

# THE IX AGE FANTASY BATTLES



## Infernal Dwarves

Army Book

2<sup>nd</sup> Edition, version 2020.2 beta 3 – November 12, 2020

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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](http://the-ninth-age.com)

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

All changes are listed on: [the-ninth-age.com/archive.html](http://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**.
- 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

### Ether Cloud – Shooting

If the attack scores one or more hits, the target and all enemy War Machines within 6" of the target lose **Channel** and suffer –1 to hit until the start of the next friendly Shooting Phase.

### Kadim Blessed – Shooting

The attacks gain +1 Strength, +1 Armour Penetration, and become **Flaming Attacks**.

## **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, after resolving these attacks, the target unit gains:

- One Incendiary marker **if the attacking unit has fewer than 3 Full Ranks after resolving these attacks.**
- Two Incendiary markers **if the attacking unit has 3 Full Ranks or more.**

## **Vaneb's Judgement** – Shooting

The attacks become **Divine Attacks** and their Armour Penetration is **set** to 0. Armour Save rolls of '1', '2', and '3' are **always** considered failed when saving wounds caused by attacks with Vaneb's Judgement.

## **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, 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 gains **Aegis (5+, against Flaming Attacks)**.

### **Blunderbuss** – Shooting Weapon

0–50-60 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.~~

Range 12", Shots 1, Str 5, AP 3, Accurate. ~~Failed to hit rolls of '1' when shooting at Short Range must be rerolled.~~ After rolling to hit for Shooting Attacks of the wielder's unit, the Strength of half the hits with Blunderbusses is **set** to 3 and their Armour Penetration is **set** to 0, rounding fractions down.

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

0–50-60 R&F Models with Flintlock Axe or Blunderbuss or Pistol per Army.

Range ~~18-16"~~, 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.

**Flamethrower.** Range 18", Shots 1, Str 4-3 {5-4}, AP 1-0 {2-1}, **Flaming Attacks**, {**Multiple Wounds (D3)**}.

Any Panic Tests the weapon causes to enemy units through 25% or more Health Point losses are taken at -1 Discipline.

### **Rocket Battery** – Artillery Weapon

0–2 Models/Army.

Range 24", Shots 4, Str 6-5, AP 3-2, **Multiple Wounds (D3)**.

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 4-3 [7], AP 1-0 [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

<i>Casting Value</i>	<i>Range</i>	<i>Type</i>	<i>Duration</i>	<i>Effect</i>
<b>H</b> <b>Curse of Nezibkesh</b> <6+> {7+}	<36"> {18"}	Hex	One Turn	The target gains 1 Incendiary marker and suffers -1 Offensive Skill and Defensive Skill { <b>and an additional -1 for every Incendiary marker on the target</b> }, up to a maximum of -3.

# Special Items

## Weapon Enchantments

**Onyx Core** 65 pts  
Enchantment: Infernal Weapon.  
Attacks made with this weapon gain **Kadim Manifestation** and **Multiple Wounds (D3, against Flammable)**.

**Triple Speed** 65 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 **become Magical Attacks** and can **never** hit on worse than 3+.

**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** 70 pts  
~~Cannot be taken by Gigantic models.~~  
Enchantment: Suit of Armour.  
The bearer's ~~model~~ gains **Whispers of the Mask Aegis (+1, against Close Combat Attacks), Battle Focus, and Terror**. If the bearer's model is Infantry, it also gains +1 Armour.

**Blaze of Protection** 35 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

**Blessed Icon of Zalaman Tekash** 40 pts  
Cannot be taken by units that count towards Core.  
**The Armour Penetration of Special Attacks against models in the bearer's unit is set to 0 during the Melee Phase.**

**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 Mis-cast 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.

### Golden Idol of Shamut 50 pts

~~The bearer always has at least Advance Rate 4" and March Rate 12".~~ If the bearer's model is Infantry, its Advance Rate is **set to 4"** and its March Rate is **set to 12"**. In addition, the bearer can cast *Glory of Gold* (Alchemy) as a Bound Spell with Power Level (4/8).

