

CAPTAIN KRAGNAIR

Wise and respected, fierce but merciful, Kragnaire commands the unwavering loyalty of his troops. Proven over decades of combat, the Dwarf Captain leads from the front with his trusty rune axe and progressive blunderbuss.

Equipment	Type	Range	Damage	Properties
Twin-Headed Rune Axe	Melee	Melee	2	-
Flintlock Thunderer	Ranged	10"	1	Inaccurate, Deadly

ABILITIES

Commanding Presence: While a model with this ability is on the battlefield, the controlling player may re-roll up to one dice per phase.

KEYWORDS: Hero • Infantry • Anvil Keep



Combat Speciality:



CRUSH

Move	Defence
5"	4
Save	Wounds
3+	5

DWARF HAMMERERS

Affectionately known as the “iron-clad battering rams of Anvil Keep”, these mighty warriors are equipped with forged warhammers and shields. They combine strength with a steadfast temperament to either drive home an assault or lock down in defence.

Equipment Type Range Damage Properties

Rune-Hammer

Melee

Melee

1

-

Dwarf Tower Shield

Misc

-

-

Shieldwall

ABILITIES

Iron Resolve: If a formation includes any models with this ability, re-roll any failed morale checks.

KEYWORDS: Infantry • Anvil Keep



Combat Speciality:



BLOCK

Move

5"

Defence

4

Save

4+

Wounds

1

DWARF GUARDIANS

Issued with light armour and ranged weapons, the Guardians are renowned for their versatility. They can be found providing cover for an onward marching army, driving an unaware foe into retreat or leading swift, unexpected raids across enemy lines.

Equipment	Type	Range	Damage	Properties
-----------	------	-------	--------	------------

Dwarf Arbalest	Ranged	24"	1	Reload
----------------	--------	-----	---	--------

Steel Shortsword	Melee	Melee	1	-
------------------	-------	-------	---	---

ABILITIES

Master Marksman: Models with this ability may call upon two ranged disciplines when making attacks in the shooting phase.

KEYWORDS: Infantry • Anvil Keep



Combat Speciality:



STAB

Move

5"

Defence

4

Save

5+

Wounds

1