1605 pts (36.00 %)	*1085 pts (24.00 %)*	*816 pts (18.00 %)*	*1356 pts (30.00 %)*	*835 pts (19.00 %)*
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   **435 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

Options	Shield • Ancestral Memory • General
Magic items	Rune of Destruction (Hand Weapon) • Rune of Smashing (Hand Weapon) • Rune of Returning

THANE #1
Thane - Standard - Infantry - 20x20mm   **245 POINTS**

Global	Adv	Mar	Dis		Model Rules
	3"	9"	9		

Defensive	HP	Def	Res	Arm	
	3	6	5	0	, Plate Shield WallArmour

Offensive	Att	Off	Str	Ap	Agi	
Thane	3	6	4	1	3	Sturdy, Hand Weapon

Options	Battle Standard Bearer • Shield
Magic items	Rune of Lightning (x2) (Hand Weapon) • Rune of Returning (Hand Weapon)

THANE #2
Thane - Standard - Infantry - 20x20mm   **245 POINTS**

Global	Adv	Mar	Dis		Model Rules
	3"	9"	9		

Defensive	HP	Def	Res	Arm	
	3	6	5	0	, Plate Shield WallArmour

Offensive	Att	Off	Str	Ap	Agi	
Thane	3	6	4	1	3	Sturdy, Hand Weapon

Options	Shield
Magic items	Rune of Lightning (Hand Weapon) • Rune of Returning (Hand Weapon) • Rune of Dragon's Breath • Rune of Kinship

ENGINEER #1
Engineer - *Standard - Infantry - 20x20mm*

150 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, , Plate Ægide) Armour**
Offensive	Att	Off	Str	Ap	Agi	
Engineer	2	5	4	1	3	**Sturdy, Hand Weapon**

Options	Wyrm-Slayer Rocket (3+)

ENGINEER #2
Engineer - *Standard - Infantry - 20x20mm*

150 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, , Plate Ægide) Armour**
Offensive	Att	Off	Str	Ap	Agi	
Engineer	2	5	4	1	3	**Sturdy, Hand Weapon**

Options	Wyrm-Slayer Rocket (3+)

DRAGON SEEKER #1
Dragon Seeker - *Standard - Infantry - 20x20mm*

380 POINTS

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

Options	Monster Seeker
Magic items	Rune of Quickening (Paired Weapons) • Rune of Fury (x2) (Hand Weapon)

Core

CLAN MARKSMEN #1
Clan Marksmen **x10** - *Standard - Infantry - 20x20mm*

210 POINTS

Global	Adv	Mar	Dis		Model Rules
	3"	9"	9		**Scoring**
Defensive	HP	Def	Res	Arm	
	1	4	4	0	**Shield Wall (Ægide, , Heavy Ægide) Armour**
Offensive	Att	Off	Str	Ap	Agi	

Offensive	Att	Off	Str	Ap	Agi	
Clan Marksmen	1	4	3	0	2	**Sturdy, Crossbow (4+, 4+)**

Options		Shield • Crossbow

Clan Marksmen #2
Clan Marksmen **x10** - *Standard - Infantry - 20x20mm*

210 POINTS

Global	Adv	Mar	Dis		Model Rules	
	3"	9"	9		**Scoring**	

Defensive	HP	Def	Res	Arm	Model Rules	
	1	4	4	0	**Shield Wall (Ægide, Ægide)**	**, Heavy Armour**

Offensive	Att	Off	Str	Ap	Agi	
Clan Marksmen	1	4	3	0	2	**Sturdy, Crossbow (4+, 4+)**

Options		Shield • Crossbow

Clan Marksmen #3
Clan Marksmen **x10** - *Standard - Infantry - 20x20mm*

210 POINTS

Global	Adv	Mar	Dis		Model Rules	
	3"	9"	9		**Scoring**	

Defensive	HP	Def	Res	Arm	Model Rules	
	1	4	4	0	**Shield Wall (Ægide, Ægide)**	**, Heavy Armour**

Offensive	Att	Off	Str	Ap	Agi	
Clan Marksmen	1	4	3	0	2	**Sturdy, Crossbow (4+, 4+)**

Options		Shield • Crossbow

Greybeards #1
Greybeards **x20** - *Standard - Infantry - 20x20mm*

455 POINTS

Global	Adv	Mar	Dis		Model Rules	
	3"	9"	9		**, Seen It** **Scoring, FearlessAll**	

