

THE IX AGE

FANTASY BATTLES



Infernal Dwarves

Army Book (Core Rules)

2nd Edition, version 2021 beta 3 – April 8, 2021

Army Model Rules	2	Characters	6
Hereditary Spell	4	Character Mounts	10
Special Items	4	Core	13
Army Organisation	6	Special	16
Quick Reference Sheet	25	Instruments of Destruction	22
Changelog	28		



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 \LaTeX .

Army Model Rules

Universal Rules

Ash Storm

Enemy units cannot declare Stand and Shoot Charge Reactions against the model's unit.

Fires of Industry (X)

The sum of the Fires of Industry values stated in brackets of all models in the army is restricted to **1 per 750 Army Points, rounding fractions up**.

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 gains **Commanding Presence** with the following restrictions: it has a range of 6" and can only benefit Insignificant models. In addition, Standard Height units with more than half of their models with Infernal Brand double their number of Full Ranks for the purpose of Steadfast in the First Round of Combat unless Charging.

Mechanised Support

The model must be deployed in, and can only join, a unit that includes at least one R&F model with Infernal Brand. The model can never voluntarily leave its unit.

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" and 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

Oil Flasks – Close Combat, Shooting

If one or more simultaneous attacks with Oil Flasks hit, after resolving these attacks, the target unit gains one Incendiary marker, or two if the attacking unit has 3 Full Ranks or more.

Special Attacks

Volcanic Embrace (X)

The model part gains **Grind Attacks (X)**, where X corresponds to the value stated in brackets. [The Strength of these Grind Attacks is always equal to the Armour of the model that the hit is distributed onto, and their Armour Penetration is set to 4.](#) In addition, attacks made by the model part, including Special Attacks, [become Flaming Attacks and Magical Attacks.](#)

Armoury

Infernal Armour – Armour Equipment

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, March and Shoot, Quick to Fire.** [Does not suffer the negative to-hit modifier from a Stand and Shoot Charge Reaction.](#)

Flintlock Axe – Shooting Weapon

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

Range 18”, Shots 1, Str 4, AP 2. Counts as a Close Combat Weapon with **Two-Handed** in close combat. Close Combat Attacks made with it gain +1 Strength. Can be enchanted like a Close Combat Weapon, but only Close Combat Attacks are affected by the Weapon Enchantment unless specifically stated otherwise. [The model may shoot from the third rank \(in addition to the first and second\).](#)

Naphtha Thrower – Artillery Weapon

0–2 Models/Army.

Flamethrower. Range 12”, Shots 1, Str 4 {5}, AP 1 {2}, **Flaming Attacks, March and Shoot, {Multiple Wounds (D3)}**.

Rocket Battery – Artillery Weapon

0–2 Models/Army.

Range 18”, Shots 4, Str 6, AP 3, **Multiple Wounds (D3), Quick to Fire.**

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 6–18”, Shots 1, Str 4 [8], AP 1 [5], **[Multiple Wounds (D3, Clipped Wings)], Quick to Fire.**

Infernal Weapon – Close Combat Weapon

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

Hereditary Spell

Casting Value	Range	Type	Duration	Effect
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 55 pts
 Enchantment: Infernal Weapon.
 Attacks made with this weapon become **Flaming Attacks** and **Magical Attacks** and gain **Multiple Wounds (D3, against Flammable)**.

Eye of the Bull 45 pts
 Enchantment: Flintlock Axe.
 Close Combat Attacks and Shooting Attacks made with this weapon hit automatically. These hits are resolved with Strength 5, Armour Penetration 10, and **Magical Attacks**. In addition, the wielder's Attack Value is set to 1 and Close Combat Attacks made with this weapon gain **Multiple Wounds (2)**.

Flame of the East 45 pts
 Enchantment: Close Combat Weapon.
 The wielder gains **Volcanic Embrace (2D3)**.

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 50 pts

Cannot be taken by **Vassal Cavalry** or 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.