### 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.

### Lugar's Dice 40 pts

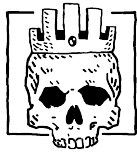
A single model part of the bearer's model can reroll a single failed to-hit, to-wound, or Armour Save roll per Player Turn. Crush Attacks are not affected.

### Gauntlets of Madzhab 25 pts

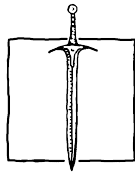
Infantry models only.

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.

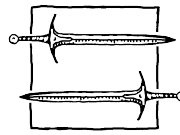
# Army Organisation



**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, <a href="#">March and Shoot</a>

### — 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 —

One choice only:

<a href="#">Arrogance (on foot only)</a>	20
Taurukh Ritual (on foot only)	135
Special Items	up to 175
Shield	5
Blunderbuss (3+)	5

### — Mount Options —

Bull of Shamut (IoD)	200
Great Bull of Shamut (IoD)	420

### — Optional Model Rules —

#### **Arrogance:** Universal Rule.

Apply the following effects while the model is joined to an Infantry unit:

- The model **must** reroll failed to-hit rolls with Close Combat Attacks allocated towards the enemy General.
- Enemy units gain **Frenzy** against the model's unit.



# 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	<del>March and Shoot</del>					
— Magic Options —			pts-			— Options —			pts-		
Wizard Adept			75			<b>Must choose (one choice only):</b>					
Wizard Master			225			<b>Prophet of Lugar*</b>			free		
			Alchemy			<b>Prophet of Shamut*</b>			5		
			Occultism			<b>Prophet of Nezibkesh*</b>			15		
			Pyromancy			<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.

The model gains access to the options below.

Mount Options	pts-
Seat of Authority	30

#### 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**, its **Advance Rate is set to 4"**, and its **March Rate is set to 12"**. The model gains access to the options below.

Mount Options	pts-	Additional Options	pts-
Kadim Chariot	75	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 (3+)	5
		Flintlock Axe (2+)	5

#### 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>		One choice only:	
Taurukh Ritual	free	Infernal Weapon	5
Bull of Shamut (Mount) (IoD)	130	Paired Weapons	5
Great Bull of Shamut (Mount) (IoD) (Wizard Master only)	385	Great 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> <a href="#">March and Shoot</a>	
— 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		
One choice only:						
Blunderbuss (3+)				5		
Pistol (3+)				5		
One choice only:						
Paired Weapons				5		
Flintlock Axe (2+)				10		
Great Weapon				10		
Spear				10		
Infernal Weapon				20		



## Taurukh Commissioner

250 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> 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>	Bound or Broken, 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 —	
Wizard Adept			75		Special Items	pts- up to 75
					Light Armour	5
Pyromancy			Witchcraft		— Mount Options —	
					Vassal Steed (Wizard Adept only)	pts- 30



## 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	<b>6"</b>	<b>12"</b>	<b>9</b>	Fly (6", 12"), Infernal Brand, Light Troops, <b>Not a Leader</b> , <b>Riddle of the Lamassu</b>		
Fly	<b>6"</b>	<b>12"</b>				
Defensive	HP	Def	Res	Arm		
	<b>4</b>	<b>4</b>	<b>5</b>	<b>0</b>	Fortitude (5+), Infernal Armour	
Offensive	Att	Off	Str	AP	Agi	
Student	<b>2</b>	<b>4</b>	<b>4</b>	<b>1</b>	<b>2</b>	Infernal Weapon
Lamassu	<b>2</b>	<b>4</b>	<b>5</b>	<b>2</b>	<b>4</b>	Harnessed, Magical Attacks
— Options —			pts-		—	
A single Artefact			no limit			

— 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), *Deceptive Glamour* (Witchcraft), and *Curse of Nezibkesh* (Hereditary Spell) ~~*The Wheel Turns*~~ (Witchcraft). This rule overrides the normal Spell Selection rules connected to being a Wizard Adept.

After Spell Selection (at the end of step 7 of the Pre-Game Sequence), the opponent **must** choose Power or Wisdom.

