

# THE IX AGE FANTASY BATTLES



## Infernal Dwarves

Army Book

2<sup>nd</sup> Edition, version 2020.2 beta 2 – July 23, 2020

Army Model Rules	2	Characters	6
Hereditary Spell	4	Character Mounts	10
Special Items	4	Core	13
Army Organisation	6	Special	16
Quick Reference Sheet	25	Instruments of Destruction	22



The 9<sup>th</sup> Age: Fantasy Battles is a community-made miniatures wargame.

All rules and feedback can be found and given at: [the-ninth-age.com](https://the-ninth-age.com)

Refer to the Rulebook for instructions on How to Read Unit Entries.

Recent changes are marked in [blue](#), and listed at the end of this document or on: [the-ninth-age.com/archive.html](https://the-ninth-age.com/archive.html)

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# Army Model Rules

## Universal Rules

### Bound or Broken

The model cannot take any Special Items from this Army Book and cannot cast *Curse of Nezibkesh* (Hereditary Spell). In addition, if the model's unit is within 6" of a friendly non-Fleeing model with Infernal Brand, the model:

- Gains **Battle Focus**.
- **Must** reroll failed Charge Range rolls in the Charge Phase.

### Fires of Industry (X)

The sum of the Fires of Industry values stated in brackets of all models in the army is restricted to 0–6 per Army.

### Incendiary

Place one Incendiary marker for each instance of Incendiary next to the unit. A unit with one or more Incendiary markers gains **Flammable**. Remove one Incendiary marker:

- Immediately when the unit suffers one or more wounds (before saves are performed) from Ranged Attacks that are Flaming Attacks.
- At the end of a Round of Combat in which the unit suffers one or more wounds (before saves are performed) from Melee Attacks that are Flaming Attacks. **If the unit had Flammable from another source than Incendiary, it also suffers D3 hits with Strength 3, Armour Penetration 1, and Flaming Attacks at the end of the Round of Combat. These hits are considered Special Attacks.**

A Character leaving a unit affected by Incendiary is no longer affected, unless the Character was a single model unit when it gained Incendiary. In that case, the Character keeps those **Incendiary markers**.

### Infernal Brand

The model considers all units that do not contain any models with Infernal Brand Insignificant. It can only join or be joined by models with Infernal Brand.

### Taurukh Ritual

0–2 Models/Army.

The model is subject to the following modifications:

- It gains **Cannot be Stomped, Impact Hits (1)**, and **Tall**.
- It loses March and Shoot.
- Its Advance Rate is **set** to 7", its March Rate is **set** to 14", and it gains +1 Armour.
- Its base size is changed to 25×50 mm.
- Its Type is changed to Beast.

## Attack Attributes

### Cluster Munitions – Shooting

If the attack scores one or more hits against an enemy unit, the next closest unengaged enemy unit within 6" of the original target immediately suffers D3+1 hits with Strength 4 and Armour Penetration 1. If there is more than one eligible unit, the Active Player chooses which is hit. These hits **are considered Special Attacks and** aren't affected by Cluster Munitions.

## **Ether Cloud** – Shooting

Any Panic Tests the attack causes to enemy units through 25% **or more Health Point losses** are taken at –1 Discipline. In addition, when the attack hits a unit containing one or more models with Channel, the target's owner loses 1 Veil Token from their Veil Token pool.

## **Kadim Manifestation** – Close Combat, Shooting

The attacks become **Flaming Attacks** and **Magical Attacks**. **Close Combat Attacks and Shooting Attacks with Kadim Manifestation** that become Flaming Attacks from more than one source, including other instances of Kadim Manifestation, **also** become **Divine Attacks**.

## **Oil Skins** – Close Combat, Shooting

Model parts with this rule may:

- Immediately before performing a Melee Attack, **set** the Strength of their attacks to 1 until the end of the Round of Combat.
- **If they haven't performed a March Move during the Player Turn**, immediately before performing a Shooting Attack, **set** the Strength of their attacks to 1 and reduce the range of their Shooting Attacks by –6" until the end of the phase.

If so, all model parts with Oil Skins in the unit must do so. If one or more of these attacks hit, the target unit gains one **Incendiary marker** after resolving these attacks.

## **Special Attacks**

### **Volcanic Embrace (X)**

The model part gains **Grind Attacks (X)**, where X corresponds to the value stated in brackets. These Grind Attacks are resolved with Strength 4 and Armour Penetration 0. In addition, **all** attacks made by the model part, including Special Attacks, gain **Kadim Manifestation**.

## **Armoury**

### **Infernal Armour** – Armour Equipment

Follows the rules for Plate Armour (can be enchanted as if it was Plate Armour). The wearer's **model** gains **Aegis (5+, against Flaming Attacks)**.

### **Blunderbuss** – Shooting Weapon

0–50 R&F Models with Flintlock Axe or Blunderbuss **or Pistol** per Army.

Range 18", Shots 1, Str 3, AP 1, **Area Attack (2×1)**, **Quick to Fire**. Failed to-hit rolls of '1' when shooting at Short Range **must** be rerolled.

### **Flintlock Axe** – Shooting Weapon

0–50 R&F Models with Flintlock Axe or Blunderbuss **or Pistol** per Army.

Range 18", Shots 1, Str 4, AP 2.

Counts as a Close Combat Weapon with **Two-Handed** in close combat. Close Combat Attacks made with it gain +1 Strength. Can be enchanted like a Close Combat Weapon, but only Close Combat Attacks are affected by the Weapon Enchantment unless specifically stated otherwise.

### **Naphtha Thrower** – Artillery Weapon

0–2 Models/Army.

**Famethrower**. Range 18", Shots 1, Str 4 {5}, AP 1 {2}, **Flaming Attacks**, **{Multiple Wounds (D3)}**.

## Rocket Battery – Artillery Weapon

0–2 Models/Army.

Range 24", Shots 4, Str 6, AP 3, **Multiple Wounds (D3, Clipped Wings)**.

When rolling to hit, if two or more dice rolled a natural '1', all hits are ignored and the weapon Misfires. For each '1' rolled after the second, the roll on the Misfire Table suffers a –2 modifier.

## Titan Mortar – Artillery Weapon

0–2 Models/Army.

**Catapult (4×4)**. Range 6–30", Shots 1, Str 4 [7], AP 1 [4], [**Multiple Wounds (D3, Clipped Wings)**].

## Infernal Weapon – Close Combat Weapon

Attacks made with this weapon gain +1 Strength and +1 Armour Penetration.

# Hereditary Spell

Casting Value	Range	Type	Duration	Effect
<b>H Curse of Nezibkesh</b> <4+> {6+}	<36"> {18"}	Hex	One Turn	The target suffers –1 Offensive Skill and Defensive Skill {and an additional –1 for every Incendiary marker on the target}, up to a maximum of –3.

# Special Items

## Weapon Enchantments

### Triple Speed 75 pts

Enchantment: Flintlock Axe.

This weapon's Shots are **set** to 3, and the wielder gains +3 Attack Value while using it. Close Combat Attacks and Shooting Attacks made with this weapon can **never** hit on worse than 3+.

### Onyx Core 65 pts

Enchantment: Infernal Weapon.

Attacks made with this weapon gain **Kadim Manifestation** and **Multiple Wounds (D3, against Flammable)**.

### Flame of the East 55 pts

Enchantment: Close Combat Weapon.

The wielder gains **Volcanic Embrace (2D3)**. If it already had Volcanic Embrace (X), increase X by 2D3 instead. These 2D3 Grind Attacks are resolved even if the model performed Impact Hits during the same Round of Combat.

## Armour Enchantments

### Mask of Ages 75 pts

**Cannot be taken by Gigantic models.**

Enchantment: Suit of Armour.

The bearer's model gains **Whispers of the Mask** (see **Immortals** unit). If the bearer's model is Infantry, it also gains +1 Armour.

### Blaze of Protection 40 pts

**Infantry models only.**

Enchantment: Shield.

While using this Shield, the bearer gains +1 Armour and **Fearless**. Every enemy model in base contact with the bearer that could allocate one or more Close Combat Attacks towards it but doesn't, after resolving its Close Combat Attacks, suffers 1 hit with Strength 4, Armour Penetration 0, and **Flaming Attacks**, distributed onto the model's Health Pool. This is considered a Special Attack.

### Kadim Binding 30 pts

**Cannot be taken by models with Towering Presence.**

Enchantment: Shield.

The bearer's weapons lose Two-Handed if they had it. While using this Shield, the bearer gains **Aegis (+1, against Flaming Attacks, max. 2+)** and **Parry**.

## Banner Enchantments

### Pride of Zalaman Tekash 50 pts

Cannot be taken by units that count towards Core.

