

KHAZALITE HOLDS DRAKKBLUD'S CLANGUARD

This Spearhead army consists of the following units:

GENERAL

◆ Hjulda Drakkblud

UNITS

- ◆ 5 Clanshields
- ◆ 5 Clanshields
- ◆ 3 Golems of Gazul
- ◆ 1 Oathkeeper Cannon



With grit and determination, Hjulda Drakkblud leads her Clanguard far and wide across the lands. Although privately she seeks her lost hold to mend the broken chain of her ancestry, she is sworn to the protection of the entire Khazalid Empire and will defend its sovereign territory tenaciously alongside her Kromdron warriors.

Armed with the broadaxe Azangrom and bearing the Talisman of the Lost Karak, Hjulda is a formidable Thrynn who relishes the thick of battle. Her unstinting fortitude inspires the warriors in her charge who fight fiercely by her side. Each of these grudgeful duardin are eager to right the wrongs inflicted upon their old empire during the days of darkness. Two doughty bands of Clanshields are the mainstay of Hjulda's guard and hold any ground with steely determination. Stolid Golems of Gazul are the immovable rock around which the force depends, their great hammers the undoing of many foes. Any who escape their wrath are soon sighted by the Oathkeeper Cannon, which smites monster and war machine alike with its rune-inscribed ammunition.

'Hold firm, duardin of Angaraz. As firm as the earth, as strong as the mountain. By axe and hammer, do not give them an inch!'

– Hjulda Drakkblud, Thrynn of the Iron Karak



Hjulda Drakkblud has sworn to defend the lands and holds of the Khazalid Empire. Her Clanguard are equally committed to this cause and will protect their sovereign territory unto death if necessary.

BATTLE TRAITS

⚙ Once Per Turn, Your Hero Phase

HONOUR THOSE WITH GAZUL: *As more of their clanfolk fall, these warriors become even more determined and vengeful.*

Effect: Give 1 **grudge mark** to a friendly unit.



Clanshields

REGIMENT ABILITIES: Pick 1 of the following regiment abilities.

➤ Once Per Battle, Any Hero Phase

GUIDED BY INGHILDE: *As these warriors step onto the battlefield from a hidden path, it seems their prayers to Inghilde have been answered.*

Declare: Pick a friendly **INFANTRY** unit to be the target.

Effect: Remove the target from the battlefield and set it up again on the battlefield more than 6" from all enemy units.

⚔ Once Per Battle, Deployment Phase

SETTLE THE GRUDGE: *There is one among the enemy who has committed grievous wrongs against the clan. It is time for retribution!*

Declare: Pick an enemy unit to be **grudged**.

Effect: For the rest of the battle, you can re-roll hit rolls of 1 for combat attacks made by friendly **INFANTRY** units that target the **grudged** unit.

ENHANCEMENTS: Give your general 1 of the following enhancements.

● Once Per Battle, Your Hero Phase

BRAZEN INTIMIDATION: *Hjulda's intense glare and bellowed oaths leave her enemies in no doubt as to the hatred she has for them.*

Declare: Pick a visible enemy unit within 12" of your general to be the target.

Effect: Subtract D6 from the target's control score until the start of your next turn.

➤ Once Per Battle, Your Movement Phase

WELL-HONED TACTICS: *Hjulda is no fool – she knows that an orderly retreat at a critical moment can tip the scales of battle.*

Declare: Pick a visible friendly unit wholly within 12" of your general to be the target.

Effect: The target can use **RETREAT** abilities and still use **CHARGE** abilities later in the turn. In addition, no mortal damage is inflicted on the target by **RETREAT** abilities it uses this turn.

⚔ Passive

RAGNISSON'S COBALT ALE: *Hjulda managed to source a cask of this sought-after ale before the battle. Drinking the whole lot has left her invigorated and ready to lop heads.*

Effect: Add 2 to the Attacks characteristic of your general's melee weapon.