- If they choose Power, the Lamassu gains **Channel (1)** for the duration of the game.
- If they choose Wisdom, the model knows an additional spell that it selects immediately from the list of spells above.

# 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>	Battle Focus, 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>	Feigned Flight, Light Troops, Vanguard (6")		
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</b> , Fear, Swiftstride		
Defensive	HP	Def	Res	Arm		
	<b>4</b>	<b>C</b>	<b>5</b>	<b>C+2</b>	Aegis (2+, against Flaming Attacks)	
Offensive	Att	Off	Str	AP	Agi	
Acolyte of Lugar	<b>2</b>	<b>4</b>	<b>4</b>	<b>2</b>	<b>3</b>	
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.

— Options —

The Acolyte of Lugar **must** choose (one choice only):  
Paired Weapons free  
Great Weapon 5



## 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, Fearless, Fly (6", 12"), Light Troops, Supernal, 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>	Fearless, Fly (6", 12"), Light Troops, Supernal		
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	Fires of Industry (1), <b>Firing Platform</b> , Strider (Wall), <b>Wallbreaker</b> , 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.

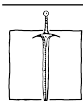
All models in the same unit as the model are considered to be in Soft Cover. In addition, they may choose to draw Line of Sight as if they were Gigantic and from any point of the Infernal Bastion's Front Facing when shooting or casting spells. If so, as long as the unit has at least one Full Rank:

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

# Core (Min. 25%)



## Infernal Warriors

265 pts + 12 pts/extra model

20–40 models



Height Standard  
Type Infantry  
Base 20×20 mm

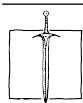
0–50–60 R&F Models with Flintlock Axe or Blunderbuss or Pistol per Army.

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	<a href="#">March and Shoot</a>
Options			pts	Command Group Options		pts
<b>Ziggurat Regulars</b>			3/model	Champion	20	
Shield			1/model	Musician	20	
Blunderbuss (3+)			4/model	Standard Bearer	20	
				Banner Enchantment	no limit	

Optional Model Rules

**Ziggurat Regulars:** Universal Rule.

The model gains **Fight in Extra Rank** and **Great Weapon**.



## Citadel Guard

290 pts + 19 pts/extra model

15–30 models



Height Standard  
Type Infantry  
Base 20×20 mm

0–50–60 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	<a href="#">March and Shoot</a>
Options			pts	Command Group Options		pts
<b>Must choose (one choice only):</b>				Champion	20	
Pistol (4+)			free	Musician	20	
Flintlock Axe (3+)			4/model	Standard Bearer	20	
Pistol (4+) and Spear			4/model	Banner Enchantment	no limit	

Model Rules

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

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, [as well as for benefiting from Vassal Governor 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, <b>Enslaved Porters</b> , 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>						<b>Musician</b>		20	
Paired Weapons			free						
Shield			1/model						
Model Rules									

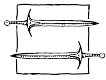
### Enslaved Porters: Universal Rule.

Right before the battle (during step 7 of the Deployment Phase Sequence), choose an Infantry unit with Infernal Brand on your Army List. The chosen unit gains **Commanding Presence** with the following restrictions: it has a range of 6" and can only benefit the unit with Enslaved Porters. In addition, while the unit with Enslaved Porters is not Engaged in Combat nor Fleeing, apply the following effects:

- The chosen unit gains **March and Shoot** until the end of the Movement Phase if it starts its March Move within 6" of the unit with Enslaved Porters.
- Any Health Point loss caused by Dangerous Terrain Tests on the chosen unit is ignored if the unit started the move that triggered the Dangerous Terrain Tests within 6" of the unit with Enslaved Porters. Instead, for each ignored Health Point loss, the unit with Enslaved Porters suffers 1 hit that wounds automatically, with no saves of any kind allowed.
- While Engaged in Combat and within 6" of the unit with Enslaved Porters, at step 2 of the Round of Combat Sequence, the chosen unit may gain **Flaming Attacks** until the end of the Round of Combat.