One use only. May be activated at the end of a friendly Movement Phase. Place an 8×1" Wall on the Battlefield, with the following conditions and restrictions:

- One of the Wall's long edges must be aligned and in contact with the Front Facing of the bearer's unit.
- The centre of one of the Wall's long edges must be in contact with the centre of the Front Facing of the bearer's unit.
- The Wall cannot be placed within 1" of any other unit nor any other Terrain Feature except Open Terrain.
- If the Wall cannot be placed in a legal position, the Banner Enchantment cannot be activated.

### Trial of Ashuruk 30 pts

0–2 per Army.

The bearer's unit and any unit in base contact with the bearer's unit gain **Magic Resistance (2)** that is also applied to friendly spells. This Magic Resistance value cannot be increased.

## Artefacts

### Tablet of Vezodinezh 65 pts

Dominant. Wizards only.

When the bearer attempts to cast a non-Bound Spell using three or more Magic Dice, treat a single rolled '1' as a '3'. If the bearer would suffer a Witchfire Miscast effect, treat it as Magical Inferno instead.

### Breath of the Brass Bull 60 pts

Cannot be taken by models with Towering Presence.

The bearer's model gains +1 Health Point and the bearer gains **Breath Attack (Toxic Attacks)**.

### Ring of Desiccation 60 pts

At the start of every Round of Combat, every enemy unit in base contact with the bearer's model gains one **Incendiary marker**.

### Unflame 50 pts

One use only. May be activated at the start of any Round of Combat. A single enemy unit in base contact with the bearer's model suffers –3 Agility, and all attacks against the enemy unit lose Flaming Attacks. The effects last until the start of the next Player Turn.

### Golden Idol of Shamut 45 pts

The bearer **always** has at least Advance Rate 4" and March Rate 12". In addition, the bearer can cast *Glory of Gold* (Alchemy) as a Bound Spell with Power Level (4/8).

### Lugar's Dice 40 pts

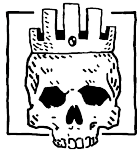
A single model part of the bearer's model can reroll a single failed to-hit, to-wound, or Armour Save roll per Player Turn. **Crush Attacks are not affected**.

### Gauntlets of Madzhab 25 pts

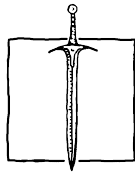
Infantry models only.

The bearer gains +1 Strength and +1 Armour Penetration. Each of its Close Combat Attacks with a natural to-hit roll of '1' is distributed onto the bearer's unit, **distributed by the owner unless specifically stated otherwise**.

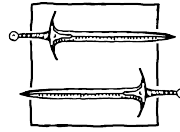
# Army Organisation



**Characters**  
Max. 40%



**Core**  
Min. 25%



**Special**  
No limit



**Instruments of Destruction**  
Max. 30%

## Characters (Max. 40%)



**Overlord**  
**285** pts

single model 0–1 Units/Army

Height Standard  
Type Infantry  
Base 20×20 mm



A mount marked with (IoD) counts towards Instruments of Destruction. The mount and its rider also count towards Characters.

Global	Adv	Mar	Dis	Model Rules		
	<b>3"</b>	<b>9"</b>	<b>10</b>	<b>Infernal Brand, Keys to the Citadel</b>		
Defensive	HP	Def	Res	Arm		
	<b>3</b>	<b>7</b>	<b>5</b>	<b>0</b>	<b>Infernal Armour</b>	
Offensive	Att	Off	Str	AP	Agi	
Overlord	<b>4</b>	<b>7</b>	<b>4</b>	<b>1</b>	<b>4</b>	Hatred, March and Shoot

### — Model Rules —

#### **Keys to the Citadel:** Universal Rule.

During step 7 of the Pre-Game Sequence (Spell Selection), the model may gain one of the following for free:

- Flintlock Axe (2+)
- Great Weapon
- Infernal Weapon
- Paired Weapons

In addition, **also during step 7 of the Pre-Game Sequence**, the owner may choose a single Weapon Enchantment from the Arcane Compendium or this Army Book for any of the model's weapons for free. This Weapon Enchantment does not count towards the model's Special Item allowance.

### — Options —

Taurukh Ritual (on foot only)	<b>135</b>
Special Items	up to 175
Shield	5
Blunderbuss (4+)	5

### — Mount Options —

Bull of Shamut (IoD)	<b>205</b>
Great Bull of Shamut (IoD)	<b>400</b>



# Prophet

190 pts

single model

Height Standard  
Type Infantry  
Base 20×20 mm



A mount marked with (IoD) counts towards Instruments of Destruction. The mount and its rider also count towards Characters.

Global	Adv	Mar	Dis	Model Rules		
	3"	9"	9	Infernal Brand, Wizard Apprentice		
Defensive	HP	Def	Res	Arm		
	3	4	5	0	Infernal Armour	
Offensive	Att	Off	Str	AP	Agi	
Prophet	2	4	4	1	2	March and Shoot
— Magic Options —			pts-		— Options — pts-	
Wizard Adept			75		<b>Must choose (one choice only):</b>	
Wizard Master			225		<b>Prophet of Lugar*</b> free	
					<b>Prophet of Shamut*</b> 5	
Alchemy	Occultism	Pyromancy			<b>Prophet of Nezibkesh*</b> 15	
						<b>Prophet of Ashuruk*</b> 25
*Each option is 0–2 Models/Army.						
Special Items					up to 100	
If Wizard Master					up to 200	
Shield					10	

### Optional Model Rules

#### Prophet of Ashuruk: Universal Rule.

When successfully casting a spell from:

- Alchemy, the model may cast *Blaze* (Pyromancy) instead of *Alchemical Fire* as Attribute Spell.
- Pyromancy, the model may cast *Alchemical Fire* (Alchemy) instead of *Blaze* as Attribute Spell.
- Occultism without performing *The Sacrifice*, the model may cast *Alchemical Fire* or *Blaze* as Attribute Spell.

#### Prophet of Lugar: Universal Rule.

The model gains **Aegis (4+)** and loses Infernal Armour. The model part gains **Volcanic Embrace (1)**. If on foot, the model gains **Feigned Flight**, +1" Advance Rate, and +3" March Rate. The model gains access to the options below.

Mount Options	pts-	Additional Options	pts-
Kadim Chariot	65	One choice only:	
		Great Weapon	5
		Paired Weapons	5

#### Prophet of Nezibkesh: Universal Rule.

The model gains **Fires of Industry (1)** and **Engineer (3+)** that it can use on a single friendly Gunnery Team, Infernal Artillery, or Infernal Engine within 6". The model gains access to the options below.

Mount Options	pts-	Additional Options	pts-
Infernal Bastion (IoD)	220	One choice only:	
		Blunderbuss (4+)	5
		Flintlock Axe (2+)	10

#### Prophet of Shamut: Universal Rule.

The model gains access to the options below.

Additional Options	pts-	Additional Options	pts-
<b>Must choose (one choice only):</b>		<b>One choice only:</b>	
Taurukh Ritual	free	Great Weapon	5
Bull of Shamut (Mount) (IoD)	140	Paired Weapons	5
Great Bull of Shamut (Mount) (IoD) (Wizard Master only)	370	Infernal Weapon	10



## Vizier

115 pts

single model

Height Standard  
Type Infantry  
Base 20×20 mm



A mount marked with (IoD) counts towards Instruments of Destruction. The mount and its rider also count towards Characters.

Global	Adv	Mar	Dis	Model Rules				
	<b>3"</b>	<b>9"</b>	<b>9</b>	Infernal Brand				
Defensive	HP	Def	Res	Arm				
	<b>3</b>	<b>6</b>	<b>5</b>	<b>0</b>	Infernal Armour			
Offensive	Att	Off	Str	AP	Agi			
Vizier	<b>3</b>	<b>6</b>	<b>4</b>	<b>1</b>	<b>3</b>	March and Shoot		
— Options —			pts—		— Mount Options —		pts—	
Taurukh Ritual (on foot only)			75		Seat of Authority	30		
Battle Standard Bearer			50		Bull of Shamut (IoD)	190		
Special Items			up to 150					
Shield			5					
Blunderbuss (4+)			5					
One choice only:								
Paired Weapons			5					
Flintlock Axe (2+)			10					
Great Weapon			10					
Infernal Weapon			20					



## Taurukh Commissioner

265 pts

single model

Height Large  
Type Beast  
Base 50×75 mm

Global	Adv	Mar	Dis	Model Rules				
	<b>7"</b>	<b>12"</b>	<b>9</b>	Fear, Infernal Brand				
Defensive	HP	Def	Res	Arm				
	<b>4</b>	<b>6</b>	<b>5</b>	<b>0</b>	Infernal Armour			
Offensive	Att	Off	Str	AP	Agi			
Taurukh Commis.	<b>4</b>	<b>6</b>	<b>5</b>	<b>2</b>	<b>4</b>	<a href="#">An Eye for an Eye</a> , Impact Hits (1)		
— Options —			pts—		— Options —		pts—	
Battle Standard Bearer			50		One choice only:			
Special Items			up to 150		Paired Weapons	5		
Shield			15		Great Weapon	20		
					Infernal Weapon	30		







