

# THE IX AGE FANTASY BATTLES



## Infernal Dwarves

Army Book (Core Rules)

2<sup>nd</sup> Edition, version 2022 – March 24, 2022

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The 9<sup>th</sup> 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](https://the-ninth-age.com). Refer to the Rulebook for instructions on How to Read Unit Entries.

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# 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.

### 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.

## 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”. A natural ‘6’ **always** wounds and a natural ‘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
<b>H Curse of Nezibkesh</b> {6+} {36"} {7+} {18"}		Hex	One Turn	The target gains one Incendiary marker that is not removed when the spell ends. 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)}, up to a maximum of -3.

## Special Items

### Weapon Enchantments

**Onyx Core** 75 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 **set** to 6 and ignores the +1 Strength modifier from Infernal Weapon.

**Flame of the East** 55 pts  
 Enchantment: Close Combat Weapon.  
 The wielder gains **Volcanic Embrace (D3)** in the Melee Phase 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 Armour Penetration 10, and **Magical Attacks**. The Strength of the weapon's Close Combat Attacks is **set** to the wielder's Offensive Skill and ignores the +1 Strength modifier from Flintlock Axe, 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 35 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 90 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 each Round of Combat that the bearer's unit is fighting, every enemy unit in base contact with the bearer's model gains one Incendiary marker.

### Mask of Ages 40 pts

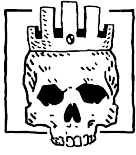
Infantry models only.

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.

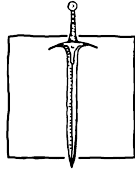
### Lugar's Dice 30 pts

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.

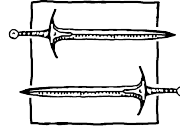
# Army Organisation



**Characters**  
Max. 40%



**Core**  
Min. 25%



**Special**  
No limit



**Instruments of Destruction**  
Max. 25%

## Characters (Max. 40%)



**Overlord**  
210 pts

single model 0–1 Units/Army

Height Standard  
Type Infantry  
Base 20×20 mm



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

Global	Adv	Mar	Dis	Model Rules		
	<b>3"</b>	<b>9"</b>	<b>10</b>	<b>Arrogance, Infernal Brand, Keys to the Citadel</b>		
Defensive	HP	Def	Res	Arm		
	<b>3</b>	<b>7</b>	<b>5</b>	<b>0</b>	Infernal Armour	
Offensive	Att	Off	Str	AP	Agi	
Overlord	<b>4</b>	<b>7</b>	<b>4</b>	<b>1</b>	<b>4</b>	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)	80
Special Items	up to 250
Shield	5
Blunderbuss (5+)	5

### — Mount Options —

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



# Prophet




170 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			95		<b>Must choose (one choice only):</b>	
Wizard Master			265		<b>Prophet of Shamut*</b> free	
					<b>Prophet of Lugar*</b> 25	
Alchemy	Occultism	Pyromancy			<b>Prophet of Nezibkesh*</b> 30	
					<b>Prophet of Ashuruk*</b> 45	
					*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	55

#### 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	280	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-
<b>Must choose (one choice only):</b>		One choice only:	
Taurukh Ritual	free	Infernal Weapon	5
Bull of Shamut (Mount) (IoD)	140	Paired Weapons	5
Great Bull of Shamut (Mount) (IoD) (Wizard Master only)	430	Great Weapon	10



## Vizier

120 pts

single model

Height Standard  
Type Infantry  
Base 20×20 mm



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

Global	Adv	Mar	Dis	Model Rules		
	<b>3"</b>	<b>9"</b>	<b>9</b>	Infernal Brand		
Defensive	HP	Def	Res	Arm		
	<b>3</b>	<b>6</b>	<b>5</b>	<b>0</b>	Infernal Armour	
Offensive	Att	Off	Str	AP	Agi	
Vizier	<b>3</b>	<b>6</b>	<b>4</b>	<b>1</b>	<b>3</b>	
— Options —			pts—	— Mount Options —		pts—
Taurukh Ritual (on foot only)				45	Seat of Authority	60
Battle Standard Bearer				50	Bull of Shamut (IoD)	165
Special Items				up to 150	Infernal Bastion*	260
Shield				5	*Cannot be taken by the 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		
	<b>7"</b>	<b>12"</b>	<b>9</b>	Fear, Infernal Brand		
Defensive	HP	Def	Res	Arm		
	<b>4</b>	<b>6</b>	<b>5</b>	<b>0</b>	Infernal Armour	
Offensive	Att	Off	Str	AP	Agi	
Taurukh Commis.	<b>4</b>	<b>6</b>	<b>5</b>	<b>2</b>	<b>4</b>	Impact Hits (1)
— Options —			pts—	— Options —		pts—
Battle Standard Bearer				50	One choice only:	
Special Items				up to 150	Paired Weapons	5
Shield				25	Great Weapon	20
					Infernal Weapon	20