Their Master's Banner 50 pts

Vassal Levies and Vassal Cavalry only.

While the bearer's unit is within 6" of one or more models with Infernal Brand, models in the bearer's unit without Infernal Brand gain **Battle Focus** and may reroll failed Charge Range rolls in the Charge Phase.

Artefacts

Breath of the Brass Bull 80 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)**.

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 **natural** '3'. If the bearer would suffer a Witch-fire Miscast effect, treat it as Magical Inferno instead.

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 55 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).

Icon of Ashuruk 40 pts

One use only. May be activated at the start of any Melee Phase. The bearer gains **Volcanic Embrace (X)**, where X is the number of friendly units within 6" that contain at least one model with Magical Attacks. In addition, attacks made by friendly units within 6" of the bearer, except attacks made by the bearer, lose Flaming Attacks and Magical Attacks (if applicable). The effects last until the end of the Player Turn.

Lugar's Dice 40 pts

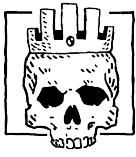
A single model part of the bearer's model can reroll a single failed to-hit, to-wound, or Armour Save roll per Player Turn. Crush Attacks are not affected.

Gauntlets of Madzhab 25 pts

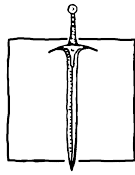
Infantry models only.

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.

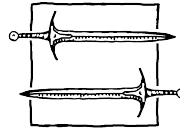
Army Organisation



Characters
Max. 40%



Core
Min. 25%



Special
No limit



Instruments of Destruction
Max. 25%

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)	30
Taurukh Ritual (on foot only)	120
Special Items	up to 175
Shield	5
Blunderbuss (5+)	5

— Mount Options —

Bull of Shamut (IoD)	180
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




185 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 Shamut*	free
					Prophet of Lugar*	10
Alchemy	Occultism	Pyromancy			Prophet of Nezibkesh*	20
					Prophet of Ashuruk*	30
					*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 **Flaming Attacks and Magical Attacks**. If on foot, the model gains **Ghost Step**, 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	65	One choice only:	
		Paired Weapons	5
		Great Weapon	10

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)	210	One choice only:	
		Blunderbuss (5+)	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)	410	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)				65	Seat of Authority	30
Battle Standard Bearer				50	Bull of Shamut (IoD)	180
Special Items				up to 150		
Shield				5		
One choice only:						
Blunderbuss (5+)				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

120 pts

single model

Height Standard
Type Infantry
Base 20×20 mm

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

Model Rules

Unbranded: Universal Rule.

The model cannot take any Special Items from this Army Book and cannot cast *Curse of Nezibkesh* (Hereditary Spell). It cannot join units with more than half of their models with Infernal Brand or units of Shackled Slaves.

Magic Options

Wizard Adept 75 pts



Pyromancy



Witchcraft

Options

Special Items up to 75 pts

Light Armour 5 pts

Mount Options

Vassal Steed (Wizard Adept only) 20 pts



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, Towering Presence		
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

A single Artefact no limit pts

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). This rule overrides the normal Spell Selection rules connected to being a Wizard Adept.

Before Spell Selection (at the start 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	Tall, 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 Flasks** 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 **Insignificant**. ~~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		
	7"	7"	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						
Kadim Beast	3	3	4	2	4	Battle Focus , Harnessed, Volcanic Embrace (2)
Chassis			5	2		Impact Hits (D3+1), Inanimate



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 the maximum number of Infernal Bastions allowed from [Special](#).

Global	Adv	Mar	Dis	Model Rules		
	3"	9"	C	Fires of Industry (1), Firing Platform , Mechanised Support , 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)	

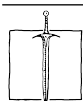
— Model Rules —

Firing Platform: Universal Rule.

The model can use [Special Attacks](#) only against enemy units Engaged in the model's Front Facing. 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.