# Vassal Conjurer

115 pts

single model

Height Standard  
Type Infantry  
Base 20×20 mm

Global	Adv	Mar	Dis	Model Rules		
	<b>4"</b>	<b>8"</b>	<b>7</b>	<b>Bound or Broken</b> , Not a Leader, Wizard Apprentice		
Defensive	HP	Def	Res	Arm		
	<b>3</b>	<b>3</b>	<b>3</b>	<b>0</b>		
Offensive	Att	Off	Str	AP	Agi	
Vassal Conjurer	<b>1</b>	<b>3</b>	<b>3</b>	<b>0</b>	<b>3</b>	

Magic Options		pts	Options		pts
Wizard Adept		75	Special Items		up to 75
			Light Armour		5
			Mount Options		pts
Pyromancy	Witchcraft		Vassal Steed (Wizard Adept only)		30

# Character Mounts



## Seat of Authority

Height Standard  
Type Infantry  
Base 40×40 mm

Global	Adv	Mar	Dis	Model Rules		
	<b>4"</b>	<b>8"</b>	<b>C</b>	<b>Vassal Governor</b>		
Defensive	HP	Def	Res	Arm		
	<b>C</b>	<b>C</b>	<b>C</b>	<b>C+1</b>		
Offensive	Att	Off	Str	AP	Agi	
Seat of Authority	<b>4</b>	<b>3</b>	<b>3</b>	<b>0</b>	<b>3</b>	Harnessed

—Model Rules—

**Vassal Governor:** Universal Rule.

Friendly units with more than half of their models with Oil Skins within 12" of one or more models with Vassal Governor at the start of their March Move gain +2" March Rate. In addition, the model may join Vassal Levies units. This overrides the corresponding restriction from Infernal Brand. When doing so, failed Charge Range rolls of its unit in the Charge Phase must be rerolled.



## Vassal Steed

Height Standard  
Type Cavalry  
Base 25×50 mm

Global	Adv	Mar	Dis	Model Rules		
	<b>8"</b>	<b>16"</b>	<b>C</b>	<b>Feigned Flight, Light Troops, Vanguard (6")</b>		
Defensive	HP	Def	Res	Arm		
	<b>C</b>	<b>C</b>	<b>C</b>	<b>C+1</b>		
Offensive	Att	Off	Str	AP	Agi	
Vassal Steed	<b>2</b>	<b>3</b>	<b>3</b>	<b>1</b>	<b>3</b>	Harnessed



## Kadim Chariot

Height Large  
Type Construct  
Base 50×100 mm  
0–1 Mounts/Army

The model also counts towards the maximum number of Kadim Chariots allowed from Special.

Global	Adv	Mar	Dis	Model Rules		
	<b>6"</b>	<b>6"</b>	<b>C</b>	<b>Contract Driven, Fear, Swiftstride</b>		
Defensive	HP	Def	Res	Arm		
	<b>4</b>	<b>C</b>	<b>5</b>	<b>C+2</b>	<b>Aegis (2+, against Flaming Attacks)</b>	
Offensive	Att	Off	Str	AP	Agi	
Kadim Beast	<b>3</b>	<b>3</b>	<b>5</b>	<b>1</b>	<b>4</b>	Battle Focus, Harnessed, Volcanic Embrace (D3)
Chassis			<b>5</b>	<b>2</b>	Impact Hits (D3+1), Inanimate	

—Model Rules—

**Contract Driven:** Universal Rule.

Failed Charge Range rolls of the model in the Charge Phase must be rerolled.



## Bull of Shamut

Height **Large**  
 Type **Cavalry**  
 Base **50×50 mm**

0–2 Mounts/Army

The mount and its rider count towards Characters. The mount also counts towards Instruments of Destruction. All models with Fly share a common 0–2 Models/Army restriction.

Global	Adv	Mar	Dis	Model Rules		
Ground	<b>7"</b>	<b>14"</b>	<b>C</b>	Fear, <b>Fearless</b> , Fly (6", 12"), Light Troops, <b>Supernal</b> , Towering Presence		
Fly	<b>6"</b>	<b>12"</b>				
Defensive	HP	Def	Res	Arm	Model Rules	
	<b>4</b>	<b>C</b>	<b>5</b>	<b>C</b>	Aegis (5+)	
Offensive	Att	Off	Str	AP	Agi	Model Rules
Bull of Shamut	<b>4</b>	<b>4</b>	<b>5</b>	<b>2</b>	<b>3</b>	Divine Attacks, Flaming Attacks, Harnessed, Impact Hits (D3)



## Great Bull of Shamut

Height **Gigantic**  
 Type **Beast**  
 Base **60×100 mm**

0–1 Mounts/Army

The mount and its rider count towards Characters. The mount also counts towards Instruments of Destruction. All models with Fly share a common 0–2 Models/Army restriction.

Global	Adv	Mar	Dis	Model Rules		
Ground	<b>7"</b>	<b>14"</b>	<b>C</b>	<b>Fearless</b> , Fly (6", 12"), Light Troops, <b>Supernal</b>		
Fly	<b>6"</b>	<b>12"</b>				
Defensive	HP	Def	Res	Arm	Model Rules	
	<b>6</b>	<b>5</b>	<b>6</b>	<b>2</b>	Aegis (5+)	
Offensive	Att	Off	Str	AP	Agi	Model Rules
Great Bull of Shamut	<b>5</b>	<b>5</b>	<b>6</b>	<b>3</b>	<b>3</b>	Breath Attack (Str 4, AP 1, Divine Attacks, Flaming Attacks), Divine Attacks, Flaming Attacks, Harnessed, Impact Hits (D3)



## Infernal Bastion

Height Gigantic  
 Type Construct  
 Base 60×100 mm

0–1 Mounts/Army

The mount and its rider count towards Characters. The mount also counts towards Instruments of Destruction and towards the maximum number of Infernal Bastions allowed from Instruments of Destruction.

Global	Adv	Mar	Dis	Model Rules	
	3"	9"	C	<b>Fires of Industry (1), Firing Platform, Strider (Wall), Wallbreaker, War Platform</b>	
Defensive	HP	Def	Res	Arm	
	8	1	5	4	
Offensive	Att	Off	Str	AP	Agi
Crew (6)	1	4	3	0	2
Battering Ram		4	5	2	Crush Attack, Harnessed, Impact Hits (D3+1)

### — Model Rules —

#### **Firing Platform:** Universal Rule.

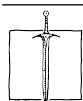
All models in the same unit as the model are considered to be in Soft Cover. In addition, they may choose to draw Line of Sight as if they were Gigantic and from any point **of the base** of the Infernal Bastion's **Front Facing at 360°** when shooting or casting spells **ignoring any Front Arc restriction**. If so, as long as the unit has at least one Full Rank:

- A maximum of 20 models can shoot. These models can shoot regardless of the rank they are positioned in.
- Measure their range from **any point of the base of** the Infernal Bastion.

#### **Wallbreaker:** Universal Rule.

The Battering Ram can only use its Crush Attack against enemy units Engaged in the model's Front Facing. The model must be deployed in and can only join a unit that consists entirely of models with Infernal Brand, and it can never voluntarily leave its unit. **In addition, the model's unit ignores Distracting granted to enemy units by Defending a Wall.**

# Core (Min. 25%)



## Infernal Warriors

165 pts + 12 pts/extra model

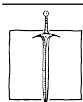
12-40 models



Height Standard  
Type Infantry  
Base 20×20 mm

0-50 R&F Models with Flintlock Axe or Blunderbuss or Pistol per Army.

Global	Adv	Mar	Dis	Model Rules				
	3"	9"	9	Infernal Brand, Scoring				
Defensive	HP	Def	Res	Arm				
	1	4	4	0	Infernal Armour			
Offensive	Att	Off	Str	AP	Agi			
Infernal Warrior	1	4	3	0	2	March and Shoot		
Options			pts		Command Group Options		pts	
Shield				1/model	Champion			20
Blunderbuss (4+)				6/model	Musician			20
Great Weapon and Fight in Extra Rank				3/model	Standard Bearer			20
					Banner Enchantment			no limit



## Citadel Guard

300 pts + 21 pts/extra model

15-30 models



Height Standard  
Type Infantry  
Base 20×20 mm

0-50 R&F Models with Flintlock Axe or Blunderbuss or Pistol per Army.

Global	Adv	Mar	Dis	Model Rules				
	3"	9"	9	Infernal Brand, <b>Let Them Come!</b> , Scoring				
Defensive	HP	Def	Res	Arm				
	1	4	4	0	Infernal Armour, Shield			
Offensive	Att	Off	Str	AP	Agi			
Citadel Guard	1	4	4	1	2	March and Shoot		
Options			pts		Command Group Options		pts	
<b>Must choose (one choice only):</b>					Champion			20
Pistol (4+)				free	Musician			20
Pistol (4+) and Spear				4/model	Standard Bearer			20
Flintlock Axe (3+)				6/model	Banner Enchantment			no limit

Model Rules

**Let Them Come!**: Universal Rule.

The model gains **Fight in Extra Rank** unless it is Charging. In addition, if the model has not performed a March Move during this Player Turn, it may shoot from the third rank (in addition to the first and second).



