

THE IX AGE FANTASY BATTLES



Infernal Dwarves

Army Book (Core Rules)

2nd Edition, version 2021 beta 1 – December 30, 2020

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The 9th Age: Fantasy Battles is a community-made miniatures wargame. All rules in this book are considered part of the Core Rules of T9A and should be available for use in any game. All rules and feedback can be found and given at: 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. Copyright Creative Commons license: the-ninth-age.com/license.html. Edited with .

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.

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. Being affected by more than one instance of Ether Cloud does not stack.

Kadim Blessed – Shooting

The attacks become **Flaming Attacks** and gain +1 Strength and +1 Armour Penetration (including any values in brackets).

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.
- 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

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

Range 12", Shots 1, Str 5, AP 3, Accurate. 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

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

Range 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 3 {4}, AP 0 {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 5, AP 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 3 [7], AP 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>
H Curse of Nezibkesh ⟨6+⟩ {7+}	⟨36"⟩ {18"}	Hex	Permanent	The target gains 1 Incendiary marker. In addition, the target suffers –1 Offensive Skill and Defensive Skill { and an additional –1 for every Incendiary marker on the target (if the number of markers changes, so will the modifier) } until the start of the next friendly Magic Phase, 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
Enchantment: Suit of Armour.
The bearer gains **Aegis (+1, against Melee Attacks)**, **Battle Focus**, and **Fear**. 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

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

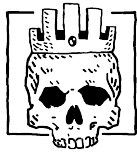
A single model part of the bearer's model can reroll a single failed to-hit, to-wound, or Armour Save roll per Player Turn. Crush Attacks are not affected.

Gauntlets of Madzhab 25 pts

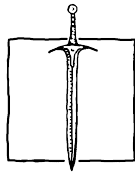
Infantry models only.

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.

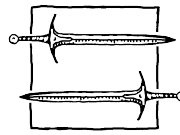
Army Organisation



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		
	3"	9"	10	Infernal Brand, Keys to the Citadel		
Defensive	HP	Def	Res	Arm		
	3	7	5	0	Infernal Armour	
Offensive	Att	Off	Str	AP	Agi	
Overlord	4	7	4	1	4	Hatred

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:

Arrogance (on foot only)	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 Characters and Champions gain **Frenzy** if the Overlord's unit is within 12" and within their unit's Line of Sight.



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	
— Magic Options —			pts-		— Options — pts-	
Wizard Adept				75	Must choose (one choice only):	
Wizard Master				225	Prophet of Lugar*	free
					Prophet of Shamut*	5
Alchemy		Occultism			Prophet of Nezibkesh*	15
					Prophet of Ashuruk*	25
			Pyromancy		*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.

Regardless of its chosen Path, the model knows *Alchemical Fire* (Alchemy) and *Blaze* (Pyromancy).

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-
Must choose (one choice only):		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		
	3"	9"	9	Infernal Brand		
Defensive	HP	Def	Res	Arm		
	3	6	5	0	Infernal Armour	
Offensive	Att	Off	Str	AP	Agi	
Vizier	3	6	4	1	3	
— 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		
	7"	12"	9	Fear, Infernal Brand		
Defensive	HP	Def	Res	Arm		
	4	6	5	0	Infernal Armour	
Offensive	Att	Off	Str	AP	Agi	
Taurukh Commis.	4	6	5	2	4	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		
	4"	8"	7	Bound or Broken, Not a Leader, Wizard Apprentice		
Defensive	HP	Def	Res	Arm		
	3	3	3	0		
Offensive	Att	Off	Str	AP	Agi	
Vassal Conjurer	1	3	3	0	3	
— Magic Options —			pts-		Options — pts-	
Wizard Adept			75		Special Items up to 75	
					Light Armour 5	
Pyromancy			Witchcraft		— Mount Options — pts-	
					Vassal Steed (Wizard Adept only) 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	6"	12"	9	Fly (6", 12"), Infernal Brand, Light Troops, Not a Leader, Riddle of the Lamassu		
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	4	1	2	Infernal Weapon
Lamassu	2	4	5	2	4	Harnessed, Magical Attacks
— Options —			pts-			
A single Artefact			no limit			

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). 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		
	4"	8"	C	Vassal Governor		
Defensive	HP	Def	Res	Arm		
	C	C	C	C+1		
Offensive	Att	Off	Str	AP	Agi	
Seat of Authority	4	3	3	0	3	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		
	8"	16"	C	Feigned Flight, Light Troops, Vanguard (6")		
Defensive	HP	Def	Res	Arm		
	C	C	C	C+1		
Offensive	Att	Off	Str	AP	Agi	
Vassal Steed	2	3	3	1	3	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		
	6"	6"	C	Contract Driven, Fear, Swiftstride		
Defensive	HP	Def	Res	Arm		
	4	C	5	C+2	Aegis (2+, against Flaming Attacks)	
Offensive	Att	Off	Str	AP	Agi	
Champion of Lugar	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—

Contract Driven: Universal Rule.