Defensive	HP	Def	Res	Arm	Model Rules	
	1	5	4	0	**Shield Wall (Ægide, Ægide)**	**, Heavy Armour**

Offensive	Att	Off	Str	Ap	Agi	
Greybeards	1	5	4	1	2	**Sturdy**

Options		Shield • Champion • Musician • Standard Bearer
Magic banners		Banner of the Relentless Company (Banner Enchantment)

Special

Rangers Crag Warden #1
Rangers **x10** - *Standard - Infantry - 20x20mm*

223 POINTS

Global	Adv	Mar	Dis		Model Rules
	3"	9"	9		**Strider, Scoring, Scout**

Defensive	HP	Def	Res	Arm	
	1	4	4	0	**Shield Wall (Ægide, , Heavy Ægide) Armour**

Offensive	Att	Off	Str	Ap	Agi	
Rangers	1	4	3	0	2	**Sturdy**

Options	Crossbow (3+) • Crag Warden

RANGERS CRAG WARDEN #2
Rangers **x10** - *Standard - Infantry - 20x20mm*

223 POINTS

Global	Adv	Mar	Dis		Model Rules
	3"	9"	9		**Strider, Scoring, Scout**

Defensive	HP	Def	Res	Arm	
	1	4	4	0	**Shield Wall (Ægide, , Heavy Ægide) Armour**

Offensive	Att	Off	Str	Ap	Agi	
Rangers	1	4	3	0	2	**Sturdy**

Options	Crossbow (3+) • Crag Warden

SEEKERS BROTHERS OF VENGEANCE
Seekers **x15** - *Standard - Infantry - 20x20mm*

370 POINTS

Global	Adv	Mar	Dis		Model Rules
	3"	9"	10		**, The bigger they Unbreakable, Fearlessare…**

Defensive	HP	Def	Res	Arm	
	1	4	4	0	**Aegis (6+)**

Offensive	Att	Off	Str	Ap	Agi	
Seekers	1	4	4	1	2	**, Paired Sturdy, Yer comin' with me!, Weapon MasterWeapons , Great Weapon**

Options	Champion • Musician • Crag Warden

Clans' Thunder

ATTACK COPTER #1
Attack Copter - *Standard - Construct - 40x40mm*

180 POINTS

Global	Adv	Mar	Dis		Model Rules
	1"	2"	9		**, Fly (8", 16", 8", Light Troops, Swiftstride, Tall16")**
	8"	16"			

Defensive	HP	Def	Res	Arm	
	3	4	5	3	**Cannot be Stomped**

Offensive	Att	Off	Str	Ap	Agi	
Attack Copter	2	4	4	1	2	**Forge Repeater (4+, , Shrapnel 4+) Grenades**

ATTACK COPTER #2
Attack Copter - *Standard - Construct - 40x40mm*

180 POINTS

Global	Adv	Mar	Dis		Model Rules
	1"	2"	9		**, Fly (8", 16", 8", Light Troops, Swiftstride, Tall16")**
	8"	16"			

Defensive	HP	Def	Res	Arm	
	3	4	5	3	**Cannot be Stomped**

Offensive	Att	Off	Str	Ap	Agi	
Attack Copter	2	4	4	1	2	**Forge Repeater (4+, 4+)**, **, Shrapnel Grenades**

Engines of War

CATAPULT #1
Catapult - *Large - Construct - 60mm round*

205 POINTS

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

Defensive	HP	Def	Res	Arm	
	5	1	4	0	**Heavy Armour**

Offensive	Att	Off	Str	Ap	Agi	
Crew	1	4	3	0	2	**Move or Fire**, **Catapult (4+, 4+)**

ORGAN GUN #1
Organ Gun - *Standard - Construct - 60mm round*

330 POINTS

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

Defensive	HP	Def	Res	Arm	
	5	1	4	0	**Heavy Armour**

Offensive	Att	Off	Str	Ap	Agi	
Crew (3)	1	4	3	0	2	**Move or Fire**, **Volley Gun (4+, 4+)**

Options	
Rune crafted	

Magics

Magic items

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

Rune of Dragon's Breath: 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 Fury: For each Rune of Fury engraved on a weapon, the wielder gains +1 Attack Value when using it.

Rune of Kinship: Cannot be taken by model on War Throne
The bearer gains Scout and Ambush.