➤ Enemy Shooting Phase

GRUDGE-LED RETRIBUTION: *Shoot at us, would you? Well, there's an axe here with your name on it!*

Declare: Pick a friendly unit that is not in combat and had any damage points allocated to it this phase to be the target.

Effect: The target can use the 'Normal Move' ability as if it were your movement phase.

MOVE

4"

HEALTH

5

3+

SAVE

2

CONTROL

Well known is the lament of Hjulda Drakkblood. She is the last of her clan, taken in by the Iron Karak and risen up through her deeds to be one of its most respected nobles. Desire burns within her to one day find her lost hold; venturing forth to reclaim the fallen karaks, she is ever hopeful that the next one she liberates will be her former home. Her tale and her determination are an inspiration to other duardin, as is her undeniable skill with an axe.

• SPEARHEAD WARSCROLL •

HJULDA DRAKKBLUD

MELEE WEAPONS	Attacks	Hit	Wound	Rend	Damage	Ability
Azangrom	6	3+	3+	2	2	Crit (Mortal)

⚔

Your Hero Phase

BROWBEATER: *Hjulda Drakkblood is a demanding but famously capable leader.*

Declare: Pick a visible friendly **Clanshields** unit wholly within 12" of this unit to be the target.

Effect: Roll a dice. If this unit has any **grudge marks**, you can re-roll the roll. On a 3+, add 1 to the Rend characteristic of the target's melee weapons until the start of your next turn.



KEYWORDS

HERO, INFANTRY

MOVE

4"

HEALTH

1

3+

SAVE

1

CONTROL

The doughty Kromdron warriors of the karaks are the Clanshields. Proud and honourable, every clan sees it as their duty to fight for their hold – even though they might be miners, metalsmiths or brewers by trade. Armed with axe or hammer, clad in stout armour, they are hardy infantry who invoke the names of their ancestors to bring them strength in battle.

• SPEARHEAD WARSCROLL •

CLANSHIELDS

MELEE WEAPONS	Attacks	Hit	Wound	Rend	Damage	Ability
Kromdron Weapon	2	3+	4+	-	1	Anti-Infantry (+1 Rend)

🛡

Passive

TOUGH AS STONE: *Clanshields are naturally hardy warriors who are well trained in holding vital positions.*

Effect: Subtract 1 from the Rend characteristic of weapons used for combat attacks that target this unit while every model in this unit is contesting an objective you control.

While this unit has any **grudge marks**, instead, subtract 1 from the Rend characteristic of weapons used for attacks that target this unit while this unit is wholly within enemy territory.



KEYWORDS

INFANTRY, REINFORCEMENTS

MOVE		6"	
HEALTH	5	3+	SAVE
CONTROL		2	

These solemn stone creations are fashioned to honour Gazul, the Ancestor God of the underworlds. They are harboured in the tombs of duardin holds and kept in eerie silence until wakened to fight by dour laments. As grim as their namesake, the Gholems of Gazul wield great hammers with stoic purpose, crushing foes with metronomic blows.

• SPEARHEAD WARSCROLL •

GHOLEMS OF GAZUL

MELEE WEAPONS	Attacks	Hit	Wound	Rend	Damage	Ability
Gazulite Great Hammer	3	4+	2+	2	3	-

● Passive

GAZUL'S MIGHT: *Unstoppable on the charge, the Gholems of Gazul smash their foes and crush the remains underfoot. Survivors cannot help but be awestruck by the might they wield.*

Effect: Add 2 to this unit's control score if it charged in the same turn.



KEYWORDS

WAR MACHINE

MOVE		4"	
HEALTH	6	3+	SAVE
CONTROL		2	

The Kromdron are expert forgesmiths who have learnt to combine duardin engineering with esoteric runecraft. One of the finest expressions of this union is the Oathkeeper Cannon. Fashioned for precision and long range, it is a deadly war machine and one of the most ubiquitous amongst the war throngs. Some refer to it as the 'Hand of Grungni', for when it tears through the enemy ranks, it is as if the Ancestor God himself has smote them with his hammer.