# Special (No limit)



## Kadim Incarnates

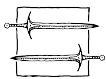
280 pts + 76 pts/extra model

3-6 models

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

Height Large  
Type Infantry  
Base 40×40 mm

Global	Adv	Mar	Dis	Model Rules		
	6"	12"	7	Bound or Broken, Fear, Fearless, Ghost Step, Light Troops, 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 —						
Champion					pts-	20



## Kadim Chariot

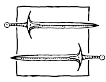
215 pts

single model

0-3 Units/Army

Height Large  
Type Construct  
Base 50×100 mm

Global	Adv	Mar	Dis	Model Rules		
	6"	6"	9	<b>Contract Driven</b> , 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.			The Acolytes of Lugar <b>must</b> choose (one choice only):			
Failed Charge Range rolls of the model in the Charge Phase must be rerolled.			Paired Weapons		free	
			Great Weapon		20	
— Options —						



## Immortals

320 pts + 23 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, <b>Terror</b> , <b>Whispers of the Mask</b>		
Defensive	HP	Def	Res	Arm		
	1	5	4	0	Infernal Armour, Shield	
Offensive	Att	Off	Str	AP	Agi	
Immortal	1	5	4	1	2	<b>Battle Focus</b>
Options			pts-	Command Group Options		pts-
<b>Must choose (one choice only):</b>				Champion	20	
Spear			free	Musician	20	
Great Weapon			1/model	Standard Bearer	20	
Infernal Weapon			2/model	Banner Enchantment	no limit	

### Model Rules

#### Whispers of the Mask: Universal Rule.

At step 2 of the Round of Combat Sequence, all models with Whispers of the Mask in the same unit may gain **Aegis (+1, against Melee Attacks)** and lose Battle Focus until the end of the Round of Combat.



## 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	<b>Feigned Flight</b> , Infernal Brand, <b>Opposition Research</b> , <b>Pact of Fire</b> , Scoring		
Defensive	HP	Def	Res	Arm		
	1	4	4	0	Aegis (2+, against Flaming Attacks), Aegis (5+), <b>Distracting</b>	
Offensive	Att	Off	Str	AP	Agi	
Disciple of Lugar	2	4	3	0	3	<b>Lethal Strike</b>
Options			pts-	Command Group Options		pts-
<b>Litigator</b> (0-15 Models/Unit, 0-1 Units/Army)			10	Champion	20	
<b>Must choose (one choice only):</b>				Musician	20	
Paired Weapons			free	Standard Bearer	20	
Great Weapon			3/model	Banner Enchantment	no limit	

### Model Rules

#### Opposition Research: Universal Rule.

If an army includes one or more units with Opposition Research, immediately before step 1 of the Deployment Phase Sequence (Determine who deploys first), the owner may choose one of the non-Character units on the opponent's Army List that can be deployed during the Deployment Phase. This unit loses Scout and Vanguard if it had it, and the opponent must immediately deploy this unit. This is done outside the normal Deployment procedure and is ignored when determining the first deployed unit and the number of deployed units.

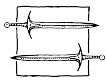
#### Pact of Fire: Universal Rule.

One use only. At step 2 of the Round of Combat Sequence, all models with Pact of Fire in the same unit may gain **Volcanic Embrace (1)** and lose Distracting until the end of the game.

### Optional Model Rules

#### Litigator: Universal Rule.

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



## Taurukh Enforcers

200 pts + 24 pts/extra model

5-12 models



0-4 Units/Army

Height Standard  
Type Beast  
Base 25×50 mm

0-50-60 R&F Models with Flintlock Axe or Blunderbuss or Pistol per Army.

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



## Taurukh Anointed

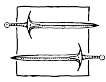
280 pts + 85 pts/extra model

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							
	7"	12"	9	Bodyguard (Taurukh Commissioner), Fear, Infernal Brand, Scoring							
Defensive	HP	Def	Res	Arm							
	3	5	5	0	Infernal Armour						
Offensive	Att	Off	Str	AP	Agi						
Taurukh Anointed	3	5	5	2	3	Impact Hits (1)					
Options			pts-			Command Group Options			pts-		
Shield				10/model		Champion					20
<b>Must</b> choose (one choice only):						Musician					20
Paired Weapons				free		Standard Bearer					20
Great Weapon				5/model		Banner Enchantment					no limit
Infernal Weapon				11/model							



## 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 —			pts—	— Command Group Options —		pts—
Musician				20	Vassal Chieftain* on Vassal Steed†	25
Standard Bearer				20	*See <a href="#">Vassal Levies</a> unit.	
Banner Enchantment				no limit	†See <a href="#">Character Mounts</a> .	