Core (Min. 25%)



Infernal Warriors

260 pts + 11 pts/extra model

20–40 models



Height Standard
Type Infantry
Base 20×20 mm

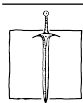
0–60 R&F Models with Flintlock Axe or Blunderbuss or Pistol per Army.

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				5/model	Champion	10
Shield				1/model	Musician	10
Blunderbuss (5+)				5/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

280 pts + 17 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
Pistol (4+) and Spear				4/model	Standard Bearer	10
Flintlock Axe (3+) (0–25 Models/Unit)				5/model	Banner Enchantment	no limit



Vassal Levies

125 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, Insignificant, 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 Flasks					
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)			40		
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

120 pts + 4 pts/extra model

20-40 models

Height Standard
Type Infantry
Base 25x25 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):					Musician		10
Shield					free		
Paired Weapons					1/model		

Model Rules

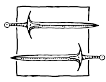
Enslaved Porters: Universal Rule.

Shackled Slaves do not cause Panic Tests in other friendly units. At start of the First Game Turn and at the start of each friendly Player Turn, if the Shackled Slaves unit is not Fleeing, Shaken, or Engaged, choose a single friendly Standard Height unit with more than half of its models with Infernal Brand within 6":

- If the Shackled Slaves unit is equipped with Shields, the chosen unit gains Soft Cover.
- If the Shackled Slaves unit is equipped with Paired Weapons, the chosen unit must reroll natural to hit rolls of '1' with its Close Combat Attacks.

The effects last until the start of the next friendly Player Turn.

Special (No limit)



Kadim Incarnates

300 pts + **80** 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"	6	Ash Storm, Bound or Broken , Fear, Fearless, Ghost Step, Insignificant, Light Troops , Supernal, Swiftstride	
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	4	2	4 Volcanic Embrace (2)
— Command Group Options —					pts -
Champion					10



Kadim Chariot

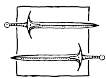
220 pts

single model

0-3 Units/Army

Height Large
Type Construct
Base 50×100 mm

Global	Adv	Mar	Dis	Model Rules	
	7"	7"	9	Contract Driven, Fear, Infernal Brand, Swiftstride	
Defensive	HP	Def	Res	Arm	
	4	4	5	2	Aegis (2+, against Flaming Attacks), Aegis (5+)
Offensive	Att	Off	Str	AP	Agi
Champion of Lugar (2)	2	4	4	1	3 Flaming Attacks, Magical Attacks
Kadim Beast	3	3	4	2	4 Battle Focus, Harnessed, Volcanic Embrace (2)
Chassis			5	2	Impact Hits (D3+1), Inanimate
— Options —					pts -
Champions of Lugar must choose (one choice only):					
Paired Weapons					free
Great Weapon					20



Immortals

300 pts + 24 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

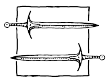
345 pts + 20 pts/extra model

15-30 models



Height Standard
Type Infantry
Base 20×20 mm

Global	Adv	Mar	Dis	Model Rules							
	4"	12"	9	Ash Storm, Ghost Step, Infernal Brand, Opposition Research , Pact of Fire , Scoring, Theocratic Litigators							
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	4	1	3	Flaming Attacks, Lethal Strike , Magical Attacks					
Model Rules			Options			pts-					
Theocratic Litigators: Universal Rule.						Must choose (one choice only):					
The bearer's unit and enemy units 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.						Paired Weapons			free		
						Great Weapon			2/model		
Model Rules			Command Group Options			pts-					
						Champion			10		
						Musician			10		
						Standard Bearer			10		
						Banner Enchantment			no limit		



Taurukh Enforcers

210 pts + 25 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	5	0	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 (5+) (0-1 Units/Army)			6/model		Musician	10		
Must choose (one choice only):					Standard Bearer	10		
Paired Weapons			free		Banner Enchantment	no limit		
Great Weapon			2/model					
Infernal Weapon			5/model					



Taurukh Anointed

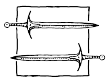
280 pts + 85 pts/extra model

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

190 pts + 12 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, Insignificant, 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 Flasks, Bow (4+), Lance, Light Lancee
Vassal Steed	2	3	3	1	3	Harnessed
— Command Group Options —						
Musician				10 pts-	Vassal Chieftain* on Vassal Steed†	30 pts-
Standard Bearer				10	*See Vassal Levies unit.	
Banner Enchantment				no limit	†See Character Mounts.	