Rune of Lightning: 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 additionally suffers 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 Quickening: For each Rune of Quickening engraved on a weapon, the wielder gains +3 Agility when using it.

Rune of Returning: 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, Quick to Fire, Accurate, Reload!.
Shooting Attacks 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).

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

Banner of the Relentless Company: One use only. May be activated during the owner's Movement Phase. All Infantry models in the bearer's unit always have March Rate 15″, until the end of the Player Turn. Only a single Banner of the Relentless Company may be activated during the same phase.

Model Rules

Aegis:

Cannot be Stomped:

Catapult: Artillery Weapon Catapult (4x4):
Range 12-60", Shots 1, Str 3[7], AP 0[4], [Multiple Wounds (D3, Clipped Wings)].

Crossbow: Range 30" Shots 1 Strength 4 Armour Penetration 1 Unwieldy

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 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

Lethal Strike: If the attack wounds with a natural to-wound roll of 6+, its Armour Penetration is set to 10 and the target of the attack cannot take a Regeneration save against it.

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:

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.

Not a Leader: The model cannot be the General.

Paired Weapons: The wielder gains +1 Attack Value when using Paired Weapons. Attacks made with Paired Weapons gain +1 Offensive Skill and ignore Parry. A model using this weapon cannot simultaneously use a Shield against Melee Attacks.

Plate Armour: +3 Armor

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 if 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 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 Grenades: Special Attack.
Sweeping Attack which can be used once per game.
The enemy unit suffers D3 hits for each Steam Copter in the unit. Hits are resolved with Strength 3 and Armour Penetration 0.

Strider: The model automatically passes Dangerous Terrain Tests taken due to Terrain.
If more than half of a unit's models have Strider, the unit never loses their Steadfast or Rank Bonus due to Terrain.
Sometimes Strider is linked to a specific type of Terrain, stated in brackets.
In this case, models with Strider are considered Striders only when interacting with such type of Terrain.

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:

The bigger they are…: When Charging a unit that contains at least one Large or Gigantic model, the model gains Swiftstride for the Charge Range roll.

Unbreakable: The model gains Fearless and its unit automatically passes all Break Tests. Characters with Unbreakable can only join units consisting entirely of models with Unbreakable. Units with one or more models with Unbreakable can only be joined by Characters with Unbreakable.

Vanguard: After Deployment (including units with Scout), models with Vanguard may perform a 12" move. The move is performed as an Advance Move in the Movement Phase, including any actions and restrictions the unit would normally have (such as Wheeling, Reforming, joining units, leaving units and so on). The 12" distance is used instead of the unit's Advance Rate and March Rate. This move cannot be used to move within 12" of enemy units. This is decreased to 6" for enemy units which have either Scouted or Vanguarded. Units that have moved in this way may not Declare Charges in the first Player Turn (if their side has the first turn). If both players have units with Vanguard, alternate moving units one at a time, starting with the player that finished deploying last. Instead of moving a unit, a player may declare to not move any more Vanguarding units.

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

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.

Weapon Master:

Yer comin' with me!: Close Combat.
In order to use this Attack Attribute, the unit must be at least as wide as it is deep at the start of the Round of Combat.
Close Combat Attacks made by models with this Attack Attribute can never wound on worse than 4+. In addition, when a model with this Attack Attribute is removed as a casualty during the Melee Phase due to an enemy Melee Attack, it must immediately, before removal, perform a single Close Combat Attack with the following rules and restrictions:
● The attack is always resolved with Strength 5 and Armour Penetration 2.
● The owner must choose one of the following options:
(1) The attack is allocated towards the model that caused the casualty.
(2) The attack is allocated towards a R&F model in that model's unit. The hit is distributed onto the unit.
In either case, the model with Yer comin' with me! is considered in base contact with the attacked model, and the models count as Engaged in the same Facing as their units.
● This Attack Attribute cannot be used against casualties caused by Impact Hits.

Qr codes of your army

Your 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

Clan Marksmen #1

Thane #1

Clan Marksmen #2

Thane #2

Clan Marksmen #3

Engineer #1

Engineer #2

Dragon Seeker #1

Greybeards #1

Attack Copter #1

Attack Copter #2

Catapult #1

Organ Gun #1

Rangers Crag Warden #1

Rangers Crag Warden #2

Seekers Brothers of Vengeance