

THE IX AGE

FANTASY BATTLES



Infernal Dwarves

Army Book (Core Rules)

2nd Edition, version 2021 beta 4 – October 21, 2021

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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 \LaTeX .

Army Model Rules

Universal Rules

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.

Furnace Breach

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 until the end of the game. In addition, the model's [Grind Attacks](#) become **Flaming Attacks** and **Magical Attacks**.
- **3+:** The model loses 1 Health Point with no saves of any kind allowed.

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.

Secrets of Nezibkesh

When the model successfully casts *Curse of Nezibkesh* (Hereditary Spell), the target immediately gains 1 Incendiary marker.

Solitary

[The model may never join units or be joined by other Characters.](#)

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".
- 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)

Attacks made by the model part, including Special Attacks, become **Flaming Attacks** and **Magical Attacks**. In addition, the model part gains **Grind Attacks (X)**, where X corresponds to the value stated in brackets. These Grind Attacks are resolved with Armour Penetration 10 and they **always** wound on a roll equal to or greater than “7 minus the Armour of the model that the hit is distributed onto”. An unmodified ‘6’ **always** wounds and an unmodified ‘1’ **always** fails to wound.

Armoury

Infernal Armour – Armour Equipment

Plate Armour. The wearer gains **Aegis (5+, against Flaming Attacks)**.

Blunderbuss – Shooting Weapon

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

Famethrower. Range 12”, Shots 1, Str 4 {5}, AP 1 {2}, **Flaming Attacks, March and Shoot, {Multiple Wounds (D3)}**. **The hits from an Explosion! Misfire Effect gain Flaming Attacks.**

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 | One Turn | 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)}, up to a maximum of -3. |

Special Items

Weapon Enchantments

Onyx Core 65 pts
 Enchantment: Hand Weapon or Infernal Weapon.
 Attacks made with this weapon become **Flaming Attacks** and **Magical Attacks** and gain **Multiple Wounds (D3, against Flammable)**. In addition, their Strength is **always set to 6**.

Flame of the East 50 pts
 Enchantment: Close Combat Weapon.
 The wielder gains **Volcanic Embrace (D3)** while using this weapon.

Eye of the Bull 40 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**. The Strength of the weapon's Close Combat Attacks is **set to the wielder's Offensive Skill**, and the Strength of the weapon's Shooting Attacks is **set to 5**. In addition, while using this weapon, the wielder's Attack Value is **set to 1** and Close Combat Attacks made with this weapon gain **Multiple Wounds (2)**.

Armour Enchantments

Blaze of Protection 60 pts
 Infantry models only.
 Enchantment: **Infernal Armour**.
 The wearer gains **+3 Armour**. Every enemy model in base contact with the **wearer's model** 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

Banner of the Twice-Branded 60 pts

The bearer's unit does not suffer the -1 to-hit modifier for Stand and Shoot Charge Reactions. In addition, at the end of the Charge Phase, immediately after all Charge Moves have been resolved, the bearer's unit may perform a Combat Reform (following the normal rules for Combat Reforms) if all of the following conditions are met:

- The bearer's unit consists entirely of Infantry models and/or Gunnery Teams.
- The bearer's unit performed a Stand and Shoot Charge Reaction during this phase.
- The bearer's unit was successfully Charged during this phase.

Icon of Ashuruk 50 pts

Cannot be taken by units that count towards Core. 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" of the bearer's unit that contain at least one model with Magical Attacks. In addition, attacks made by friendly units within 6" of the bearer's unit, except attacks made by the bearer, lose Flaming Attacks and Magical Attacks (if applicable). The effects last until the end of the Player Turn.

Their Master's Banner 45 pts

Vassal Levies and Vassal Cavalry only.

Apply the following effects 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**.
- If the bearer's unit is composed entirely of models without Infernal Brand, it 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 or Solitary.

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

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).

Tablet of Vezodinezh 55 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' or '2' as a natural '3'. If the bearer would suffer a Witchfire Miscast effect, treat it as Magical Inferno instead.

Ring of Desiccation 50 pts

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

Mask of Ages 40 pts

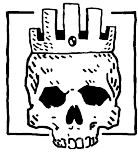
Infantry models only.

The bearer gains **Aegis (5+, against Special Attacks)**, **Aegis (5+, against Magical Attacks)**, and **Fear**. In addition, the bearer **must** reroll failed to-hit rolls with its Close Combat Attacks.