• SPEARHEAD WARSCROLL •

OATHKEEPER CANNON

	RANGED WEAPONS	Range	Attacks	Hit	Wound	Rend	Damage	Ability
	Oathkeeper Shot	24"	3	4+	2+	2	D3+2	-
	MELEE WEAPONS		Attacks	Hit	Wound	Rend	Damage	Ability
	Oathkeeper Crew Tools		3	4+	4+	-	1	-

⚙ Once Per Turn (Army), Your Shooting Phase

OATHKEEPER APPRENTICE RUNESTRIKER: *This war machine's runestriker can imbue its ammunition with a variety of effects as they strike the appropriate sigil, still glowing hot from the coals.*

Declare: Pick an enemy unit that was targeted by all of this unit's shooting attacks this turn to be the target.

Effect: Roll a dice. While this unit has any **grudge marks**, you can re-roll the roll. On a 3+, pick 1 of the following effects:

Rune of Sundering: Until the start of your next turn, subtract 1 from wound rolls for the target's combat attacks. You cannot pick this effect in your next turn.

Rune of Burning: For the rest of the turn, add 1 to hit rolls for combat attacks that target that enemy unit. You cannot pick this effect in your next turn.

Rune of Shock: The target has **STRIKE-LAST** for the rest of the turn. You cannot pick this effect in your next turn.

KEYWORDS

WAR MACHINE

KHAZALITE HOLDS

MAGMIC FYRD

This Spearhead army consists of the following units:

GENERAL

- ♦ Auric Runefather on Magmadroth

UNITS

- ♦ Auric Runesmiter
- ♦ 9 Vulkyn Flameseekers
- ♦ 5 Auric Hearthguard



Burning with vengeance for the destruction of their former holds and lands, the Magmic Fyrd of the Grimmdron seek out foes wherever they can find them. The Runefathers of these warbands are stoic warleaders, surrounding themselves with veteran warriors and zealots ever eager to slake their fyresteel axes with the blood of their enemies. Their scars are many, their desire for retribution unquenched.

Riding a monstrous Magmadroth, a Runefather is a formidable warrior who leads by furious example to bring victory for his clan. Sworn to defend their lord to their dying breath are the Auric Hearthguard, whose magmapikes unleash searing volleys from afar before they close in to put their guns' fyresteel blades to work. It is the task of the Runesmiter to embolden their fellow Grimmdron and awaken their ur-gold runes with recitations of grudgement. As their brethren lay into the enemy, Vulkyn Flameseekers are able to steal upon objectives before laying down a cloud of stinging ash from the maw of their Kyndledroth.

'Grimnir's blood, show these wretches the fury of the Grimmdron! Spare them no mercy. For every one of ours, send ten of theirs back in pieces!'

– Frengin Ashspake, Runesmiter of the Vulgrad Lodge



Driven by their desire for vengeance, a Runefather atop a roaring Magmadroth leads his Magmic Fyrd into the wilderness in search of prey for the Grimmdron's blades.



BATTLE TRAITS

✖ Passive

FURY FOR THE FALLEN: *The Grimmdron give it their all to honour their slain companions.*

Effect: Add 1 to the Attacks characteristic of melee weapons used by your **Vulkyn Flameseekers** and **Auric Hearthguard** units while they have half or less than half of their starting models.

Add 1 to the Attacks characteristic of your **Auric Runesmiter's** melee weapons while it has 3 or more damage points.

Add 1 to the Attacks characteristic of your general's melee weapons while they have 8 or more damage points.

Your **Auric Hearthguard** unit is not set up during the deployment phase. Instead, from the third battle round onwards, it can use the following ability:

➤ Start of Your Turn

FIERY REINFORCEMENTS: *With a bellow, fresh warriors join the battle.*

Effect: Set up this unit on the battlefield, within 1" of a battlefield edge and more than 6" from all enemy units.