Vassal Slingshot

125 pts

single model

0–2 Units/Army

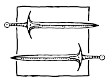
Height Standard
Type Construct
Base 60 mm round

Global	Adv	Mar	Dis	Model Rules		
	4"	4"	7	Bound or Broken, Fires of Industry (1), Insignificant, 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

160 pts

single model

0-3 Units/Army

Height Standard
Type Construct
Base 40x40 mm

Global	Adv	Mar	Dis	Model Rules		
	3"	9"	9	Cumbersome , Fires of Industry (2), Infernal Brand, Mechanised Support, Not a Leader, War Platform		
Defensive	HP	Def	Res	Arm		
	3	4	4	0	Hard Target (1), Infernal Armour	
Offensive	Att	Off	Str	AP	Agi	
Gunnery Team	2	4	4	1	2	March and Shoot , Quick to Fire

Options pts-

Must choose (one choice only):

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



Infernal Artillery

155 pts

single model

Height Large
Type Construct
Base 75 mm round

Global	Adv	Mar	Dis	Model Rules		
	3"	3"	9	Fires of Industry (2), Higher Calibre , 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

Higher Calibre: Universal Rule.

The maximum range of the model's Artillery Weapon is doubled. Enemy units hit by the weapon suffer -1" Advance Rate to a minimum of 3" and -2" March Rate to a minimum of 6" until the start of the next friendly Player Turn.

Options

Must choose (one choice only):

Naphtha Thrower	free
Titan Mortar (4+)	85
Rocket Battery (4+)	125



Infernal Bastion

265 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, Mechanised Support , 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.

The model can use **Special Attacks** only against enemy units **Engaged in the model's Front Facing**. 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.

Instruments of Destruction (Max. 25%)



Infernal Engine

410 pts

single model

0-1 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		
	7	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, it **always** passes **Restrained Pursuit Tests** and 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 model part equipped with the Artillery Weapon gains **Volcanic Embrace (D3)**.
- **3+:** The model loses 1 Health Point with no saves of any kind allowed.

Options

The Chassis **must** choose (one choice only):

Titan Mortar (4+)	free
Naphtha Thrower	30
Rock Crusher	60
Rocket Battery (4+)	60

Optional Model Rules

Rock Crusher: Universal Rule.

The number of the Chassis' Grind Attacks is increased by +2D3.



Kadim Titan

410 pts

single model

0-2 Units/Army

Height Gigantic

Type Infantry

Base 100×150 mm

Global	Adv	Mar	Dis	Model Rules		
	7"	7"	7	Bound or Broken, Fearless, Insignificant, 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	3	4	6	2	4	Searing Heat, Volcanic Embrace (2D3)

Options pts-

Must choose (one choice only):

Walking Volcano (0-2 Units/Army) free

Walking Earthquake (0-1 Units/Army) 65

Optional Model Rules

Searing Heat: Attack Attribute.

Melee Attacks that are not Flaming Attacks from enemy units in base contact with the model suffer -1 Armour Penetration.

Walking Earthquake: Universal Rule.

The model gains **Searing Heat**, **Swiftstride**, **Volcanic Embrace (D3+2)**, and +3 Attack Value. Its March Rate is set to 14".

Walking Volcano: Universal Rule.

The model gains **Fires of Industry (2)**, **Furnace Breach** (see **Infernal Engine**), **Volcanic Embrace (2)**, and access to the options below.

Additional Options pts-

Must choose (one choice only):

Naphtha Thrower (0-1 Models/Army) free

Rocket Battery (4+) (0-1 Models/Army) 20

Titan Mortar (4+) (0-1 Models/Army) 20



Citizen Giant

320 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.