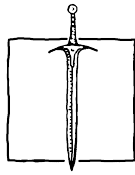
Lugar's Dice 30 pts

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.

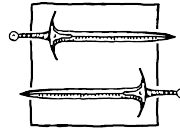
Army Organisation



Characters
Max. 40%



Core
Min. 25%



Special
No limit



Instruments of Destruction
Max. 25%

Characters (Max. 40%)



Overlord
225 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 | Arrogance , 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, Weapon Master , Flintlock Axe (2+) , Great Weapon , Infernal Weapon , Paired Weapons , Spear |

— Model Rules —

Arrogance: Universal Rule.

The model's unit automatically passes Fear Tests.

Keys to the Citadel: Universal Rule.

The model **must** buy **Weapon Enchantments** for two of its mundane weapons.

— Options —

| | |
|-------------------------------|-----------|
| Taurukh Ritual (on foot only) | 90 |
| Special Items | up to 250 |
| Shield | 5 |
| Blunderbuss (5+) | 5 |

— Mount Options —

| | |
|----------------------------|-----|
| Bull of Shamut (IoD) | 160 |
| Great Bull of Shamut (IoD) | 400 |



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, Secrets of Nezibkesh, 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 | | | Prophet of Nezibkesh* | 20 |
| | | |  | | Prophet of Ashuruk* | 30 |
| | | | 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 | 45 |

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 | 225 | 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) | 430 | 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) | | | | 50 | Seat of Authority | 45 |
| Battle Standard Bearer | | | | 50 | Bull of Shamut (IoD) | 170 |
| Special Items | | | up to 150 | | Infernal Bastion* | 225 |
| Shield | | | | 5 | *Cannot be taken by a Battle Standard Bearer | |
| One choice only: | | | | | | |
| Blunderbuss (5+) | | | | 5 | | |
| Pistol (3+) | | | | 5 | | |
| One choice only: | | | | | | |
| Paired Weapons | | | | free | | |
| Spear | | | | 5 | | |
| Flintlock Axe (2+) | | | | 10 | | |
| Great Weapon | | | | 10 | | |
| Infernal Weapon | | | | 20 | | |



Taurukh Commissioner

260 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 | | | | 20 | Great Weapon | 20 |
| | | | | | Infernal Weapon | 25 |



Vassal Conjurer

120 pts

single model

Height Standard
Type Infantry
Base 20×20 mm

| Global | Adv | Mar | Dis | Model Rules | | |
|-----------------|-----|-----|-----|---|-----|--|
| | 4" | 8" | 7 | 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) 15 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 , Secrets of Nezibkesh, Solitary , 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

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 | | |
| | 4 | C | 5 | C+1 | Cannot be Stomped | |
| Offensive | Att | Off | Str | AP | Agi | |
| Seat of Authority | 4 | 3 | 3 | 0 | 3 | 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.



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 | Fear, Swiftstride | | |
| Defensive | HP | Def | Res | Arm | | |
| | 4 | C | 5 | C+2 | Aegis (2+, against Flaming Attacks) | |
| Offensive | Att | Off | Str | AP | Agi | |
| Kadim Beast | 3 | 3 | 5 | 2 | 3 | Harnessed, Volcanic Embrace (1) |
| 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, Solitary , Supernatural, 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, Supernatural | | |
| 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), 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) | |

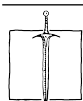
—Model Rules—

Firing Platform: Universal Rule.

The model can use Crush 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

270 pts + 10 pts/extra model

20–40 models



Height Standard
Type Infantry
Base 20×20 mm

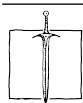
0–60 R&F Models with Blunderbuss or Flintlock Axe or Pistol per Army.

| 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

270 pts + 16 pts/extra model

15–30 models



Height Standard
Type Infantry
Base 20×20 mm

0–60 R&F Models with Blunderbuss or Flintlock Axe 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, 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 | | | 3/model | Standard Bearer | 10 | |
| Flintlock Axe (3+) (0–25 Models/Unit) | | | 7/model | Banner Enchantment | no limit | |



Vassal Levies

130 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 | 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) | | | 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

120 pts + 4 pts/extra model

20–40 models

Height Standard
Type Infantry
Base 25×25 mm

| Global | Adv | Mar | Dis | Model Rules | | | | | | | |
|---------------------------------------|-----|-----|------|---|-----|-----------------------|--|--|------|--|--|
| | 4" | 8" | 4 | 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