⚙ Once Per Battle (Army), Reaction: You declared a CHARGE ability for a friendly unit

BERSERK CHARGE: *Throwing caution to the wind, the Grimmdron launch themselves at the foe.*

Effect: You can re-roll the charge roll. If you do, until the start of your next turn, the unit using that **CHARGE** ability has **STRIKE-FIRST** if it charged in the same turn.

REGIMENT ABILITIES: Pick 1 of the following regiment abilities.

➤ Once Per Battle (Army), Deployment Phase

EAGER FOR BATTLE: *These warriors will not wait for the command to engage. The time for battle is now!*

Declare: Pick a friendly non-MONSTER unit to be the target.

Effect: The target can use the 'Normal Move' ability as if it were your movement phase.

✖ Once Per Turn (Army), End of Enemy Turn

FLAMING RUNES: *The air around these duardin spontaneously ignites when their ire is raised.*

Declare: Pick a friendly unit to use this ability, then pick an enemy unit in combat with it to be the target.

Effect: Roll 6 dice. For each 4+, inflict 1 mortal damage on the target. The unit using this ability cannot use this ability for the rest of the battle.

ENHANCEMENTS: Give your general 1 of the following enhancements.

🛡 Once Per Battle, Any Combat Phase

HALO OF FLAMES: *As the Runefather's battle-rage reaches its apex, the power in his runes wreathes him in a blazing protective aura, but thereafter, the runes' power is temporarily spent.*

Effect: Your general has **WARD** (4+) for the rest of the turn. Then, from the start of the next turn, subtract 1 from ward rolls for your general for the rest of the battle.

⚡ Once Per Battle, Your Shooting Phase

STOKE THE FIRE: *The Runefather spurs his Magmadroth into a reckless battle-fury.*

Effect: For the rest of the phase:

- The Attacks characteristic of your general's **Roaring Fyrestream** is D3+4 instead of 4.
- For each unmodified hit roll of 1 for your general's shooting attacks, allocate D3 damage points to your general after the **SHOOT** ability has been resolved (ward rolls cannot be made for those damage points).

✖ End of Any Turn

FYRESPAWN: *Those who linger near the Runefather's Magmadroth for too long risk bursting into flame.*

Declare: Pick an enemy unit in combat with your general to be the target.

Effect: Inflict 1 mortal damage on the target.

🛡 Passive

LODGEFATHER: *The fierce protectiveness this Runefather feels for his people extends to nearby kin.*

Effect: Add 1 to ward rolls for friendly non-MONSTER units while they are wholly within 3" of your general.

MOVE

10"

HEALTH

14

4+

SAVE

5

CONTROL

6+

Leaders of the Grimmdron, the Auric Rune-fathers and Magmaqueens are true heirs of Grimnir, warrior-rulers responsible for the fate of their people. Though their numbers have been much reduced in the Hour of Ruin, seeing many of them join the remnants of their lodges with the karaks, they are still revered as some of the mightiest fighters in the realms. If anything, tragedy has made them even more ferocious, for thoughts of vengeance now drive every swing of their massive latchkey grandaxes.

• SPEARHEAD WARSCROLL •

AURIC RUNEFATHER

ON MAGMADROTH

	RANGED WEAPONS	Range	Attacks	Hit	Wound	Rend	Damage	Ability
	Roaring Fyrestream	10"	4	3+	3+	1	D3	Companion
	MELEE WEAPONS		Attacks	Hit	Wound	Rend	Damage	Ability
	Latchkey Grandaxe		4	3+	3+	2	3	-
	Magmadroth's Maw, Claws and Horns		6	4+	2+	2	3	Companion



Passive

BATTLE DAMAGED

Effect: While this unit has 10 or more damage points, the Attacks characteristic of its Magmadroth's Maw, Claws and Horns is 4.



Passive

VOLCANIC BLOOD:

Not only are the enemy preoccupied fighting this great beast, but they also have to contend with the jets of burning ichor that spurt from its wounds.

Effect: Subtract 1 from the control scores of enemy units while they are in combat with this unit.