## 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

145 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 may only declare **Hold as voluntary Charge Reaction**.

### Options

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

Naphtha Thrower	free
Titan Mortar (4+)	5
Rocket Battery (4+)	35



# Infernal Artillery

135 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+)	70
Rocket Battery (4+)	105

—Additional Options—

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

	If Naphtha Thrower	If Titan Mortar	If Rocket Battery
Ether Cloud	free	20 pts	10 pts
Kadim Blessed	15 pts	35 pts	50 pts
Vaneb's Judgement	10 pts	free pts	free

# Instruments of Destruction (Max. 30%)



## Infernal Engine

410 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.

### Options

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

Titan Mortar (4+)	10
Naphtha Thrower	20
<b>Rock Crusher</b>	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.

### Additional Options

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

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

	If Naphtha Thrower	If Titan Mortar	If Rocket Battery
Ether Cloud	free pts	15 pts	free pts
Kadim Blessed	20 pts	30 pts	25 pts
<b>Vaneb's Judgement</b>	15 pts	free pts	15 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.



## Infernal Bastion

275 pts

single model

0–2 Units/Army

Height Gigantic  
Type Construct  
Base 60×100 mm

Global	Adv	Mar	Dis	Model Rules	
	<b>3"</b>	<b>9"</b>	<b>9</b>	Fires of Industry (1), <b>Firing Platform</b> , Infernal Brand, Not a Leader, Strider (Wall), <b>Wallbreaker</b> , War Platform	
Defensive	HP	Def	Res	Arm	
	<b>8</b>	<b>1</b>	<b>5</b>	<b>4</b>	
Offensive	Att	Off	Str	AP	Agi
Crew (6)	<b>1</b>	<b>4</b>	<b>3</b>	<b>0</b>	<b>2</b>
Battering Ram		<b>4</b>	<b>5</b>	<b>2</b>	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 Infernal Bastion's Front Facing when shooting or casting spells. 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 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.



## Kadim Titan

475 pts

single model

0–1 Units/Army

Height Gigantic  
Type Infantry  
Base 100×150 mm

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

310 pts

single model

0-3 Units/Army

Height Gigantic  
Type Infantry  
Base 50×75 mm

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

### Model Rules

**Giant See, Giant Do:** Universal Rule.  
The model gains **Infernal Armour** and **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.

### 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.

**Infernal Lash:** Close Combat Weapon.  
The model gains +2 Agility. 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.

**Tower Shield:** Personal Protection.  
The model gains Soft Cover against attacks from models Located in its Front Arc, and **Parry**.

### Options

	pts
<b>Big Brother</b>	30
One choice only:	
<b>Infernal Lash</b>	20
<b>Giant Club</b>	30
<b>Tower Shield</b>	30



# 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, <a href="#">March and Shoot</a>
<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		<a href="#">March and Shoot</a>
<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		<a href="#">March and Shoot</a>
<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		Impact Hits (1)
<b>Vassal Conjurer</b>	Adv	4"	Mar	8"	Dis	7						Bound or Broken, 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		
<b>Lamassu Scholar</b>	Adv	6"	Mar	12"	Dis	9						Fly (6", 12"), Infernal Brand, Light Troops, <a href="#">Not a Leader</a> , Riddle of the Lamassu
Large, Cavalry	HP	4	Def	4	Res	5	Arm	0				Fortitude (5+), Infernal Armour
Student	Att	2	Off	4	Str	4	AP	1	Agi	2		Infernal Weapon
Lamassu	Att	2	Off	4	Str	5	AP	2	Agi	4		Harnessed, Magical Attacks