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

Big Brother

pts

30

One choice only:

Tower Shield

20

Giant Club

30

Infernal Lash

35

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 , Insignificant, Not a Leader, Unbranded, 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, Towering Presence
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						Tall, 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	7"	Mar	7"	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	-	Off	-	Str	-	AP		Agi	-		
Kadim Beast	Att	3	Off	3	Str	4	AP	2	Agi	4		Battle Focus, Harnessed, Volcanic Embrace (2)
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, Mechanised Support, 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 , Insignificant, 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 Flasks
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	6												Ash Storm , Bound or Broken , Fear, Fearless, Ghost Step, Insignificant, Light Troops , Supernal, Swiftstride
Large, Infantry	HP	3	Def	3	Res	4	Arm	2										Aegis (2+, against Flaming Attacks), Aegis (5+)
Kadim Incarnate	Att	3	Off	3	Str	4	AP	2	Agi	4								Volcanic Embrace (2)
Kadim Chariot	Adv	7"	Mar	7"	Dis	9												Contract Driven , Fear, Infernal Brand, Swiftstride
Large, Construct	HP	4	Def	4	Res	5	Arm	2										Aegis (2+, against Flaming Attacks), Aegis (5+)
Champion of Lugar (2)	Att	2	Off	4	Str	4	AP	1	Agi	3								Flaming Attacks , Magical Attacks
Kadim Beast	Att	3	Off	3	Str	4	AP	2	Agi	4								Battle Focus , Harnessed, Volcanic Embrace (2)
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												Ash Storm , Ghost Step , Infernal Brand, Opposition Research , Pact of Fire , Scoring, Theocratic Litigators
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	4	AP	1	Agi	3								Flaming Attacks , Lethal Strike , Magical Attacks
Taurukh Enforcers	Adv	7"	Mar	14"	Dis	9												Infernal Brand, Scoring, Tall
Standard, Beast	HP	1	Def	4	Res	5	Arm	0										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, Insignificant, 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 Flasks, Bow (4+), Lance , 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), Insignificant, 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	9"	Dis	9												Cumbersome , Fires of Industry (2), Infernal Brand, Mechanised Support , Not a Leader , War Platform
Standard, Construct	HP	3	Def	4	Res	4	Arm	0										Hard Target (1) , Infernal Armour
Gunnery Team	Att	2	Off	4	Str	4	AP	1	Agi	2								March and Shoot , Quick to Fire
Infernal Artillery	Adv	3"	Mar	3"	Dis	9												Fires of Industry (2), Higher Calibre , 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
Infernal Bastion	Adv	3"	Mar	9"	Dis	9												Fires of Industry (1), Firing Platform, Infernal Brand, Mechanised Support , 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)