## Vassal Levies

140 pts + 5 pts/extra model

20–40 models



Height Standard  
Type Infantry  
Base 20×20 mm

Global	Adv	Mar	Dis	Model Rules				
	4"	8"	7	Bound or Broken, Scoring				
Defensive	HP	Def	Res	Arm				
	1	3	3	0	Light Armour			
Offensive	Att	Off	Str	AP	Agi			
Vassal Levy	1	3	3	0	3	Oil Skins		
— Options —			pts—		— Command Group Options —		pts—	
Bow (4+)			3/model		Musician		20	
<b>Must</b> choose (one choice only):					Standard Bearer		20	
Paired Weapons			free		Banner Enchantment		no limit	
Shield			1/model		<b>Vassal Chieftain</b> (profile below)		30	
Spear and Shield			1/model					

## Vassal Chieftain

The Vassal Chieftain is an option for Vassal Levies units.

Height Standard  
Type Infantry  
Base 20×20 mm

Global	Adv	Mar	Dis	Model Rules	
	4"	8"	7	<b>First Amongst Inferiors</b>	
Defensive	HP	Def	Res	Arm	
	2	4	4	0	
Offensive	Att	Off	Str	AP	Agi
Vassal Chieftain	3	4	4	1	3
— Model Rules —					

**First Amongst Inferiors:** Universal Rule.

The model is a Champion that loses First Amongst Equals and that [has the same Model Rules](#) as the other R&F models in its unit. For the purpose of receiving Commanding Presence and Rally Around the Flag from friendly models, the model counts as 6" closer to those models.



## Shackled Slaves

125 pts + 5 pts/extra model

20–40 models

Height Standard  
Type Infantry  
Base 25×25 mm

Global	Adv	Mar	Dis	Model Rules	
	4"	8"	4	Bound or Broken, Forced Compliance, Insignificant	
Defensive	HP	Def	Res	Arm	
	1	2	4	0	
Offensive	Att	Off	Str	AP	Agi
Shackled Slave	1	2	3	0	1

Options	pts	Command Group Options	pts
<b>Must choose (one choice only):</b>		Musician	20
Paired Weapons	free		
Shield	1/model		

### Model Rules

#### Forced Compliance: Universal Rule.

The unit may **set** its Discipline to the value of a non-Fleeing friendly model with Infernal Brand within 6". At the start of each friendly Player Turn, each unengaged non-Fleeing unit with one or more models with Forced Compliance must take a Discipline Test:

- If the test is failed, all models in the unit become Shaken until the end of the Player Turn.
- If the test is passed, the unit may immediately, if it has at least one Full Rank, receive an order from a single friendly unit with Infernal Brand within 6", and apply one of the following effects:
  - **Ammo-Bearers:** Shooting Attacks made with a Blunderbuss, Flintlock Axe, or Pistol from the unit which gave the order gain **Battle Focus**. For every natural to-hit roll of '1' with Shooting Attacks from the unit that gave the order, the unit with Forced Compliance suffers 1 hit with Armour Penetration 10 that wounds automatically, with no saves of any kind allowed.
  - **Sacrificial Wretches:** Any Health Point loss caused by Dangerous Terrain Tests on the unit that gave the order is ignored. Instead, for each ignored Health Point loss, the unit with Forced Compliance suffers 1 hit with Armour Penetration 10 that wounds automatically, with no saves of any kind allowed.

The effects last until the end of the Player Turn.

# Special (No limit)



## Immortals

345 pts + 27 pts/extra model

15–30 models



Height Standard  
Type Infantry  
Base 20×20 mm

Global	Adv	Mar	Dis	Model Rules	
	3"	9"	9	Bodyguard, Infernal Brand, Scoring	
Defensive	HP	Def	Res	Arm	
	1	5	4	0	Parry, Whispers of the Mask, Infernal Armour, Shield
Offensive	Att	Off	Str	AP	Agi
Immortal	1	5	4	1	2

Options

Must choose (one choice only):

Great Weapon free  
Spear free  
Infernal Weapon 1/model

Command Group Options

Champion 20  
Musician 20  
Standard Bearer 20  
Banner Enchantment no limit

Model Rules

**Whispers of the Mask:** Personal Protection.

Attacks against the model with Strength 5 or higher suffer a -1 to wound modifier.



## Disciples of Lugar

335 pts + 21 pts/extra model

15–30 models



Height Standard  
Type Infantry  
Base 20×20 mm

Global	Adv	Mar	Dis	Model Rules	
	4"	12"	9	Feigned Flight, Infernal Brand, Pact of Fire, Scoring	
Defensive	HP	Def	Res	Arm	
	1	3	4	0	Aegis (2+, against Flaming Attacks), Aegis (5+)
Offensive	Att	Off	Str	AP	Agi
Disciple of Lugar	2	4	4	2	3

Options

Litigator (0–15 Models/Unit, 0–1 Units/Army) 5

Must choose (one choice only):

Paired Weapons free  
Great Weapon 3/model

Command Group Options

Champion 20  
Musician 20  
Standard Bearer 20  
Banner Enchantment no limit

Model Rules

**Pact of Fire:** Universal Rule.

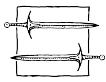
One use only. At the start of the Melee Phase, all models with Pact of Fire in the same unit may gain Fearless, Volcanic Embrace (1), and suffer -1 Armour Penetration and -1 Offensive Skill until the end of the game.

Optional Model Rules

**Litigator:** Universal Rule.

The model gains Hard Target (1), Light Troops, and Skirmisher and loses Scoring.





## Kadim Incarnates

280 pts + 80 pts/extra model

3-6 models

0-3 Units/Army  
0-12 Models/Army

Height Large  
Type Infantry  
Base 40x40 mm

Global	Adv	Mar	Dis	Model Rules		
	6"	12"	7	Bound or Broken, Fear, Fearless, Ghost Step, Light Troops, Magma Tunnelling, Supernal		
Defensive	HP	Def	Res	Arm		
	3	3	4	2	Aegis (2+, against Flaming Attacks), Aegis (5+)	
Offensive	Att	Off	Str	AP	Agi	
Kadim Incarnate	3	3	5	1	4	Volcanic Embrace (D3)
— Command Group Options — pts —						
Champion	20					



## Kadim Chariot

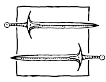
215 pts

single model

0-3 Units/Army

Height Large  
Type Construct  
Base 50x100 mm

Global	Adv	Mar	Dis	Model Rules		
	6"	6"	9	Contract Driven, Fear, Infernal Brand, Swiftstride		
Defensive	HP	Def	Res	Arm		
	4	3	5	2	Aegis (2+, against Flaming Attacks), Aegis (5+)	
Offensive	Att	Off	Str	AP	Agi	
Acolyte of Lugar (2)	2	4	4	2	3	
Kadim Beast	3	3	5	1	4	Battle Focus, Harnessed, Volcanic Embrace (D3)
Chassis			5	2		Impact Hits (D3+1), Inanimate
— Model Rules —						
<b>Contract Driven:</b> Universal Rule. Failed Charge Range rolls of the model in the Charge Phase must be rerolled.			— Options — pts —			
			The Acolytes of Lugar <b>must</b> choose (one choice only): Paired Weapons free Great Weapon 20			



## Taurukh Enforcers

**200** pts + **24** pts/extra model

**5–12** models



0–4 Units/Army

Height **Standard**  
Type **Beast**  
Base **25×50** mm

0–50 R&F Models with Flintlock Axe or Blunderbuss or **Pistol** per Army.


Global	Adv	Mar	Dis	Model Rules							
	<b>7"</b>	<b>14"</b>	<b>9</b>	Infernal Brand, Scoring, Tall							
Defensive	HP	Def	Res	Arm							
	<b>1</b>	<b>4</b>	<b>4</b>	<b>1</b>	Cannot be Stomped, Infernal Armour						
Offensive	Att	Off	Str	AP	Agi						
Taurukh Enforcer	<b>2</b>	<b>4</b>	<b>4</b>	<b>1</b>	<b>2</b>	Impact Hits (1)					
— Options —			pts—			— Command Group Options —			pts—		
Shield				3/model		Champion				20	
Blunderbuss (4+)				5/model		Musician				20	
One choice only:						Standard Bearer				20	
Paired Weapons				1/model		Banner Enchantment				no limit	
Great Weapon				3/model							
Infernal Weapon				5/model							



## Taurukh Anointed

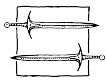
**280** pts + **86** pts/extra model

**3–6** models

  
0–3 Units/Army  
0–12 Models/Army

Height **Large**  
Type **Beast**  
Base **50×75** mm

Global	Adv	Mar	Dis	Model Rules							
	<b>7"</b>	<b>12"</b>	<b>9</b>	Bodyguard (Taurukh Commissioner), Fear, Infernal Brand, Scoring							
Defensive	HP	Def	Res	Arm							
	<b>3</b>	<b>5</b>	<b>5</b>	<b>0</b>	Infernal Armour						
Offensive	Att	Off	Str	AP	Agi						
Taurukh Anointed	<b>3</b>	<b>5</b>	<b>5</b>	<b>2</b>	<b>3</b>	Impact Hits (1), <b>Shamut's Thunder</b>					
— Options —			pts—			— Command Group Options —			pts—		
Shield				8/model		Champion				20	
One choice only:						Musician				20	
Paired Weapons				3/model		Standard Bearer				20	
Great Weapon				11/model		Banner Enchantment				no limit	
Infernal Weapon				13/model							



## Lamassu Scholar

300 pts

single model

0–1 Units/Army

Height Large

Type Cavalry

Base 50×50 mm

All models with Fly share a common 0–2 Models/Army restriction.