## 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		<a href="#">Battle Focus</a> , 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)
<b>Acolyte of Lugar</b>	Att	2	Off	4	Str	4	AP	2	Agi	3		
Kadim Beast	Att	3	Off	3	Str	5	AP	1	Agi	4		<a href="#">Battle Focus</a> , Harnessed, <a href="#">Volcanic Embrace (D3)</a>
Chassis					Str	5	AP	2	Agi			Impact Hits (D3+1), Inanimate
<b>Bull of Shamut</b>	Adv	7"	Mar	14"	Dis	C						Fear, Fearless, Fly (6", 12"), Light Troops, Supernal, 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						Fearless, Fly (6", 12"), Light Troops, Supernal
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		<a href="#">Breath Attack (Str 4, AP 1, Divine Attacks, Flaming Attacks)</a> , Divine Attacks, Flaming Attacks, Harnessed, Impact Hits (D3)
<b>Infernal Bastion</b>	Adv	3"	Mar	9"	Dis	C						Fires of Industry (1), 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	-		<a href="#">Crush Attack</a> , 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		<a href="#">March and Shoot</a>
<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		<a href="#">March and Shoot</a>

<b>Vassal Levies</b>	Adv	4"	Mar	8"	Dis	7											Bound or Broken, 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, <a href="#">Enslaved Porters</a> , Insignificant
Standard, Infantry	HP	1	Def	2	Res	4	Arm	0									
Shackled Slave	Att	1	Off	2	Str	3	AP	0	Agi	1							

## Special

<b>Kadim Incarnates</b>	Adv	6"	Mar	12"	Dis	7											Bound or Broken, Fear, Fearless, Ghost Step, Light Troops, Supernatural
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>Immortals</b>	Adv	3"	Mar	9"	Dis	9											Bodyguard, Infernal Brand, Scoring, <a href="#">Terror</a> , <a href="#">Whispers of the Mask</a>
Standard, Infantry	HP	1	Def	5	Res	4	Arm	0									Infernal Armour, Shield
Immortal	Att	1	Off	5	Str	4	AP	1	Agi	2							<a href="#">Battle Focus</a>
<b>Disciples of Lugar</b>	Adv	4"	Mar	12"	Dis	9											<a href="#">Feigned Flight</a> , Infernal Brand, <a href="#">Opposition Research</a> , Pact of Fire, Scoring
Standard, Infantry	HP	1	Def	4	Res	4	Arm	0									Aegis (2+, against Flaming Attacks), Aegis (5+), <a href="#">Distracting</a>
Disciple of Lugar	Att	2	Off	4	Str	3	AP	0	Agi	3							<a href="#">Lethal Strike</a>
<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)
<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 -
<b>Kadim Titan</b>	Adv	7"	Mar	14"	Dis	8			Bound or Broken, Fearless, Supernal
Gigantic, Infantry	HP	7	Def	4	Res	6	Arm	2	Aegis (2+, against Flaming Attacks), Aegis (5+)
Kadim Titan	Att	5	Off	4	Str	6	AP	2	Agi 4
<b>Citizen Giant</b>	Adv	7"	Mar	14"	Dis	8			Giant See, Giant Do
Gigantic, Infantry	HP	7	Def	3	Res	5	Arm	1	Infernal Armour
Citizen Giant	Att	5	Off	3	Str	5	AP	2	Agi 3