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

—Options—

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

pts



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	7"	14"	C	Fear, Fearless, Fly (6", 12"), Light Troops, Supernal, Towering Presence		
Fly	6"	12"				
Defensive	HP	Def	Res	Arm	Model Rules	
	4	C	5	C	Aegis (5+)	
Offensive	Att	Off	Str	AP	Agi	Model Rules
Bull of Shamut	4	4	5	2	3	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	7"	14"	C	Fearless, Fly (6", 12"), Light Troops, Supernal		
Fly	6"	12"				
Defensive	HP	Def	Res	Arm	Model Rules	
	6	5	6	2	Aegis (5+)	
Offensive	Att	Off	Str	AP	Agi	Model Rules
Great Bull of Shamut	5	5	6	3	3	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), Firing Platform , 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.

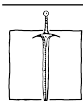
All models in the same unit as the model are considered to be in Soft Cover. In addition, they may choose to draw Line of Sight as if they were Gigantic and from any point of the Infernal Bastion's Front Facing when shooting or casting spells. If so, as long as the unit has at least one Full Rank:

- 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 contains at least 1 R&F model 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

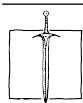
0–60 R&F Models with Flintlock Axe or Blunderbuss or Pistol per Army.

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	
Options			pts	Command Group Options		pts
Ziggurat Regulars			3/model	Champion	10	
Shield			1/model	Musician	10	
Blunderbuss (3+)			4/model	Standard Bearer	10	
				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

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

Global	Adv	Mar	Dis	Model Rules		
	3"	9"	9	Infernal Brand, Let Them Come! , 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	
Options			pts	Command Group Options		pts
Must choose (one choice only):				Champion	10	
Pistol (4+)			free	Musician	10	
Flintlock Axe (3+)			4/model	Standard Bearer	10	
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			10		
Must choose (one choice only):						Standard Bearer			10		
Paired Weapons			free			Banner Enchantment			no limit		
Shield			1/model			Vassal Chieftain (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	First Amongst Inferiors	
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, Enslaved Porters , 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

Must choose (one choice only):

Paired Weapons

Shield

free

1/model

Musician

10

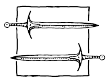
Model Rules

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 Player Turn 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 —					pts-	
Champion					10	



Kadim Chariot

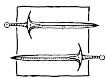
215 pts

single model

0-3 Units/Army

Height Large
Type Construct
Base 50×100 mm

Global	Adv	Mar	Dis	Model Rules		
	6"	6"	9	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	
Champion 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 —					pts-	
Contract Driven: Universal Rule. Failed Charge Range rolls of the model in the Charge Phase must be rerolled.					Options	
					Champions of Lugar must choose (one choice only):	
					Paired Weapons	free
					Great Weapon	20



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, Fear, Infernal Brand, Scoring, Whispers of the Mask		
Defensive	HP	Def	Res	Arm		
	1	5	4	0	Infernal Armour, Shield	
Offensive	Att	Off	Str	AP	Agi	
Immortal	1	5	4	1	2	Battle Focus
Options			pts-	Command Group Options		pts-
Must choose (one choice only):				Champion		10
Spear			free	Musician		10
Great Weapon			1/model	Standard Bearer		10
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	Infernal Brand, Opposition Research , Pact of Fire , Scoring		
Defensive	HP	Def	Res	Arm		
	1	4	4	0	Aegis (2+, against Flaming Attacks), Aegis (5+), Distracting	
Offensive	Att	Off	Str	AP	Agi	
Disciple of Lugar	2	4	3	0	3	Lethal Strike
Options			pts-	Command Group Options		pts-
Litigator (0-15 Models/Unit, 0-1 Units/Army)			10	Champion		10
Must choose (one choice only):				Musician		10
Paired Weapons			free	Standard Bearer		10
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.

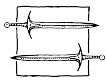
Pact of Fire: Universal Rule.