Global	Adv	Mar	Dis	Model Rules		
Ground	6"	12"	9	Fly (6", 12"), Infernal Brand, Light Troops, <b>Riddle of the Lamassu</b>		
Fly	6"	12"				
Defensive	HP	Def	Res	Arm		
	4	4	5	0	Fortitude (5+), Infernal Armour	
Offensive	Att	Off	Str	AP	Agi	
Student	2	4	3	0	2	Infernal Weapon
Lamassu	2	4	5	2	4	Harnessed, Magical Attacks

### — Model Rules —

**Riddle of the Lamassu:** Universal Rule.

The model is a Wizard Adept that selects 2 spells from *Word of Iron* (Alchemy), *Breath of Corruption* (Occultism), *Flaming Swords* (Pyromancy), and *The Wheel Turns* (Witchcraft). This rule overrides the normal Spell Selection rules connected to being a Wizard Adept.

The model does not perform Casting Attempts as normal. Apply the following rules instead:

1. Secretly choose which spell to cast. The model can only cast non-Boosted spells. This selection must be done in a way that allows you to reveal what spell it was (for example, by placing a spell card face down on the table).
2. Roll the Magic Dice as normal. Declare if the Casting Attempt was successful or not.  
**If failed** – Reveal which spell was attempted to be cast.  
**If passed** – The opponent may perform a Dispelling Attempt as normal (without knowing what spell was cast). If the spell is dispelled, reveal which spell was cast.
3. If the spell is successfully cast, reveal which spell was cast. Then choose the spell's targets. If it was a spell from Occultism, you may perform *The Sacrifice*.



## Vassal Cavalry

180 pts + 14 pts/extra model

5–15 models

0–2 Units/Army

Height Standard

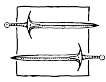
Type Cavalry

Base 25×50 mm

Global	Adv	Mar	Dis	Model Rules		
	8"	16"	7	Bound or Broken, Feigned Flight, Light Troops, Vanguard (6")		
Defensive	HP	Def	Res	Arm		
	1	4	3	1	Light Armour, Shield	
Offensive	Att	Off	Str	AP	Agi	
Vassal Rider	1	4	3	0	3	Oil Skins, Bow (4+), Light Lance
Vassal Steed	2	3	3	1	3	Harnessed

### — Command Group Options —

Musician	20	Vassal Chieftain* on Vassal Steed <sup>†</sup>	30
Standard Bearer	20	*See <b>Vassal Levies</b> unit.	
Banner Enchantment	no limit	<sup>†</sup> See <b>Character Mounts</b> .	



## Vassal Slingshot

120 pts

single model

0–2 Units/Army

Height Standard  
Type Construct  
Base 60 mm round

Global	Adv	Mar	Dis	Model Rules		
	4"	4"	7	Bound or Broken, Fires of Industry (1), War Machine		
Defensive	HP	Def	Res	Arm		
	5	1	4	0	Flammable, Light Armour	
Offensive	Att	Off	Str	AP	Agi	
Crew	3	3	3	0	3	Move or Fire, <b>Vassal Slingshot</b> (4+)

### Model Rules

**Vassal Slingshot:** Artillery Weapon.

This Artillery Weapon can be fired in two ways:

- Bolt Thrower: Range 48", Shots 1, Str 3 [6], AP 10, **Area Attack (1×5)**, [**Multiple Wounds (D3)**].
- Oil Flask Thrower: Range 36", Shots 3, Str 1, AP 0. The target unit gains one **Incendiary marker** for every successful hit.



## Gunnery Team

150 pts

single model

0–3 Units/Army

Height Standard  
Type Construct  
Base 40×40 mm

Global	Adv	Mar	Dis	Model Rules		
	3"	6"	9	<b>Cumbersome</b> , Fires of Industry (1), Infernal Brand		
Defensive	HP	Def	Res	Arm		
	4	1	4	0	Hard Target (1), Infernal Armour	
Offensive	Att	Off	Str	AP	Agi	
Gunnery Team	2	4	3	0	2	March and Shoot, Quick to Fire

### Model Rules

**Cumbersome:** Universal Rule.

The model is subject to the following restrictions: ~~It may only perform a single Pivot or Wheel during a March Move.~~

- It may only declare Hold as voluntary Charge Reaction.
- The Strength and Armour Penetration of its Artillery Weapon **and of any hits from Cluster Munitions** are reduced by -1 (including any values in brackets).

### Options

**Must** choose (one choice only):

- Naphtha Thrower **free**
- Titan Mortar (4+) **free**
- Rocket Battery (4+) **35**

### Additional Options

The model's Shooting Attacks **must** gain (one choice only):

	If Naphtha Thrower	If Titan Mortar	If Rocket Battery
Cluster Munitions	5 pts	<b>free</b> pts	5 pts
Ether Cloud	5 pts	<b>free</b> pts	free
Kadim Manifestation	free	<b>free</b> pts	10 pts



# Infernal Artillery

160 pts

single model

Height Large  
Type Construct  
Base 75 mm round

Global	Adv	Mar	Dis	Model Rules		
	0"	0"	9	<b>Base Plate</b> , Fires of Industry (2), Infernal Brand, War Machine		
Defensive	HP	Def	Res	Arm		
	5	1	4	0	Infernal Armour	
Offensive	Att	Off	Str	AP	Agi	
Crew	3	4	3	0	2	Accurate, Move or Fire

—Model Rules—

**Base Plate:** Universal Rule.  
The maximum range of the model's Artillery Weapon is increased by 6" if it is a Naphtha Thrower or Titan Mortar, and by 12" if it is a Rocket Battery.

—Options—

<b>Must</b> choose (one choice only):	
Naphtha Thrower	free
Titan Mortar (4+)	75
Rocket Battery (4+)	115

—Additional Options—

The model's Shooting Attacks **must** gain (one choice only):

	If Naphtha Thrower	If Titan Mortar	If Rocket Battery
Cluster Munitions	5 pts	free	15 pts
Ether Cloud	5 pts	10 pts	free
Kadim Manifestation	free	10 pts	15 pts

# Instruments of Destruction (Max. 30%)



## Infernal Engine

415 pts

single model

0-2 Units/Army

Height Gigantic

Type Construct

Base 60×100 mm

Global	Adv	Mar	Dis	Model Rules		
	6"	10"	9	Fearless, Fires of Industry (2), <b>Full Steam Ahead!</b> , <b>Furnace Breach</b> , Infernal Brand, Unbreakable		
Defensive	HP	Def	Res	Arm		
	6	3	7	4		
Offensive	Att	Off	Str	AP	Agi	
Crew	3	4	3	0	2	Quick to Fire
Chassis			6	3	2	Grind Attacks (D3), Harnessed, Impact Hits (D6+1)

### Model Rules

#### Full Steam Ahead!: Universal Rule.

The model may only perform a single Pivot or Wheel during a March Move. If the model is Charging, it **must** Pursue or Overrun if possible. If the model is not Charging, its Pursuit Distance is **always** 0".

#### Furnace Breach: Universal Rule.

Instead of rolling on the Misfire Table as normal, apply the following Misfire Effects:

- **2 or less:** The model may not shoot its Artillery Weapon nor perform March Moves until the end of the game. In addition, the Chassis gains **Volcanic Embrace (3D3)**.
- **3+:** The model loses 1 Health Point with no saves of any kind allowed.

### Additional Options

	If Naphtha Thrower	If Titan Mortar	If Rocket Battery
<b>Steel Juggernaut</b>	35 pts	10 pts	10 pts

The model's Shooting Attacks **must** gain (one choice only):

	If Naphtha Thrower	If Titan Mortar	If Rocket Battery
Cluster Munitions	free pts	10 pts	10 pts
Ether Cloud	free pts	free	free
Kadim Manifestation	5 pts	10 pts	10 pts

### Optional Model Rules

#### Steel Juggernaut: Universal Rule.

- The model's base size is changed to 100×150 mm.
- The model gains +1 Health Point and loses Quick to Fire.
- The Chassis' Attack Value and Offensive Skill are **set** to 3.