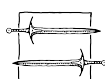
300 pts + 90 pts/extra model

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, Fear, Fearless, Ghost Step, Insignificant, Supternal, 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 | 5 | 2 | 3 | Volcanic Embrace (1) |
| — Command Group Options — pts — | | | | | | |
| Champion | 10 | | | | | |



Kadim Chariot

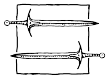
225 pts

single model

0-3 Units/Army

Height Large
Type Construct
Base 50×100 mm

| Global | Adv | Mar | Dis | Model Rules | | |
|--|------|-----|-----|-----------------------------------|---|----------------------------------|
| | 7" | 7" | 9 | 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 | 5 | 2 | 3 | Harnessed, Volcanic Embrace (1) |
| Chassis | | | 5 | 2 | | Impact Hits (D3+1), Inanimate |
| — Options — pts — | | | | | | |
| Champions of Lugar must choose (one choice only): | | | | | | |
| Paired Weapons | free | | | | | |
| Great Weapon | 15 | | | | | |



Immortals

290 pts + 25 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 | Aegis (5+, against Special Attacks), Parry, 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):

Spear

free

Champion

10

Great Weapon

1/model

Musician

10

Infernal Weapon

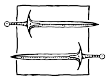
2/model

Standard Bearer

10

Banner Enchantment

no limit



Disciples of Lugar

340 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, Scoring, Theocratic Litigators | |

| Defensive | HP | Def | Res | Arm | |
|-----------|----|-----|-----|-----|---|
| | 1 | 4 | 4 | 0 | Aegis (2+, against Flaming Attacks), Aegis (5+) |

| Offensive | Att | Off | Str | AP | Agi | |
|-------------------|-----|-----|-----|----|-----|----------------------------------|
| Disciple of Lugar | 2 | 4 | 4 | 1 | 3 | Flaming Attacks, Magical Attacks |

Model Rules

Options

pts-

Theocratic Litigators: Universal Rule.

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.

Must choose (one choice only):

Paired Weapons

free

Great Weapon

3/model

Command Group Options

pts-

Champion

10

Musician

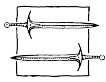
10

Standard Bearer

10

Banner Enchantment

no limit



Taurukh Enforcers

205 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 Blunderbuss or Flintlock Axe 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 | | | | 3/model | | | | | | | |
| Infernal Weapon | | | | 3/model | | | | | | | |



Taurukh Anointed

290 pts + 94 pts/extra model

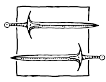
3-6 models



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 | | | | 10/model | | | | | | | |



Vassal Cavalry

200 pts + 10 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 | 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 |
| Vassal Steed | 2 | 3 | 3 | 1 | 3 | Harnessed |
| — Command Group Options — pts — | | | | | | |
| Musician | 10 | Vassal Chieftain* on Vassal Steed† | | | 30 | |
| 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 | 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

165 pts

single model

0–3 Units/Army

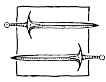
Height Standard
Type Construct
Base 40×40 mm

| Global | Adv | Mar | Dis | Model Rules | |
|--------------|-----|-----|-----|--|-----------------|
| | 3" | 9" | 9 | Fires of Industry (2) , Infernal Brand, Mechanised Support, Not a Leader, War Platform | |
| Defensive | HP | Def | Res | Arm | |
| | 4 | 4 | 4 | 0 | Infernal Armour |
| Offensive | Att | Off | Str | AP | Agi |
| Gunnery Team | 2 | 4 | 4 | 1 | 2 |

— Options — pts —

Must choose (one choice only):

- Naphtha Thrower **and** [Fires of Industry \(1\)](#) free
- Rocket Battery (4+) **and** [Fires of Industry \(2\)](#) free
- Titan Mortar (4+) **and** [Fires of Industry \(2\)](#) free



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

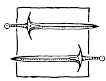
Higher Calibre: Universal Rule.

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 and Fires of Industry (1) free
- Titan Mortar (4+) and Fires of Industry (2) 110
- Rocket Battery (4+) and Fires of Industry (2) 125



Infernal Bastion

275 pts

single model

0-2 Units/Army

Height Gigantic

Type Construct

Base 60x100 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), 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 Crush 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

420 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 | |
| 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 Restrain Pursuit Tests and its Pursuit Distance is **always** 0".