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	7	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)
Kadim Titan	Adv	7"	Mar	7"	Dis	7					Bound or Broken, Fearless, Insignificant, Supernal
Gigantic, Infantry	HP	7	Def	4	Res	6	Arm	2			Aegis (2+, against Flaming Attacks), Aegis (5+)
Kadim Titan	Att	3	Off	4	Str	6	AP	2	Agi	4	Searing Heat, Volcanic Embrace (2D3)
Citizen Giant	Adv	7"	Mar	14"	Dis	8					Giant See, Giant Do
Gigantic, Infantry	HP	7	Def	3	Res	5	Arm	1			
Citizen Giant	Att	5	Off	3	Str	5	AP	2	Agi	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 March and Shoot Quick to Fire
Flintlock Axe	-	18"	4	2	1	Shoot from third rank
Naphtha Thrower (Gunnery Team)	Flamethrower	12"	4 {5}	4 {5}	1	Flaming Attacks March and Shoot {Multiple Wounds (D3)}
Naphtha Thrower (Infernal Artillery)	Flamethrower	24"	4 {5}	4 {5}	1	Accurate Flaming Attacks Move or Fire {Multiple Wounds (D3)}
Naphtha Thrower (Infernal Engine)	Flamethrower	12"	4 {5}	4 {5}	1	Flaming Attacks {Multiple Wounds (D3)}
Rocket Battery (Gunnery Team)	-	18"	6	3	4	Multiple Wounds (D3) Quick to Fire Misfires on two '1'
Rocket Battery (Infernal Artillery)	-	36"	6	3	4	Accurate Move or Fire Multiple Wounds (D3) Misfires on two '1'
Rocket Battery (Infernal Engine)	-	18"	6	3	4	Multiple Wounds (D3) Quick to Fire Misfires on two '1'
Titan Mortar (Gunnery Team)	Catapult (4x4)	6-18"	4 [8]	1 [5]	1	[Multiple Wounds (D3, Clipped Wings)] Quick to Fire
Titan Mortar (Infernal Artillery)	Catapult (4x4)	12-36"	4 [8]	1 [5]	1	Accurate Move or Fire [Multiple Wounds (D3, Clipped Wings)]
Titan Mortar (Infernal Engine)	Catapult (4x4)	6-18"	4 [8]	1 [5]	1	[Multiple Wounds (D3, Clipped Wings)] Quick to Fire
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

Changelog

2021 beta 3

Design Changes

- Bound or Broken: Removed rule, all the units that previously had the rule gain Insignificant
- Fires of Industry: Now is 1 point for every 750 army points
- Infernal Brand: Reworked, now gives Commanding Presence 6" toward Insignificant models and count as double ranks for being steadfast in the first round of combat
- Taurukh Ritual: Don't grant +1 Armour anymore
- Kadim Blessed: Removed rule
- Ether Cloud: Removed rule
- Vaneb Judgement: Removed rule
- Kadim Manifestation: Removed rule
- Oil Skins: Renamed and streamlined to just give incendiary tokens on hit without any special condition
- Volcanic Embrace: Reworked to have Str equal to enemy armour value and AP 4
- Blunderbuss: Now quick to fire, march and shoot, ignore stand and shoot penalties, is always Str 5 AP 3 and all units with it moved from Aim(3+) to Aim(5+)
- Flintlock Axe: Now range 18" and can shoot from third rank
- Naphtha Thrower: Now range 12", Str 4/5, AP 1/2 and March and Shoot, loses the -1 Dis on panic checks
- Rocket Battery: Now range 18", Str 6, AP 3 and Quick to fire
- Titan Mortar: Now range 18", Str 4 [8], AP 1 [5] and Quick to fire
- Eye of the Bull: New weapon enchant for Flintlock Axe that replace Triple Speed
- Blessed Icon of Zalaman Tekash: Now the limitation includes the Vassal Cavalry because of the removal of bound or broken
- **Their Master's Banner**: New banner enchant available only to vassals that gives Battle Focus and reroll on failed charges when within 6" of a model with Infernal Brand
- Trial of Ashuruk: Removed banner enchant
- **Icon of Ashuruk**: New artefact that gives Volcanic Embrace(X) based on how many nearby friendly units have magical attacks
- Unflame: Removed artefact
- Instrument of Destruction: limit changed to 25%
- Vassal Conjuror: Gain Unbranded to keep it's limitations after removing bound or broken
- Lamassu Scholar: Gains Towering Presence and now the opponent have to decide Power or Wisdom before the spell selection
- Seat of Authority: Gain Tall and lose battle focus and reroll to charges
- Kadim Chariot: Loses Contract Driven, gain +1" Adv and Mar and loses the Champion of Lugal model part, the Kadim Beast become Str 4 AP 2, loses battle focus and Volcanic embrace change to D3 to 2
- Infernal Bastion: Now count as special instead of instrument of destruction, Wallbreaker is removed but its effect are kept in Mechanized Support and Firing Platform
- Citadel Guard: Lose Let Them Come!
- Shackled Slaves: Enslaved Porters changes to granting Soft Cover if equipped with shield or reroll 1 to hit if equipped with paired weapons
- Kadim Incarnates: Dis go to 6, gain Swiftstride and Ash Storm (opponent can never stand and shoot), Loses Light Troops, Str and AP becomes 4/2 and Volcanic Embrace becomes (2)
- Disciples of Lugal: Lose Opposition Research, Pact of Fire, Distracting and Lethal Strike, Gain Ghost Step, Ash Storm, Theocratic Litigators, Flaming Attacks and Magical Attacks, Str and Ap go to 4/1 and the unit loses the possibility to gain the Litigator Upgrade
- Taurukh Enforcers: Lose 1 point of Armour and gain 1 point of resistance
- Vassal Cavalry: Gain Lances instead of light lances
- Gunnery Team: Become a war platform that must be deployed inside a unit with infernal brand, lose hard target, quick to fire, march and shoot and cumbersome, HP go to 3, Def go to 4, Str and AP go to 4/1
- Infernal Artillery: Can now move 3" (still has move or fire) , double the range of the artillery weapon chosen and on hit gives -1" Adv and -2" march for one turn

