be deployed in your Deployment Zone, using the normal rules, or they can be deployed outside the Deployment Zone, but must be more than 18" away from any enemy units. This is decreased to 12" if the Scouting unit is deployed entirely within a Forest, Ruins, Field, Building, or Water Terrain Feature. Scouting units that are deployed outside their player's Deployment Zone may not Declare Charges in the first Player Turn (if their side has the first turn). If both players have Scouting units, alternate deploying one unit at a time, starting with the player that finished deploying first.

**Seen It All:** Friendly units within 6" of a Greybeards unit may reroll failed Panic Tests and Decimated Tests.

**Shield:** +1 Armour Hand Weapons wielded by models on foot can be used alongside a Shield, then giving Parry.

**Shield Wall:** When using a Shield, the model gains Aegis (6+, against Close Combat Attacks). This is improved to Aegis (5+, against Close Combat Attacks) if the attacker is Charging. This Special Save can only be used against attacks from enemies Engaged in the model's unit's Front Facing.

**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 Shrapnel Bombs cannot be used anymore during this battle.

**Stubborn:** A unit with at least one model with Stubborn ignores any Combat Score penalties to its Discipline when taking Break Tests or Combat Reform Discipline Tests.

**Sturdy:** Melee.

The model gains Devastating Charge (+1 Str, +1 AP) and it does not suffer from negative to-hit modifiers from a Stand and Shoot Charge Reaction.

**Swiftstride:** When a unit composed entirely of models with Swiftstride rolls Charge Range, Flee Distance, Pursuit Distance or Overrun Distance, it rolls an additional D6 (normally this will lead to rolling 3D6) and discards the lowest D6 rolled.

**Tall:**

**War Machine:** The model cannot Pursue, Declare Charges or Declare Flee as Charge Reaction. Characters can never join units with War Machines, and Characters with War Machine cannot join units at all.

When a War Machine fails a Panic Test, instead of Fleeing it is Shaken until the end of the next Player Turn. War Machines that fail a Break Test are automatically destroyed. War Machines and units Engaged in Combat with them cannot make Combat Reforms.

When a unit charges a War Machine, it can move into base contact by having its Front Facing contact any point of the War Machine's base (it must still maximise the number of models in base contact, see subsection II.1.A "Bases and Base Contact", page 4 and Figure 1 page 4). No Align Move is allowed. Ignore the War Machine's Facing, as it does not have any due to its round base.

## Qr codes of your army

You can print this page to have all your army's units qrcode and cut them to stick them on your units, with them you can directly access to the unit's profil with your phone.

King #1



Engineer #1



Runic Smith #1



Clan Warriors #1



Greybeards #1



Clan Warriors #2



King's Guard #1



Steam Copters #1



Forge Wardens #1



Field Artillery #1



Field Artillery #2



Field Artillery #3



Engineer #2