—Options—

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

| | |
|--|------|
| Titan Mortar (4+) and Fires of Industry (2) | free |
| Naphtha Thrower and Fires of Industry (2) | 20 |
| Rocket Battery (4+) and Fires of Industry (2) | 40 |
| Rock Crusher | 50 |

—Optional Model Rules—

Rock Crusher: Universal Rule.

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



Kadim Titan

430 pts

single model

0–2 Units/Army

Height Gigantic
Type Infantry
Base 100×150 mm

| Global | Adv | Mar | Dis | Model Rules | | |
|-------------|-----|-----|-----|-----------------------------------|---|--|
| | 7" | 7" | 7 | 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 | 3 | 3 | |

—Options—

Must choose (one choice only):

| | |
|--|------|
| Walking Volcano (0–2 Units/Army) | free |
| Walking Earthquake (0–1 Units/Army) | 65 |

—Optional Model Rules—

Walking Earthquake: Universal Rule.

The model gains **Searing Heat**, **Swiftstride**, **Volcanic Embrace (D3+1)**, and +3 Attack Value. Its March Rate is set to 14". While in base contact with the model, enemy units suffer –1 Offensive Skill and –1 Defensive Skill.

Walking Volcano: Universal Rule.

The model gains **Fires of Industry** (2), **Furnace Breach**, **Volcanic Embrace (1)**, and access to the options below.

—Additional Options—

Must choose (one choice only):

| | |
|--|------|
| Naphtha Thrower and Fires of Industry (2) (0–1 Models/Army) | free |
| Titan Mortar (4+) and Fires of Industry (2) (0–1 Models/Army) | 25 |
| Rocket Battery (4+) and Fires of Industry (2) (0–1 Models/Army) | 45 |



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.

—Options—

Big Brother 20
One choice only:
Tower Shield 20
Giant Club 35
Infernal Lash 35

—Optional Model Rules—

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

Giant Club: Close Combat Weapon.
Attacks made with this weapon gain +1 Strength and +1 Armour Penetration.

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 | | | | | | Arrogance, 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, Weapon Master , Flintlock Axe (2+) , Great Weapon , Infernal Weapon , Paired Weapons , Spear |
| Prophet | Adv | 3" | Mar | 9" | Dis | 9 | | | | | | Infernal Brand, Secrets of Nezibkesh, 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 | | | | | | 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, Secrets of Nezibkesh, Solitary , 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 | 4 | Def | C | Res | 5 | Arm | C+1 | | | | Cannot be Stomped |
| Seat of Authority | Att | 4 | Off | 3 | Str | 3 | AP | 0 | Agi | 3 | | 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 | | | | | | Fear, Swiftstride |
| Large, Construct | HP | 4 | Def | C | Res | 5 | Arm | C+2 | | | | Aegis (2+, against Flaming Attacks) |
| Kadim Beast | Att | 3 | Off | 3 | Str | 5 | AP | 2 | Agi | 3 | | Harnessed, Volcanic Embrace (1) |
| 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, Solitary , 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), 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, 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 | | | | | | | | | | | | | | 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 | | | | | | | | | | | | | | 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 , Fear, Fearless, Ghost Step, Insignificant, 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 | 5 | AP | 2 | Agi | 3 | | | | | | | | | | Volcanic Embrace (1) |
| Kadim Chariot | Adv | 7" | Mar | 7" | Dis | 9 | | | | | | | | | | | | | | 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 | 5 | AP | 2 | Agi | 3 | | | | | | | | | | Harnessed, Volcanic Embrace (1) |
| 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 | | | | | | | | | | | | Aegis (5+, against Special Attacks), Parry, 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, Scoring, Theocratic Litigators |
| Standard, Infantry | HP | 1 | Def | 4 | Res | 4 | Arm | 0 | | | | | | | | | | | | Aegis (2+, against Flaming Attacks), Aegis (5+) |
| Disciple of Lugar | Att | 2 | Off | 4 | Str | 4 | AP | 1 | Agi | 3 | | | | | | | | | | Flaming Attacks, 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 | | | | | | | | | | | | | | 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 |
| Vassal Steed | Att | 2 | Off | 3 | Str | 3 | AP | 1 | Agi | 3 | | | | | | | | | | Harnessed |
| Vassal Slingshot | Adv | 4" | Mar | 4" | Dis | 7 | | | | | | | | | | | | | | 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 | | | | | | | | | | | | | | Fires of Industry (2) , Infernal Brand, Mechanised Support, Not a Leader, War Platform |
| Standard, Construct | HP | 4 | Def | 4 | Res | 4 | Arm | 0 | | | | | | | | | | | | Infernal Armour |
| Gunnery Team | Att | 2 | Off | 4 | Str | 4 | AP | 1 | Agi | 2 | | | | | | | | | | |
| 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), 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 | | |
| 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 | | | | | | 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 | 3 | Agi | 3 | | |
| 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 March and Shoot Quick to Fire No Stand and Shoot modifier |
| Flintlock Axe | - | 18" | 4 | 2 | 1 | Shoot from third rank |
| Eye of the Bull | - | 18" | 5 | 2 | 1 | Shoot from third rank |
| Naphtha Thrower (Gunnery Team/ Infernal Engine) | Flamethrower | 12" | 4 {5} | 4 {5} | 1 | Flaming Attacks {Multiple Wounds (D3)} |
| Naphtha Thrower (Infernal Artillery) | Flamethrower | 24" | 4 {5} | 4 {5} | 1 | Accurate Flaming Attacks Move or Fire {Multiple Wounds (D3)} |
| Rocket Battery (Gunnery Team/ Infernal Engine) | - | 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' |
| Titan Mortar (Gunnery Team/ Infernal Engine) | Catapult (4x4) | 6-18" | 4 [8] | 1 [5] | 1 | [Multiple Wounds (D3, Clipped Wings)] Quick to Fire |
| Titan Mortar (Infernal Artillery) | Catapult (4x4) | 6-36" | 4 [8] | 1 [5] | 1 | Accurate Move or Fire [Multiple Wounds (D3, Clipped Wings)] |
| 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 |