### Options

**Must** choose (one choice only):

<b>Rock Crusher</b>	free
Titan Mortar (4+)	10
Naphtha Thrower	20
Rocket Battery (4+)	65

Each option is 0-1 Units/Army.

### Optional Model Rules

#### Rock Crusher: Universal Rule.

The number of the Chassis' Grind Attacks is increased by +2D3. **The model gains Parry and loses Fires of Industry (-2).**



## Infernal Bastion

275 pts

single model

0–2 Units/Army

Height Gigantic  
Type Construct  
Base 60×100 mm

Global	Adv	Mar	Dis	Model Rules	
	3"	9"	9	Fires of Industry (1), Firing Platform, Infernal Brand, Not a Leader, Strider (Wall), Wallbreaker, War Platform	
Defensive	HP	Def	Res	Arm	
	8	1	5	4	
Offensive	Att	Off	Str	AP	Agi
Crew (6)	1	4	3	0	2
Battering Ram		4	5	2	Crush Attack, Harnessed, Impact Hits (D3+1)

### Model Rules

#### Firing Platform: Universal Rule.

All models in the same unit as the model are considered to be in Soft Cover. In addition, they may choose to draw Line of Sight as if they were Gigantic and from any point of the base of the Infernal Bastion's Front Facing at 360° when shooting or casting spells ignoring any Front Arc restriction. If so, as long as the unit has at least one Full Rank:

- A maximum of 20 models can shoot. These models can shoot regardless of the rank they are positioned in.
- Measure their range from any point of the base of the Infernal Bastion.

#### Wallbreaker: Universal Rule.

The Battering Ram can only use its Crush Attack against enemy units Engaged in the model's Front Facing. The model must be deployed in and can only join a unit that consists entirely of models with Infernal Brand, and it can never voluntarily leave its unit. In addition, the model's unit ignores Distracting granted to enemy units by Defending a Wall.



## Kadim Titan

475 pts

single model

0–1 Units/Army

Height Gigantic  
Type Infantry  
Base 100×150 mm

Global	Adv	Mar	Dis	Model Rules	
	7"	14"	8	Bound or Broken, Fearless, Supernal	
Defensive	HP	Def	Res	Arm	
	7	4	6	2	Aegis (2+, against Flaming Attacks), Aegis (5+)
Offensive	Att	Off	Str	AP	Agi
Kadim Titan	5	4	6	2	4 Searing Heat, Volcanic Embrace (2D3)

### Model Rules

#### Searing Heat: Attack Attribute.

The model's Grind Attacks from Volcanic Embrace gain +1 to wound. In addition, enemy units suffer –1 Armour while in base contact with the model.



## Citizen Giant

300 pts

single model

0–3 Units/Army

Height Gigantic  
Type Infantry  
Base 50×75 mm

Global	Adv	Mar	Dis	Model Rules		
	<b>7"</b>	<b>14"</b>	<b>8</b>	<b>Giant See, Giant Do</b>		
Defensive	HP	Def	Res	Arm		
	<b>7</b>	<b>3</b>	<b>5</b>	<b>1</b>	Infernal Armour	
Offensive	Att	Off	Str	AP	Agi	
Citizen Giant	<b>5</b>	<b>3</b>	<b>5</b>	<b>2</b>	<b>3</b>	<b>Rage</b>

### Model Rules

**Giant See, Giant Do:** Universal Rule.

The model gains **Infernal Brand**.

**Rage:** Attack Attribute – Close Combat.

Whenever the model loses a Health Point, it gains +1 Attack Value. Whenever it gains a Health Point, it suffers –1 Attack Value.

### Options

**Big Brother**

pts

30

One choice only:

**Vaneb-Blessed Maul**

20

**Giant Club**

30

**Tower Shield**

35

### Optional Model Rules

**Big Brother:** Universal Rule.

The model's Health Points are **set** to 8, and its base size is changed to 75×100 mm. The roll for the number of hits from its Stomp Attacks is subject to Maximised Roll.

**Giant Club:** Close Combat Weapon.

Attacks made with this weapon gain +1 Strength and +1 Armour Penetration.

**Tower Shield:** Personal Protection.

The model gains **Soft** Cover against attacks from models Located in its Front Arc, and **Parry**.

**Vaneb-Blessed Maul:** Close Combat Weapon.

At the start of each Melee Phase, you may choose a single friendly unit within 6" of the wielder (including the wielder itself). The chosen unit's Close Combat Attacks become **Flaming Attacks** and **Magical Attacks** until the end of the Melee Phase.



# Quick Reference Sheet




## Characters

<b>Overlord</b>	Adv	3"	Mar	9"	Dis	10						Infernal Brand, Keys to the Citadel
Standard, Infantry	HP	3	Def	7	Res	5	Arm	0				Infernal Armour
Overlord	Att	4	Off	7	Str	4	AP	1	Agi	4		Hatred, March and Shoot
<b>Prophet</b>	Adv	3"	Mar	9"	Dis	9						Infernal Brand, Wizard Apprentice
Standard, Infantry	HP	3	Def	4	Res	5	Arm	0				Infernal Armour
Prophet	Att	2	Off	4	Str	4	AP	1	Agi	2		March and Shoot
<b>Vizier</b>	Adv	3"	Mar	9"	Dis	9						Infernal Brand
Standard, Infantry	HP	3	Def	6	Res	5	Arm	0				Infernal Armour
Vizier	Att	3	Off	6	Str	4	AP	1	Agi	3		March and Shoot
<b>Taurukh Commis.</b>	Adv	7"	Mar	12"	Dis	9						Fear, Infernal Brand
Large, Beast	HP	4	Def	6	Res	5	Arm	0				Infernal Armour
Taurukh Commis.	Att	4	Off	6	Str	5	AP	2	Agi	4		<a href="#">An Eye for an Eye</a> , Impact Hits (1)
<b>Vassal Conjurer</b>	Adv	4"	Mar	8"	Dis	7						<a href="#">Bound or Broken</a> , Not a Leader, Wizard Apprentice
Standard, Infantry	HP	3	Def	3	Res	3	Arm	0				
Vassal Conjurer	Att	1	Off	3	Str	3	AP	0	Agi	3		

## Character Mounts

<b>Seat of Authority</b>	Adv	4"	Mar	8"	Dis	C						Vassal Governor
Standard, Infantry	HP	C	Def	C	Res	C	Arm	C+1				
Seat of Authority	Att	4	Off	3	Str	3	AP	0	Agi	3		Harnessed
<b>Vassal Steed</b>	Adv	8"	Mar	16"	Dis	C						Feigned Flight, Light Troops, Vanguard (6")
Standard, Cavalry	HP	C	Def	C	Res	C	Arm	C+1				
Vassal Steed	Att	2	Off	3	Str	3	AP	1	Agi	3		Harnessed
<b>Kadim Chariot</b>	Adv	6"	Mar	6"	Dis	C						Contract Driven, Fear, Swiftstride
Large, Construct	HP	4	Def	C	Res	5	Arm	C+2				Aegis (2+, against Flaming Attacks)
Kadim Beast	Att	3	Off	3	Str	5	AP	1	Agi	4		Battle Focus, Harnessed, Volcanic Embrace (D3)
Chassis					Str	5	AP	2	Agi			Impact Hits (D3+1), Inanimate
<b>Bull of Shamut</b>	Adv	7"	Mar	14"	Dis	C						Fear, <a href="#">Fearless</a> , Fly (6", 12"), Light Troops, <a href="#">Supernal</a> , Towering Presence
Large, Cavalry	HP	4	Def	C	Res	5	Arm	C				Aegis (5+)
Bull of Shamut	Att	4	Off	4	Str	5	AP	2	Agi	3		Divine Attacks, Flaming Attacks, Harnessed, Impact Hits (D3)
<b>Great Bull of Shamut</b>	Adv	7"	Mar	14"	Dis	C						<a href="#">Fearless</a> , Fly (6", 12"), Light Troops, <a href="#">Supernal</a>
Gigantic, Beast	HP	6	Def	5	Res	6	Arm	2				Aegis (5+)
Great Bull of Shamut	Att	5	Off	5	Str	6	AP	3	Agi	3		Breath Attack (Str 4, AP 1, Divine Attacks, Flaming Attacks), Divine Attacks, Flaming Attacks, Harnessed, Impact Hits (D3)
<b>Infernal Bastion</b>	Adv	3"	Mar	9"	Dis	C						<a href="#">Fires of Industry (1)</a> , Firing Platform, Strider (Wall), Wallbreaker, War Platform
Gigantic, Construct	HP	8	Def	1	Res	5	Arm	4				
Crew (6)	Att	1	Off	4	Str	3	AP	0	Agi	2		
Battering Ram	Att	-	Off	4	Str	5	AP	2	Agi	-		Crush Attack, Harnessed, Impact Hits (D3+1)