KEYWORDS

HERO, MONSTER, WARD (6+)

MOVE

4"

HEALTH

5

5+

SAVE

2

CONTROL

6+

It is the role of the Runesmiters to awaken the runes embedded in the flesh of each Fyreslayer through booming war-songs and partaking in battle themselves. Filled with divine vigour stoked within them by these bellicose priests, the Grimmdron shrug off the blows of the enemy with furious disdain.

• SPEARHEAD WARSCROLL •

AURIC RUNESMITER

	MELEE WEAPONS	Attacks	Hit	Wound	Rend	Damage	Ability
	Latch-axe	4	3+	3+	1	2	-



Your Hero Phase

AWAKEN THE RUNES:

Bellowing oaths to Grimnir, the Runesmiter awakens the runes set in the flesh of the Grimmdron, causing them to turn aside the enemy's blows in flashes of golden light.

Declare: Pick a visible friendly unit wholly within 12" of this unit to be the target, then make a chanting roll of D6.

Effect: On a 3+, subtract 1 from wound rolls for combat attacks that target that friendly unit until the start of your next turn.



KEYWORDS

HERO, PRIEST, INFANTRY, WARD (6+)

MOVE

6+

HEALTH

4"

2

5+

SAVE

1

CONTROL

Regarded with wariness by other Grimmdron are the Vulkyn Flameseekers. They have the air of the zealot about them, and their faith involves veneration of not only the duardin battle god but also the one who laid him low: the godbeast Vulcatrux. None can deny their war-skill, however, and their kinship with droths has forged them into expert beast-hunters whose talents are invaluable in battle.

• SPEARHEAD WARSCROLL •

VULKYN FLAMESEEKERS

⚔	MELEE WEAPONS	Attacks	Hit	Wound	Rend	Damage	Ability
	Vulkyn Weapons	3	3+	3+	1	1	-
	Kyndledroth's Fangs	1	3+	3+	-	2	Companion

1 model in this unit is a Kyndledroth. The Kyndledroth is armed with Kyndledroth's Fangs instead of Vulkyn Weapons.

Any Combat Phase

CONFOUNDED BEAST!: The Kyndledroth that accompanies these Vulkyn Flameseekers is fiercely protective and irascible, darting about, spewing clouds of scalding ash, biting legs and generally making it very difficult for the foe!

Declare: If this unit has a Kyndledroth, pick an enemy unit in combat with this unit to be the target.

Effect: Roll a dice. On a 3+, subtract 1 from hit rolls for the target's combat attacks for the rest of the turn.



KEYWORDS

INFANTRY, WARD (6+)

MOVE

6+

HEALTH

4"

2

6+

SAVE

1

CONTROL

Though the Grimmdron favour close combat, where their faith and fury can be best expressed, they are still duardin and thus exhibit the mastery of engineering common to their kind. In battle, this manifests in the form of the magmapike, an ornate firearm that shoots heavy bursts of magma that agonise and hinder as they solidify, should they not slay the target outright. As befits their intricate workmanship and relative scarcity, these weapons are wielded only by the most capable Fyreslayers.

• SPEARHEAD WARSCROLL •

AURIC HEARTHGUARD

⚡	RANGED WEAPONS	Range	Attacks	Hit	Wound	Rend	Damage	Ability
	Magmapike	12"	2	4+	3+	1	1	-
⚔	MELEE WEAPONS		Attacks	Hit	Wound	Rend	Damage	Ability
	Magmapike		1	3+	3+	1	1	-

Your Shooting Phase

MOLTEN ROCKBOLTS: Enemies struck by magmapike bolts find their movements becoming increasingly sluggish as the rock cools and rapidly solidifies on their armour and flesh.

Declare: Pick an enemy unit that had any damage points allocated to it this turn by this unit's shooting attacks to be the target.

Effect: Roll a dice. On a 3+, subtract 1" from the target's Move characteristic until the start of your next turn.



KEYWORDS

INFANTRY, WARD (6+)