Aim Table

| Name | Aim | Shooting Model |
|-------------------|-----|---|
| Flintlock Axe | 2+ | Overlord, Prophet, Vizier |
| | 3+ | Citadel Guard |
| Pistol | 3+ | Vizier |
| | 4+ | Citadel Guard |
| Bow | 4+ | Vassal Levy, Vassal Rider |
| Artillery Weapons | 4+ | Vassal Slingshot, Gunnery Team, Infernal Artillery, Infernal Engine |
| Blunderbuss | 5+ | Overlord, Prophet, Vizier, Infernal Warrior, Taurukh Enforcer |

Changelog

2021 beta 4

Design Changes

- Volcanic Embrace: Grind Attacks are AP 10 and wound on the Armour value (like Quicksilver Lash)
- Ash Storm: Removed from the book
- Oil Flasks: Don't give 2 tokens anymore if the unit has 3+ ranks, always a single token
- Fires of Industry: The value depends on the weapon chosen and not on the unit that uses it
- Naphtha Thrower: The hits from an Explosion! Misfire Effect gain Flaming Attacks
- Onyx Core: Now is also an enchant for Hand Weapon and the Str of the attacks made with the weapon is set to 6
- Eye of the Bull: Now the Strength of the hits in Close Combat is equal to the Offensive Skill of the wielder
- Blaze of Protection: Is now an Infernal Armour enchantment that gives +3 Armour and inflicts Str 4 hits if not targeted
- Banner of the Twice-Branded: New Banner enchantment that negates the Aim penalty for Stand and Shoot and let you reform after being charged if you performed a Stand and Shoot reaction
- Breath of the Brass Bull: Cannot be taken by models with Solitary (new rule)
- Icon of Ashuruk: Is now a Banner enchantment and the effect works within 6" of the unit
- Tablet of Vezodinezh: Works also for '2' in the Casting Roll
- Mask of Ages: Is now an Artefact that gives Fear, conditional Aegis (5+) against Special Attacks and Magic Attacks and reroll to hit in Close Combat
- Blessed Icon of Zalaman Tekash: Has been removed from the book
- Gauntlets of Madzhab: Has been removed from the book
- Overlord: Has Weapon Master with all the available weapons but must enchant 2 of them, has 250 pts item allowance and has the rule Arrogance on his profile. Arrogance has been reworked and let you automatically pass Fear tests
- Vizier: Has the Infernal Bastion as mount option but only if he is not BSB
- Lamassu Scholar: Is not Towering Presence but has a new rule (Solitary) that doesn't let him join or be joined by units and Characters, and loses Light Troops because it doesn't do anything for him
- Seat of Authority: Cannot be Stomped and HP C ↗ 4
- Bull of Shamut: Is not Towering Presence but has a new rule (Solitary) that doesn't let him join or be joined by units and Characters
- Kadim Chariot Mount: The Kadim Beast gets +1 Str, -1 Agi and -1 Volcanic Embrace
- Kadim Incarnates: +1 Str, -1 Agi, -1 Volcanic Embrace and lose Ash Storm
- Kadim Chariot: The Kadim Beast gets +1 Str, -1 Agi and -1 Volcanic Embrace
- Immortals: Lose Whispers of the Mask and gain Parry and Aegis (5+ against Special Attacks)
- Disciples of Lugar: lose Ash Storm
- Gunnery Team: +1 HP
- Furnace Breach: Makes the Grind Attacks Flaming and Magical instead of giving Volcanic Embrace
- Kadim Titan: +1 AP, -1 Agi, and -1 Volcanic Embrace, Searing Heat gives -1 Off/Def to models in contact instead of -1 AP (rule removed and moved directly to Walking Earthquake)