## Core

<b>Infernal Warriors</b>	Adv	3"	Mar	9"	Dis	9						Infernal Brand, Scoring
Standard, Infantry	HP	1	Def	4	Res	4	Arm	0				Infernal Armour
Infernal Warrior	Att	1	Off	4	Str	3	AP	0	Agi	2		March and Shoot
<b>Citadel Guard</b>	Adv	3"	Mar	9"	Dis	9						Infernal Brand, Let Them Come!, Scoring
Standard, Infantry	HP	1	Def	4	Res	4	Arm	0				Infernal Armour, Shield
Citadel Guard	Att	1	Off	4	Str	4	AP	1	Agi	2		March and Shoot
<b>Vassal Levies</b>	Adv	4"	Mar	8"	Dis	7						<a href="#">Bound or Broken</a> , Scoring
Standard, Infantry	HP	1	Def	3	Res	3	Arm	0				Light Armour
Vassal Levy	Att	1	Off	3	Str	3	AP	0	Agi	3		Oil Skins
<b>Vassal Chieftain</b>	Adv	4"	Mar	8"	Dis	7						First Amongst Inferiors
Standard, Infantry	HP	2	Def	4	Res	4	Arm	0				
Vassal Chieftain	Att	3	Off	4	Str	4	AP	1	Agi	3		

<b>Shackled Slaves</b>	Adv	4"	Mar	8"	Dis	4												Bound or Broken, Forced Compliance, Insignificant
Standard, Infantry	HP	1	Def	2	Res	4	Arm	0										
Shackled Slave	Att	1	Off	2	Str	3	AP	0	Agi	1								
<b>Special</b>																		
<b>Immortals</b>	Adv	3"	Mar	9"	Dis	9												Bodyguard, Infernal Brand, Scoring
Standard, Infantry	HP	1	Def	5	Res	4	Arm	0										Parry, Whispers of the Mask, Infernal Armour, Shield
Immortal	Att	1	Off	5	Str	4	AP	1	Agi	2								
<b>Disciples of Lugar</b>	Adv	4"	Mar	12"	Dis	9												Feigned Flight, Infernal Brand, Pact of Fire, Scoring
Standard, Infantry	HP	1	Def	3	Res	4	Arm	0										Aegis (2+, against Flaming Attacks), Aegis (5+)
Disciple of Lugar	Att	2	Off	4	Str	4	AP	2	Agi	3								
<b>Kadim Incarnates</b>	Adv	6"	Mar	12"	Dis	7												Bound or Broken, Fear, Fearless, Ghost Step, Light Troops, Magma-Tunnelling, Supernal
Large, Infantry	HP	3	Def	3	Res	4	Arm	2										Aegis (2+, against Flaming Attacks), Aegis (5+)
Kadim Incarnate	Att	3	Off	3	Str	5	AP	1	Agi	4								Volcanic Embrace (D3)
<b>Kadim Chariot</b>	Adv	6"	Mar	6"	Dis	9												Contract Driven, Fear, Infernal Brand, Swiftstride
Large, Construct	HP	4	Def	3	Res	5	Arm	2										Aegis (2+, against Flaming Attacks), Aegis (5+)
Acolyte of Lugar (2)	Att	2	Off	4	Str	4	AP	2	Agi	3								
Kadim Beast	Att	3	Off	3	Str	5	AP	1	Agi	4								Battle Focus, Harnessed, Volcanic Embrace (D3)
Chassis					Str	5	AP	2	Agi									Impact Hits (D3+1), Inanimate
<b>Taurukh Enforcers</b>	Adv	7"	Mar	14"	Dis	9												Infernal Brand, Scoring, Tall
Standard, Beast	HP	1	Def	4	Res	4	Arm	1										Cannot be Stomped, Infernal Armour
Taurukh Enforcer	Att	2	Off	4	Str	4	AP	1	Agi	2								Impact Hits (1)
<b>Taurukh Anointed</b>	Adv	7"	Mar	12"	Dis	9												Bodyguard (Taurukh Commissioner), Fear, Infernal Brand, Scoring
Large, Beast	HP	3	Def	5	Res	5	Arm	0										Infernal Armour
Taurukh Anointed	Att	3	Off	5	Str	5	AP	2	Agi	3								Impact Hits (1), Shamut's Thunder
<b>Lamassu Scholar</b>	Adv	6"	Mar	12"	Dis	9												Fly (6", 12"), Infernal Brand, Light Troops, Riddle of the Lamassu
Large, Cavalry	HP	4	Def	4	Res	5	Arm	0										Fortitude (5+), Infernal Armour
Student	Att	2	Off	4	Str	3	AP	0	Agi	2								Infernal Weapon
Lamassu	Att	2	Off	4	Str	5	AP	2	Agi	4								Harnessed, Magical Attacks
<b>Vassal Cavalry</b>	Adv	8"	Mar	16"	Dis	7												Bound or Broken, Feigned Flight, Light Troops, Vanguard (6")
Standard, Cavalry	HP	1	Def	4	Res	3	Arm	1										Light Armour, Shield
Vassal Rider	Att	1	Off	4	Str	3	AP	0	Agi	3								Oil Skins, Bow (4+), Light Lance
Vassal Steed	Att	2	Off	3	Str	3	AP	1	Agi	3								Harnessed
<b>Vassal Slingshot</b>	Adv	4"	Mar	4"	Dis	7												Bound or Broken, Fires of Industry (1), War Machine
Standard, Construct	HP	5	Def	1	Res	4	Arm	0										Flammable, Light Armour
Crew	Att	3	Off	3	Str	3	AP	0	Agi	3								Move or Fire, Vassal Slingshot (4+)
<b>Gunnery Team</b>	Adv	3"	Mar	6"	Dis	9												Cumbersome, Fires of Industry (1), Infernal Brand
Standard, Construct	HP	4	Def	1	Res	4	Arm	0										Hard Target (1), Infernal Armour
Gunnery Team	Att	2	Off	4	Str	3	AP	0	Agi	2								March and Shoot, Quick to Fire
<b>Infernal Artillery</b>	Adv	0"	Mar	0"	Dis	9												Base Plate, Fires of Industry (2), Infernal Brand, War Machine
Large, Construct	HP	5	Def	1	Res	4	Arm	0										Infernal Armour
Crew	Att	3	Off	4	Str	3	AP	0	Agi	2								Accurate, Move or Fire

## Instruments of Destruction

<b>Infernal Engine</b>	Adv	6"	Mar	10"	Dis	9												Fearless, Fires of Industry (2), Full Steam Ahead!, Furnace Breach, Infernal Brand, Unbreakable
Gigantic, Construct	HP	6	Def	3	Res	7	Arm	4										
Crew	Att	3	Off	4	Str	3	AP	0	Agi	2								Quick to Fire
Chassis	Att	-	Off	-	Str	6	AP	3	Agi	2								Grind Attacks (D3), Harnessed, Impact Hits (D6+1)
<b>Infernal Bastion</b>	Adv	3"	Mar	9"	Dis	9												Fires of Industry (1), Firing Platform, Infernal Brand, Not a Leader, Strider (Wall), Wallbreaker, War Platform
Gigantic, Construct	HP	8	Def	1	Res	5	Arm	4										
Crew (6)	Att	1	Off	4	Str	3	AP	0	Agi	2								
Battering Ram	Att	-	Off	4	Str	5	AP	2	Agi	-								Crush Attack, Harnessed, Impact Hits (D3+1)

<b>Kadim Titan</b>	<i>Adv</i>	<b>7"</b>	<i>Mar</i>	<b>14"</b>	<i>Dis</i>	<b>8</b>			<b>Bound or Broken</b> , Fearless, Supernal		
Gigantic, Infantry	<i>HP</i>	<b>7</b>	<i>Def</i>	<b>4</b>	<i>Res</i>	<b>6</b>	<i>Arm</i>	<b>2</b>	Aegis (2+, against Flaming Attacks), Aegis (5+)		
Kadim Titan	<i>Att</i>	<b>5</b>	<i>Off</i>	<b>4</b>	<i>Str</i>	<b>6</b>	<i>AP</i>	<b>2</b>	<i>Agi</i>	<b>4</b>	Searing Heat, Volcanic Embrace (2D3)
<b>Citizen Giant</b>	<i>Adv</i>	<b>7"</b>	<i>Mar</i>	<b>14"</b>	<i>Dis</i>	<b>8</b>			Giant See, Giant Do		
Gigantic, Infantry	<i>HP</i>	<b>7</b>	<i>Def</i>	<b>3</b>	<i>Res</i>	<b>5</b>	<i>Arm</i>	<b>1</b>	Infernal Armour		
Citizen Giant	<i>Att</i>	<b>5</b>	<i>Off</i>	<b>3</b>	<i>Str</i>	<b>5</b>	<i>AP</i>	<b>2</b>	<i>Agi</i>	<b>3</b>	Rage