## Vassal Conjurer

105 pts

single model

Height Standard  
Type Infantry  
Base 20×20 mm

Global	Adv	Mar	Dis	Model Rules		
	4"	8"	7	Insignificant, Not a Leader, <b>Unbranded</b> , 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 95



Pyromancy



Witchcraft

### Options

Special Items up to 75

Light Armour 5

### Mount Options

Vassal Steed (Wizard Adept only) 15



## 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, Not a Leader, <b>Riddle of the Lamassu</b> , Solitary		
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  
0–2 Mounts/Army

Global	Adv	Mar	Dis	Model Rules		
	<b>4"</b>	<b>8"</b>	<b>C</b>	<b>Tall, Vassal Governor</b>		
Defensive	HP	Def	Res	Arm		
	<b>4</b>	<b>C</b>	<b>5</b>	<b>C+1</b>	<b>Cannot be Stomped</b>	
Offensive	Att	Off	Str	AP	Agi	
Seat of Authority	<b>4</b>	<b>3</b>	<b>3</b>	<b>0</b>	<b>3</b>	<b>Harnessed</b>

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



## Kadim Chariot

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

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

Global	Adv	Mar	Dis	Model Rules		
	<b>7"</b>	<b>7"</b>	<b>C</b>	<b>Fear, Swiftstride</b>		
Defensive	HP	Def	Res	Arm		
	<b>4</b>	<b>C</b>	<b>5</b>	<b>C+2</b>	<b>Aegis (2+, against Flaming Attacks)</b>	
Offensive	Att	Off	Str	AP	Agi	
Kadim Beast	<b>3</b>	<b>3</b>	<b>5</b>	<b>2</b>	<b>3</b>	<b>Harnessed, Volcanic Embrace (1)</b>
Chassis			<b>5</b>	<b>2</b>	<b>Impact Hits (D3+1), Inanimate</b>	



## 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.

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



## Great Bull of Shamut

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

0–1 Mounts/Army

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

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



## Infernal Bastion

Height Gigantic  
 Type Construct  
 Base 60×100 mm

0–1 Mounts/Army

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

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

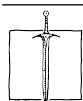
### —Model Rules—

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

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 + 9 pts/extra model

20–40 models



Height Standard  
Type Infantry  
Base 20×20 mm

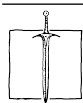
0–60 R&F Models with Blunderbuss or Flintlock Axe or Pistol per Army.

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

255 pts + 15 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
<b>Must choose (one choice only):</b>				Champion	10	
Pistol (4+)			free	Musician	10	
Pistol (4+) and Spear			4/model	Standard Bearer	10	
Flintlock Axe (3+) (0–25 Models/Unit)			8/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		
<b>Must</b> choose (one choice only):						Standard Bearer			10		
Paired Weapons			free			Banner Enchantment			no limit		
Shield			1/model			<b>Vassal Chieftain</b> (profile below)			30		
Spear and Shield			1/model								

## Vassal Chieftain

The Vassal Chieftain is an option for Vassal Levies units.

Height Standard  
Type Infantry  
Base 20×20 mm

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

**First Amongst Inferiors:** Universal Rule.

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



## Shackled Slaves

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	<b>Enslaved Porters</b> , Insignificant					
Defensive	HP	Def	Res	Arm					
	1	2	4	0					
Offensive	Att	Off	Str	AP	Agi				
Shackled Slave	1	2	3	0	1				
Options			pts-			Command Group Options		pts-	
<b>Must choose (one choice only):</b>						<b>Musician</b>		10	
Shield			free						
Paired Weapons			1/model						

### Model Rules

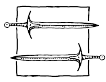
#### Enslaved Porters: Universal Rule.