- **Infernal Engine:** is now a 0–1 choice, gain 1 HP, loses quick to fire, furnace breach don't prevent march moves and only give Volcanic Embrace(D3) and loses the option for steel juggernaut
- **Kadim Titan:** Now has a reduced profile and have to choose between being good in CC or having and artillery weapon

Cost Changes

Special Items:

- Onyx Core 65 ↘ 55
- Flame of the East 55 ↘ 45

Characters:

- **Overlord:**
 - Taurukh Ritual 135 ↘ 120
- **Prophet:**
 - Base cost 195 ↘ 185
 - Prophet of Ashuruk 20 ↗ 30
 - Prophet of Lugar 5 ↗ 10
 - Prophet of Nezibkesh 10 ↗ 20
 - Bull of Shamut 120 ↘ 130
 - Great Bull of Shamut 400 ↘ 410
- Vizier Taurukh Ritual 75 ↘ 65
- Vassal Conjuror Base cost 120 ↘ 115

Core:

- **Infernal Warriors:**
 - Base cost 265 ↘ 260
 - Additional models 12 ↘ 11
 - Ziggurat Regulars 3 ↗ 5
 - Blunderbuss 4 ↗ 5
- **Citadel Guard:**
 - Base cost 290 ↘ 280
 - Additional models 6 ↘ 5
 - Flintlock Axe 4 ↗ 5
- **Vassal Levies:**
 - Base cost 140 ↘ 125
 - Additional models 19 ↘ 17
 - Vassal Chieftain 30 ↗ 40

Shackled Slaves:

- Base cost 125 ↘ 120
- Additional models 5 ↘ 4
- Paired Weapons free ↗ 1
- Shield 1 ↘ free

Special:

- Immortals Base cost 310 ↘ 300
- Disciples of Lugar Great Weapon 2 ↗ 3
- Kadim Incarnates Base cost 285 ↗ 300
- Kadim Chariot Base cost 215 ↗ 220
- **Taurukh Enforcers:**
 - Base cost 195 ↗ 210
 - Additional models 23 ↗ 25
 - Blunderbuss 5 ↗ 6
- **Vassal Cavalry:**
 - Base cost 185 ↗ 190
 - Additional models 14 ↘ 12
 - Vassal Chieftain 25 ↗ 30
- **Gunnery Team:**
 - Naphtha Thrower, Base cost 145 ↗ 165
 - Rocket Battery, Base cost 180 ↘ 165
- **Infernal Artillery:**
 - Naphtha Thrower, Base cost 150 ↗ 155
 - Titan Mortar, Base cost 245 ↘ 240
 - Rocket Battery, Base cost 295 ↘ 280

Instruments of Destruction:

- **Infernal Engine:**
 - Rock Crusher 445 ↗ 470
 - Rocket Battery 475 ↘ 470