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

0-60 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				10	
Blunderbuss (3+)				5/model		Musician				10	
Must choose (one choice only):						Standard Bearer				10	
Paired Weapons				free		Banner Enchantment				no limit	
Great Weapon				3/model							
Infernal Weapon				5/model							



Taurukh Anointed

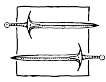
280 pts + 85 pts/extra model

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				10	
Must choose (one choice only):						Musician				10	
Paired Weapons				free		Standard Bearer				10	
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				10	Vassal Chieftain* on Vassal Steed†	25
Standard Bearer				10	*See Vassal Levies unit.	
Banner Enchantment				no limit	†See Character Mounts .	



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, Vassal Slingshot (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	Cumbersome , 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	Base Plate , 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—

Must choose (one choice only):	pts-
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	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), Full Steam Ahead! , Furnace Breach , 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
Steel Juggernaut	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	15 pts	free
Kadim Blessed	20 pts	30 pts	25 pts
Vaneb's Judgement	15 pts	free	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.
- The Chassis' Attack Value and Offensive Skill are **set** to 3.

Options

Must choose (one choice only):

Titan Mortar (4+)	free
Naphtha Thrower	20
Rock Crusher	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.



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 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 contains at least 1 R&F model 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	
	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

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	Giant See, Giant Do		
Defensive	HP	Def	Res	Arm		
	7	3	5	1		
Offensive	Att	Off	Str	AP	Agi	
Citizen Giant	5	3	5	2	3	Rage

—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.

—Options—

Big Brother 30
One choice only:
Infernal Lash 20
Giant Club 30
Tower Shield 30

—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**.

Quick Reference Sheet

Characters

Overlord	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
Prophet	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		
Vizier	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		
Taurukh Commis.	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)
Vassal Conjurer	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		
Lamassu Scholar	Adv	6"	Mar	12"	Dis	9						Fly (6", 12"), Infernal Brand, Light Troops, Not a Leader, 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

Seat of Authority	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		Battle Focus, Harnessed
Vassal Steed	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
Kadim Chariot	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)
Champion of Lugar	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
Bull of Shamut	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)
Great Bull of Shamut	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		Breath Attack (Str 4, AP 1, Divine Attacks, Flaming Attacks), Divine Attacks, Flaming Attacks, Harnessed, Impact Hits (D3)
Infernal Bastion	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	-		Crush Attack, Harnessed, Impact Hits (D3+1)

Core

Infernal Warriors	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		
Citadel Guard	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		

Vassal Levies	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
Vassal Chieftain	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			
Shackled Slaves	Adv	4"	Mar	8"	Dis	4							Bound or Broken, Enslaved Porters, Insignificant
Standard, Infantry	HP	1	Def	2	Res	4	Arm	0					
Shackled Slave	Att	1	Off	2	Str	3	AP	0	Agi	1			

Special

Kadim Incarnates	Adv	6"	Mar	12"	Dis	7							Bound or Broken, Fear, Fearless, Ghost Step, Light Troops, Supternal
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)
Kadim Chariot	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+)
Champion 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
Immortals	Adv	3"	Mar	9"	Dis	9							Bodyguard, Fear, Infernal Brand, Scoring, Whispers of the Mask
Standard, Infantry	HP	1	Def	5	Res	4	Arm	0					Infernal Armour, Shield
Immortal	Att	1	Off	5	Str	4	AP	1	Agi	2			Battle Focus
Disciples of Lugar	Adv	4"	Mar	12"	Dis	9							Infernal Brand, Opposition Research, Pact of Fire, Scoring
Standard, Infantry	HP	1	Def	4	Res	4	Arm	0					Aegis (2+, against Flaming Attacks), Aegis (5+), Distracting
Disciple of Lugar	Att	2	Off	4	Str	3	AP	0	Agi	3			Lethal Strike
Taurukh Enforcers	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)
Taurukh Anointed	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)
Vassal Cavalry	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
Vassal Slingshot	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+)
Gunnery Team	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
Infernal Artillery	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

Infernal Engine	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)
Infernal Bastion	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)

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

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 become Flaming Attacks and gain +1 Strength and +1 Armour Penetration (including any values in brackets).
Ether Cloud	Within 6" of the target lose Channel and suffer -1 to hit.
Vaneb's Judgement	Divine Attacks and AP set to 0. Armor save rolls of '1', '2', and '3' are always failed.
Oil Skins	If chosen: Str 1, -6" range, one or more hit → target gains Incendiary.

Changelog

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Cost Changes

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