## Shooting Weapons

Name	Artillery	Range	Str	AP	Shots	Rules
Blunderbuss	-	12"	5	3	1	Accurate Half of the hits become Str 3 AP 0
Flintlock Axe	-	16"	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"	3 {4}	0 {1}	1	Accurate Flaming Attacks Move or Fire {Multiple Wounds (D3)}
Naphtha Thrower (Infernal Engine)	Flamethrower	18"	3 {4}	0 {1}	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"	5	2	4	Accurate Move or Fire Multiple Wounds (D3) Misfires on two '1'
Rocket Battery (Infernal Engine)	-	24"	5	2	4	Multiple Wounds (D3) Quick to Fire Misfires on two '1'
Titan Mortar (Gunnery Team)	Catapult (4x4)	6-30"	3 [7]	0 [4]	1	March and Shoot [Multiple Wounds (D3, Clipped Wings)] Quick to Fire
Titan Mortar (Infernal Artillery)	Catapult (4x4)	6-36"	3 [7]	0 [4]	1	Accurate Move or Fire [Multiple Wounds (D3, Clipped Wings)]
Titan Mortar (Infernal Engine)	Catapult (4x4)	6-30"	3 [7]	0 [4]	1	[Multiple Wounds (D3, Clipped Wings)] Quick to Fire
Triple Speed	-	16"	4	2	3	Never hits on worse than 3+
Vassal Slingshot (Bolt Thrower)	-	48"	3 [6]	10	1	Area Attack (1x5) [Multiple Wounds (D3)]
Vassal Slingshot (Oil Flask Thrower)	-	36"	1	0	3	One Incendiary per successful hit

## Shooting Model Rules

Kadim Blessed	The attacks gain +1 Strength, +1 Armour Penetration, and become <b>Flaming Attacks</b> .
Ether Cloud	Within 6" of the target lose Channel and suffer -1 to hit.
Vaneb's Judgement	<b>Divine Attacks</b> and AP set to 0. Armor save rolls of '1', '2', and '3' are <b>always</b> failed.
Oil Skins	If chosen: Str 1, -6" range, one or more hit → target gains Incendiary.

# Changelog

## beta 3

### Design Changes

- Incendiary: Removed the extra hits when the target was already flammable
- Oil Skins: If the unit with Oil Skins has 3 or more ranks then it applies two incendiary markers instead of one
- Flintlock Axe: Range reduced to 16"
- Blunderbuss: Completely reworked, see model rules section
- Shooting Weapons: The Pistol, Blunderbuss, Flintlock Axe models limitation is increased from 50 to 60
- Naphtha Thrower: reduced Str and Ap by 1, Panic test caused are at -1 Discipline
- Rocket Battery: Reduced Str and Ap by 1
- Titan Mortar: Reduced Str and Ap by 1
- Kadim Blessed: New ammo type, give +1 Str, +1 Ap and Flaming attacks
- Ether Cloud: The target and all the warmachines within 6" lose Channel and get -1 to hit
- Vaneb's Judgement: New ammo type that replace Cluster Munitions, gives Divine attacks, reduce Ap to 0 but armour saves of '1','2','3' against it are always failed
- Curse of Nezibkesh: Now it also give 1 incendiary marker, increased casting cost to 6+/7+
- Mask of Ages: Rules modified to match the changes to the Immortals
- Golden Idol of Shamut: The movement is modified only if the bearer is Infantry
- Triple Speed: Gain magical attacks
- Blessed Icon of Zalaman Tekash: Completely reworked, instead of creating a wall now reduces to 0 the AP of special attacks on the bearer's unit
- Overlord: Can buy the rule Arrogance, removed March and Shoot
- Vizier: Gain the option to buy a spear and the option to buy a pistol, removed March and Shoot
- Prophet: If Prophet of Ashuruk it gains the option to buy a Seat of Authority, Prophet of Lugar wording standardized, removed March and Shoot
- Lamassu Scholar: Moved to the Characters section, gained Not a Leader, changed the spell selection and changed the Riddle of the Lamassu rule, now the opponent have to choose between the Lamassu gaining channel(1) or an additional spell
- Seat of Authority: Gained Battle Focus
- Kadim Chariot: Gained a Acolyte of Lugar model part
- Infernal Warriors: Removed 0-3 units limitation, increased minum size to 20, renamed the Great Weapon and Fight in Extra Rank upgrade to Ziggurat Regulars, removed March and Shoot
- Citadel Guard: Removed March and Shoot
- Vassal Chieftain: Now count as being 6" closer also for being affected by Vassal Governor
- Shackled Slaves: Special rule completely reworked
- Taurukh Enforcers: Must choose a weapon option
- Taurukh Anointed: Must choose a weapon option
- Disciple of Lugar: Heavily reworked
- Gunnery Team: No longer get -1 Str and Ap on their artillery weapons, can't choose ammo options anymore
- Immortals: Gained Terror and Battle Focus, Whisper of the Mask reworked
- Infernal Engine: The Steel Juggernaut upgrade no longer lose Quick to Fire
- Citizen Giant: Vaneb Blessed Maul now gives +2 Agility and is renamed into Infernal Lash