## Shooting Weapons

Name	Artillery	Range	Str	AP	Shots	Rules
Blunderbuss	-	18"	3	1	1	Area Attack (2×1) Quick to Fire Reroll '1' to-hit at Short Range
Flintlock Axe	-	18"	4	2	1	-
Naphtha Thrower (Gunnery Team)	Flamethrower	18"	3 {4}	0 {1}	1	Flaming Attacks March and Shoot {Multiple Wounds (D3)} Quick to Fire
Naphtha Thrower (Infernal Artillery)	Flamethrower	24"	4 {5}	1 {2}	1	Accurate Flaming Attacks Move or Fire {Multiple Wounds (D3)}
Naphtha Thrower (Infernal Engine)	Flamethrower	18"	4 {5}	1 {2}	1	Flaming Attacks {Multiple Wounds (D3)} Quick to Fire
Rocket Battery (Gunnery Team)	-	24"	5	2	4	March and Shoot Multiple Wounds (D3) Quick to Fire Misfires on two '1'
Rocket Battery (Infernal Artillery)	-	36"	6	3	4	Accurate Move or Fire Multiple Wounds (D3) Misfires on two '1'
Rocket Battery (Infernal Engine)	-	24"	6	3	4	Multiple Wounds (D3) Quick to Fire Misfires on two '1'
Titan Mortar (Gunnery Team)	Catapult (4×4)	6–30"	3 {6}	0 {3}	1	March and Shoot [Multiple Wounds (D3, Clipped Wings)] Quick to Fire
Titan Mortar (Infernal Artillery)	Catapult (4×4)	6–36"	4 {7}	1 {4}	1	Accurate Move or Fire [Multiple Wounds (D3, Clipped Wings)]
Titan Mortar (Infernal Engine)	Catapult (4×4)	6–30"	4 {7}	1 {4}	1	[Multiple Wounds (D3, Clipped Wings)] Quick to Fire
Triple Speed	-	18"	4	2	3	Never hits on worse than 3+
Vassal Slingshot (Bolt Thrower)	-	48"	3 {6}	10	1	Area Attack (1×5) [Multiple Wounds (D3)]
Vassal Slingshot (Oil Flask Thrower)	-	36"	1	0	3	One Incendiary per successful hit

## Shooting Model Rules

Cluster Munitions	One or more hits on target → D3+1 hits Str 4 AP 1 on the next closest unengaged enemy unit within 6" of target
Ether Cloud	Panic Tests at -1 Dis, one or more hits on a unit with Channel → the owner loses 1 Veil Token
Kadim Manifestation	Flaming Attacks, Magical Attacks; Divine Attacks if Flaming Attacks ×2
Oil Skins	If chosen: Str 1, -6" range, one or more hit → target gains Incendiary

## Aim Table

The aim of all models equipped with Shooting Weapons is 4+, with the following exceptions:

Name	Aim	Shooting Model
Flintlock Axe	2+	Overlord, Prophet, Vizier
	3+	Citadel Guard

# Changelog

## beta 2

### Clarification and Layout Changes

- Infernal Brand split into two rules: **Bound or Broken** for models who don't have Infernal Brand
- Lots of rewordings and slight layout changes to make your reading easier!

### Design Changes

- Incendiary: Added synergy with Flammable from other sources when in Melee
- Taurukh Ritual: 0-2 limitation added
- Oil Skins: Cannot be used if the model Marched this turn
- Infernal Armour: No longer affect the model (only the wearer), changed to simple Aegis (5+, against Flaming Attacks)
- Shooting Weapons: Pistol now count in the same limitation as Blunderbuss and Flintlock Axe, and this limitation is reduced from 60 to 50
- Rocket Battery: Clipped Wings removed
- Infernal Weapon: Changed to simple +1 Str, +1 AP Close Combat Weapon
- Hereditary Spell: redesigned
- Mask of Ages: Cannot be taken by Gigantic Mounts
- Lugar's Dice: Cannot be used on Crush Attack
- Taurukh Commissioner: Lose An Eye for an Eye
- Vassal Conjurer: Only Adepts may take a Mount
- Bull of Shamut and Great Bull of Shamut: Both gain Fearless and Supernal
- Infernal Bastion: Gains Fires of Industry (1), lose the 360° Line of Sight, lose the bypass of Distracting from Defending a Wall
- Citadel Guard and Infernal Warriors: No longer gain Fight in Extra Rank when not Charging
- Infernal Warriors: Gain Fight in Extra Rank when taking Great Weapon
- Vassal Levies: Bow can be taken on top of a one choice only Close Combat Weapon
- Vassal Chieftain: Agility reduced from 4 to 3
- Immortals: Lose Parry, Whispers of the Mask changed to Strength 5 or higher suffers -1 to wound
- Kadim Incarnates: Magma Tunnelling replaced with Ghost Step
- Taurukh Anointed: Lose Shamut's Thunder, gain Bodyguard (Taurukh Commissioner)
- Vassal Cavalry: Agility of the Rider reduced from 4 to 3
- Gunnery Team: Cluster Munitions' hits Strength and AP also reduced by -1, March reduced to 6", limitation to Wheels and Pivots removed
- Infernal Engine: All Engines get Defensive Skill 3, Rock Crusher no longer grants Parry and now counts as Fires of Industry (2)
- Citizen Giant: Tower Shield Hard Cover reduced to Soft Cover, Distracting in front changed into Parry.

### Cost Changes

#### Special Items:

- Triple Speed 60 ↗ 75
- Mask of Ages 60 ↗ 75
- Breath of the Brass Bull 70 ↘ 60
- Unflame 55 ↘ 50

#### Characters:

- Overlord:
  - Base cost 270 ↗ 285
  - Taurukh Ritual 150 ↘ 135

- Bull of Shamut 220 ↘ 205
- Great Bull of Shamut 410 ↘ 400
- Prophet:
  - Prophet of Nezibkesh 5 ↗ 15
  - Prophet of Shamut 15 ↘ 5
  - Kadim Chariot 70 ↘ 65
  - Infernal Bastion 230 ↘ 220
- Vizier:
  - Seat of Authority 40 ↘ 30
  - Bull of Shamut 200 ↘ 190

- Taurukh Commissioner:
  - Base cost 290 ↘ 265
  - Great Weapon 25 ↘ 20
- Vassal Conjurer: Vassal Steed 45 ↘ 30

### Core:

- Citadel Guard:
  - Spear 3 ↗ 4
  - Flintlock Axe 5 ↗ 6
- Vassal Levies: Additional models 6 ↘ 5
- Shackled Slaves: Base cost 120 ↗ 125

### Special:

- Immortals: Great Weapon free ↗ 1 (costs reorganised so cheapest mandatory options is still free)
- Disciples of Lugar:
  - Base cost 320 ↗ 335
  - Additional models 22 ↘ 21
  - Litigator 15 ↘ 5
- Kadim Incarnates:
  - Base cost 300 ↘ 280
  - Additional models 85 ↘ 80
- Kadim Chariot:
  - Base cost 235 ↘ 215
  - Great Weapon 15 ↗ 20
- Taurukh Enforcers:
  - Base cost 185 ↗ 200
  - Blunderbuss 6 ↘ 5
- Taurukh Anointed:
  - Base cost 300 ↘ 280
  - Additional models 90 ↘ 86
  - Shield 10 ↘ 8
  - Paired Weapons 5 ↘ 3
  - Great Weapon 10 ↗ 11
  - Infernal Weapon 15 ↘ 13

- Vassal Cavalry:
  - Base cost 170 ↗ 180
  - Additional models 15 ↘ 14
- Vassal Slingshot: Base cost 110 ↗ 120
- Gunnery Team:
  - Naphtha Thrower, Base cost 155 ↘ 150
  - Titan Mortar, Cluster Munitions free ↗ 5 (costs reorganised so cheapest mandatory options is still free)
  - Rocket Battery, Base cost 180 ↗ 185
- Infernal Artillery:
  - Naphtha Thrower, Cluster Munitions 10 ↘ 5
  - Naphtha Thrower, Ether Cloud 10 ↘ 5
  - Rocket Battery, Base cost 240 ↗ 275
  - Rocket Battery, Cluster Munitions 10 ↗ 15
  - Rocket Battery, Kadim Manifestation 20 ↘ 15

### Instruments of Destruction:

- Infernal Engine:
  - Rock Crusher, Base cost 400 ↗ 415
  - Naphtha Thrower, Cluster Munitions free ↗ 5
  - Naphtha Thrower, Kadim Manifestation 5 ↗ 10
  - Titan Mortar, Base cost 440 ↘ 425
  - Titan Mortar, Steel Juggernaut 20 ↘ 10
  - Rocket Battery, Steel Juggernaut 20 ↘ 10
- Infernal Bastion: Base cost 290 ↘ 275
- Kadim Titan: Base cost 480 ↘ 475
- Citizen Giant:
  - Tower Shield 30 ↗ 35
  - Vaneb-Blessed Maul 30 ↘ 20