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

295 pts + 95 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	Fear, Fearless, Ghost Step, Insignificant, 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	5	2	3	Volcanic Embrace (1)

— Command Group Options —

Champion pts - 10



## Kadim Chariot

235 pts

single model

0-3 Units/Army

Height Large  
Type Construct  
Base 50×100 mm

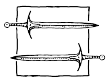
Global	Adv	Mar	Dis	Model Rules		
	7"	7"	9	Fear, Infernal Brand, Swiftstride		
Defensive	HP	Def	Res	Arm		
	4	4	5	2	Aegis (2+, against Flaming Attacks), Aegis (5+)	
Offensive	Att	Off	Str	AP	Agi	
Champion of Lugar (2)	2	4	4	1	3	Flaming Attacks, Magical Attacks
Kadim Beast	3	3	5	2	3	Harnessed, Volcanic Embrace (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 + 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		
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

Must choose (one choice only):

Great Weapon	free
Spear	free
Infernal Weapon	2/model

### Command Group Options

Champion	10
Musician	10
Standard Bearer	10
Banner Enchantment	no limit



## Disciples of Lugar

340 pts + 17 pts/extra model

15-30 models



0-2 Units/Army  
0-50 Models/Army

Height Standard  
Type Infantry  
Base 20×20 mm

Global	Adv	Mar	Dis	Model Rules		
	4"	12"	9	Ghost Step, Infernal Brand, Scoring, <b>Theocratic Litigators</b>		
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

**Theocratic Litigators:** Universal Rule.

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

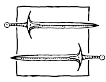
### Options

Must choose (one choice only):

Paired Weapons	free
Great Weapon	2/model

### Command Group Options

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				3/model	Champion		10	
Blunderbuss (5+) (0-1 Units/Army)				6/model	Musician		10	
<b>Must</b> choose (one choice only):					Standard Bearer		10	
Paired Weapons				free	Banner Enchantment		no limit	
Infernal Weapon				2/model				
Great Weapon				3/model				



## Taurukh Anointed

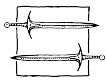
305 pts + 96 pts/extra model

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	
<b>Must</b> choose (one choice only):					Musician		10	
Paired Weapons				free	Standard Bearer		10	
Great Weapon				3/model	Banner Enchantment		no limit	
Infernal Weapon				8/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 <a href="#">Vassal Levies</a> unit.				
Banner Enchantment	no limit	†See <a href="#">Character Mounts</a> .				



## 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, <b>Vassal Slingshot</b> (4+)

### Model Rules

#### Vassal Slingshot: Artillery Weapon.

This Artillery Weapon can be fired in two ways:

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



## Gunnery Team

155 pts

single model

0–3 Units/Army

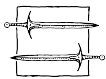
Height Standard  
Type Construct  
Base 40×40 mm

Global	Adv	Mar	Dis	Model Rules		
	3"	9"	9	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			4	1	2	Grind Attacks (D3)

### 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	<b>Higher Calibre</b> , 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)	130
Rocket Battery (4+) and Fires of Industry (2)	135

pts-



## Infernal Bastion

330 pts

single model

0-2 Units/Army

Height Gigantic  
Type Construct  
Base 60×100 mm

Global	Adv	Mar	Dis	Model Rules		
	3"	9"	9	<b>Firing Platform</b> , 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

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, <b>Full Steam Ahead!</b> , 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)	35
Rocket Battery (4+) and Fires of Industry (2)	40
<b>Rock Crusher</b>	60

### Optional Model Rules

#### Rock Crusher: Universal Rule.

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



## Kadim Titan

420 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):

<b>Walking Volcano</b> (0–2 Units/Army)	free
<b>Walking Earthquake</b> (0–1 Units/Army)	110

### Optional Model Rules

#### Walking Earthquake: Universal Rule.

The model gains **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 **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

340 pts

single model

0-3 Units/Army

Height Gigantic

Type Infantry

Base 50×75 mm

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

### Model Rules

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

The model gains Infernal 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

25

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

**Infernal Lash**

free

**Tower Shield**

free

**Giant Club**

5

# Quick Reference Sheet



## Characters

<b>Overlord</b>	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
<b>Prophet</b>	Adv	3"	Mar	9"	Dis	9					Infernal Brand, Wizard Apprentice
Standard, Infantry	HP	3	Def	4	Res	5	Arm	0			Infernal Armour
Prophet	Att	2	Off	4	Str	4	AP	1	Agi	2	
<b>Vizier</b>	Adv	3"	Mar	9"	Dis	9					Infernal Brand
Standard, Infantry	HP	3	Def	6	Res	5	Arm	0			Infernal Armour
Vizier	Att	3	Off	6	Str	4	AP	1	Agi	3	
<b>Taurukh Commis.</b>	Adv	7"	Mar	12"	Dis	9					Fear, Infernal Brand
Large, Beast	HP	4	Def	6	Res	5	Arm	0			Infernal Armour
Taurukh Commis.	Att	4	Off	6	Str	5	AP	2	Agi	4	Impact Hits (1)
<b>Vassal Conjurer</b>	Adv	4"	Mar	8"	Dis	7					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	
<b>Lamassu Scholar</b>	Adv	6"	Mar	12"	Dis	9					Fly (6", 12"), Infernal Brand, Not a Leader, Riddle of the Lamassu, Solitary
Large, Cavalry	HP	4	Def	4	Res	5	Arm	0			Fortitude (5+), Infernal Armour
Student	Att	2	Off	4	Str	4	AP	1	Agi	2	Infernal Weapon
Lamassu	Att	2	Off	4	Str	5	AP	2	Agi	4	Harnessed, Magical Attacks