## Cost Changes

### Special Items:

- Triple Speed 75 ↘ 65
- Mask of Ages 75 ↘ 70
- Blaze of Protection 40 ↘ 35
- Golden Idol of Shamut 45 ↗ 50
- Blessed Icon of Zalaman Tekash 50 ↘ 40

### Characters:

- Overlord:
  - Bull of Shamut 205 ↘ 200
  - Great Bull of Shamut 400 ↗ 420
- Prophet:
  - Kadim Chariot 65 ↗ 75
  - Flintlock Axe 10 ↘ 5
  - Bull of Shamut 140 ↘ 130
  - Great Bull of Shamut 370 ↗ 385
  - Great Weapon 5 ↗ 10
  - Infernal Weapon 10 ↘ 5
- Taurukh Commissioner:
  - Base cost 265 ↘ 250

### Core:

- Infernal Warriors:
  - Base cost 165 ↗ 265
  - Blunderbuss 6 ↘ 4
- Citadel Guard:
  - Base cost 300 ↘ 290
  - Additional models 21 ↘ 19
  - Flintlock Axe 6 ↘ 4

### Special:

- Immortals:
  - Base cost 345 ↘ 320
  - Additional models 27 ↘ 23
  - Great Weapon free ↗ 1
  - Infernal Weapon 1 ↗ 2
- Disciples of Lugar:
  - Litigator 5 ↗ 10
- Kadim Incarnates:
  - Additional models 80 ↘ 76
- Taurukh Enforcers:

- Paired Weapons 1 ↘ free
- Shield 3 ↗ 4
- Taurukh Anointed:
  - Additional models 86 ↘ 85
  - Shield 8 ↗ 10
  - Paired Weapons 3 ↘ free
  - Great Weapon 11 ↘ 5
  - Infernal Weapon 13 ↘ 11
- Vassal Cavalry:
  - Vassal Chieftain 30 ↘ 25
- Gunnery Team:
  - Naphtha Thrower, Base cost 150 ↘ 145
  - Rocket Battery, Base cost 185 ↘ 180
- Infernal Artillery:
  - Naphtha Thrower, Base cost 160 ↘ 135
  - Naphtha Thrower, Ether Cloud 5 ↘ free
  - Naphtha Thrower, Kadim Blessed free ↗ 15
  - Naphtha Thrower, Vaneb's Judgement 5 ↗ 10
  - Titan Mortar, Base cost 235 ↘ 205
  - Titan Mortar, Ether Cloud 10 ↗ 20
  - Titan Mortar, Kadim Blessed 10 ↗ 35
  - Rocket Battery, Base cost 275 ↗ 240
  - Rocket Battery, Ether Cloud free ↗ 10
  - Rocket Battery, Kadim Blessed 15 ↗ 50
  - Rocket Battery, Vaneb's Judgement 15 ↘ free

### Instruments of Destruction:

- Infernal Engine:
  - Rock Crusher free ↗ 20
  - Titan Mortar, Steel Juggernaut 10 ↗ 35
  - Rocket Battery, Steel Juggernaut 10 ↗ 35
  - Naphtha Thrower, Kadim Blessed 5 ↗ 20
  - Naphtha Thrower, Vaneb's Judgement free ↗ 15
  - Titan Mortar, Vaneb's Judgement 10 ↘ free
  - Titan Mortar, Ether Cloud 10 ↗ 15
  - Titan Mortar, Kadim Blessed 10 ↗ 30
  - Rocket Battery, Kadim Blessed 10 ↗ 25
  - Rocket Battery, Vaneb's Judgement 10 ↗ 15
- Citizen Giant:
  - Base cost 300 ↗ 310
  - Tower Shield 35 ↘ 30