Cost Changes

Special Items:

- Onyx Core 55 ↗ 65
- Eye of the Bull 45 ↘ 40
- Flame of the East 45 ↗ 50
- Mask of Ages 70 ↘ 40
- Blaze of Protection 35 ↗ 60
- Their Master's Banner 50 ↘ 45
- Tablet of Vezodinezh 65 ↘ 55
- Ring of Desiccation 60 ↘ 50
- Icon of Ashuruk 40 ↗ 50
- Lugar's Dice 40 ↘ 30

Characters:

- Overlord:
 - Base cost 285 ↘ 225
 - Taurukh Ritual 120 ↘ 90
 - Bull of Shamut 180 ↘ 160
 - Great Bull of Shamut 420 ↘ 400
- Prophet:
 - Seat of Authority 30 ↗ 45
 - Infernal Bastion 210 ↗ 225
 - Great Bull of Shamut 410 ↗ 430
- Vizier:
 - Paired Weapons 5 ↘ free
 - Spear 10 ↘ 5
 - Taurukh Ritual 65 ↘ 50
 - Seat of Authority 30 ↗ 45
 - Bull of Shamut 180 ↘ 170
- Taurukh Commissioner:
 - Base cost 250 ↗ 260
 - Shield 15 ↗ 20
 - Infernal Weapon 30 ↘ 25
- Vassal Conjuror: Vassal Steed 20 ↘ 15

Core:

- Infernal Warriors:
 - Base cost 260 ↗ 270
 - Additional models 11 ↘ 10
- Citadel Guard:
 - Base cost 280 ↘ 270
 - Additional models 17 ↘ 16
 - Pistol (4+) and Spear 4 ↘ 3
 - Flintlock Axe 5 ↗ 7
- Vassal Levies:

- Base cost 125 ↗ 130
- Vassal Chieftain 40 ↘ 30

Special:

- Immortals:
 - Base cost 300 ↘ 290
 - Additional models 24 ↗ 25
- Disciples of Lugar Base cost 345 ↘ 340
- Kadim Incarnates Additional models 80 ↗ 90
- Kadim Chariot:
 - Base cost 220 ↗ 225
 - Great Weapon 20 ↘ 15
- Taurukh Enforcers:
 - Base cost 210 ↘ 205
 - Great Weapon 2 ↗ 3
 - Infernal Weapon 5 ↘ 3
- Taurukh Anointed:
 - Base cost 280 ↗ 290
 - Additional models 85 ↗ 94
 - Infernal Weapon 11 ↘ 10
- Vassal Cavalry:
 - Base cost 190 ↗ 200
 - Additional models 12 ↘ 10
- Gunnery Team:
 - Base cost 160 ↗ 165
 - Titan Mortar, Base cost 5 ↘ free
 - Rocket Battery, Base cost 5 ↘ free
- Infernal Artillery:
 - Titan Mortar, Base cost 85 ↗ 110
- Infernal Bastion 265 ↗ 275

Instruments of Destruction:

- Infernal Engine:
 - Base cost 410 ↗ 420
 - Naphtha Thrower 30 ↘ 20
 - Rock Crusher 60 ↘ 50
 - Rocket Battery 60 ↘ 40
- Kadim Titan:
 - Base cost 410 ↗ 430
 - Titan Mortar 20 ↗ 25
 - Rocket Battery 20 ↗ 45
- Citizen Giant:
 - Big Brother 30 ↘ 20
 - Giant Club 30 ↗ 35