## Character Mounts

<b>Seat of Authority</b>	Adv	4"	Mar	8"	Dis	C					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
<b>Vassal Steed</b>	Adv	8"	Mar	16"	Dis	C					Feigned Flight, Light Troops, Vanguard (6")
Standard, Cavalry	HP	C	Def	C	Res	C	Arm	C+1			
Vassal Steed	Att	2	Off	3	Str	3	AP	1	Agi	3	Harnessed
<b>Kadim Chariot</b>	Adv	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
<b>Bull of Shamut</b>	Adv	7"	Mar	14"	Dis	C					Fear, Fearless, Fly (6", 12"), Light Troops, Solitary, Supernal
Large, Cavalry	HP	4	Def	C	Res	5	Arm	C			Aegis (5+)
Bull of Shamut	Att	4	Off	4	Str	5	AP	2	Agi	3	Divine Attacks, Flaming Attacks, Harnessed, Impact Hits (D3)
<b>Great Bull of Shamut</b>	Adv	7"	Mar	14"	Dis	C					Fearless, Fly (6", 12"), Light Troops, Supernal
Gigantic, Beast	HP	6	Def	5	Res	6	Arm	2			Aegis (5+)
Great Bull of Shamut	Att	5	Off	5	Str	6	AP	3	Agi	3	Breath Attack (Str 4, AP 1, Divine Attacks, Flaming Attacks), Divine Attacks, Flaming Attacks, Harnessed, Impact Hits (D3)
<b>Infernal Bastion</b>	Adv	3"	Mar	9"	Dis	C					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

<b>Infernal Warriors</b>	Adv	3"	Mar	9"	Dis	9					 Infernal Brand, Scoring
Standard, Infantry	HP	1	Def	4	Res	4	Arm	0			Infernal Armour
Infernal Warrior	Att	1	Off	4	Str	3	AP	0	Agi	2	
<b>Citadel Guard</b>	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	

<b>Vassal Levies</b>	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
<b>Vassal Chieftain</b>	Adv	4"	Mar	8"	Dis	7														First Amongst Inferiors
Standard, Infantry	HP	2	Def	4	Res	4	Arm	0												
Vassal Chieftain	Att	3	Off	4	Str	4	AP	1	Agi	3										
<b>Shackled Slaves</b>	Adv	4"	Mar	8"	Dis	4														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

<b>Kadim Incarnates</b>	Adv	6"	Mar	12"	Dis	6														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)
<b>Kadim Chariot</b>	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
<b>Immortals</b>	Adv	3"	Mar	9"	Dis	9														Bodyguard, Fear, Infernal Brand, Scoring
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
<b>Disciples of Lugar</b>	Adv	4"	Mar	12"	Dis	9														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
<b>Taurukh Enforcers</b>	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)
<b>Taurukh Anointed</b>	Adv	7"	Mar	12"	Dis	9														Bodyguard (Taurukh Commissioner), Fear, Infernal Brand, Scoring
Large, Beast	HP	3	Def	5	Res	5	Arm	0												Infernal Armour
Taurukh Anointed	Att	3	Off	5	Str	5	AP	2	Agi	3										Impact Hits (1)
<b>Vassal Cavalry</b>	Adv	8"	Mar	16"	Dis	7														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
<b>Vassal Slingshot</b>	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+)
<b>Gunnery Team</b>	Adv	3"	Mar	9"	Dis	9														Infernal Brand, Mechanised Support, Not a Leader, War Platform
Standard, Construct	HP	4	Def	4	Res	4	Arm	0												Infernal Armour
Gunnery Team	Att	-	Off	-	Str	4	AP	1	Agi	2										Grind Attacks (D3)
<b>Infernal Artillery</b>	Adv	3"	Mar	3"	Dis	9														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
<b>Infernal Bastion</b>	Adv	3"	Mar	9"	Dis	9														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

<b>Infernal Engine</b>	Adv	6"	Mar	10"	Dis	9														Fearless, 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)



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

## 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