

THE IX AGE

FANTASY BATTLES



Infernal Dwarves

Army Book (Core Rules)

2nd Edition, version 2023 beta 2 hotfix 1 – March 09, 2023

Army Model Rules	2	Characters	6
Hereditary Spell	4	Character Mounts	10
Special Items	4	Core	13
Army Organisation	6	Special	15
Quick Reference Sheet	22	Instruments of Destruction	20
Changelog	25		



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 (6", Insignificant)** ~~with the following restrictions: it has a range of 6" and can only benefit Insignificant models.~~ In addition, when losing a Round of Combat, 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.

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, Steady Aim.**

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, **Shoot in Extra Rank.** Counts as Halberd in close combat.

Naphtha Thrower – Artillery Weapon

0–2 Models/Army.

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

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 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 gain **Multiple Wounds (D3, against Flammable)**. In addition, their Strength is **always** set to 6.

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 45 pts
 Enchantment: Flintlock Axe.
 Close Combat Attacks and Shooting Attacks made with this weapon hit automatically. The Strength of these hits is **always** set to 5 and their Armour Penetration is **always** set to 10. . 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 25 pts
 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. 3+)** and **Parry**.

Banner Enchantments

Banner of the Twice-Branded 30 pts
 One use only. May be activated at the end of the Charge Phase, immediately after all Charge Moves have been resolved. If the bearer's unit was successfully Charged during this phase, it may perform a Combat Reform (following the normal rules for Combat Reforms).

Icon of Ashuruk 30 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 20 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 **ExclusiveFly**.
The bearer's model gains +1 Health Point and the bearer gains **Breath Attack (Toxic Attacks)**.

Tablet of Vezodinezh 70 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.

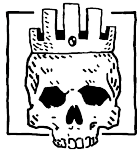
Ring of Desiccation 50 pts
At the start of each Round of Combat that the bearer's unit is fighting, every enemy unit in base contact with the bearer's model gains one Incendiary marker.

Golden Idol of Shamut 40 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).

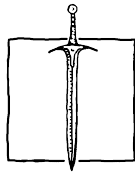
Mask of Ages 35 pts
Infantry models only.
The bearer gains **Aegis (5+, against Special Attacks)**, **Aegis (5+, against Magical Attacks)**, and **Fear**. In addition, the bearer **must** reroll failed to-hit rolls with its Close Combat Attacks.

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.

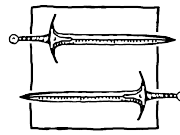
Army Organisation



Characters
Max. 40%



Core
Min. 25%



Special
No limit



Instruments of Destruction
Max. 25%

Characters (Max. 40%)



Overlord
180 pts

single model 0–1 Units/Army

Height Standard
Type Infantry
Base 20×20 mm



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

Global	Adv	Mar	Dis	Model Rules		
	3"	9"	10	Infernal Brand, Keys to the Citadel		
Defensive	HP	Def	Res	Arm		
	3	7	5	0	Infernal Armour	
Offensive	Att	Off	Str	AP	Agi	
Overlord	4	7	4	1	4	Hatred, Weapon Master, Flintlock Axe (2+), Great Weapon, Infernal Weapon, Paired Weapons, Spear

— Model Rules —

Keys to the Citadel: Universal Rule.

The model **must** buy Weapon Enchantments for two of its mundane weapons. The Point Cost of one of the Weapon Enchantments, the cheapest if applicable, is halved, rounding fractions up.

— Options —

Taurukh Ritual (on foot only)	80
Special Items	up to 250
Shield	5
Blunderbuss (5+)	5

— Mount Options —

Bull of Shamut (IoD)	180
Great Bull of Shamut (IoD)	420



Prophet




165 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		Must choose (one choice only):	
Wizard Master			265		Prophet of Shamut* free	
					Prophet of Lugar* 25	
Alchemy	Occultism	Pyromancy			Prophet of Nezibkesh* 30	
					Prophet of Ashuruk* 45	
					*Each option is 0–2 Models/Army.	
					Special Items up to 100	
					If Wizard Master up to 200	
					Shield 15	

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	50

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:	
		Great Weapon	5
		Paired Weapons	5

Prophet of Nezibkesh: Universal Rule.

The model gains **Fires of Industry (1)** and **Engineer (3+)** that it can use on a single friendly Gunnery Team, Infernal Artillery, or Infernal Engine within 6". The model gains access to the options below.

Mount Options	pts-	Additional Options	pts-
Infernal Bastion	260	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	Great Weapon	5
Bull of Shamut (Mount) (IoD)	140	Infernal Weapon	5
Great Bull of Shamut (Mount) (IoD) (Wizard Master only)	430	Paired Weapons	5



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		
	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)				45	Seat of Authority	50
Battle Standard Bearer				50	Bull of Shamut (IoD)	165
Special Items				up to 150	Infernal Bastion*	240
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				free		
Flintlock Axe (2+)				10		
Great Weapon				10		
Infernal Weapon				20		



Taurukh Commissioner

250 pts

single model

Height Large
Type Beast
Base 50×75 mm

Global	Adv	Mar	Dis	Model Rules		
	7"	12"	9	Fear, Infernal Brand, Tall		
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	free
Shield				30	Great Weapon	15
					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, 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 95 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

290 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	Exclusive, Fly (6", 12"), Infernal Brand, Not a Leader, Riddle of the Lamassu		
Fly	6"	12"				
Defensive	HP	Def	Res	Arm		
	4	4	5	0	Fortitude (5+), Infernal Armour	
Offensive	Att	Off	Str	AP	Agi	
Student	2	4	4	1	2	Infernal Weapon
Lamassu	2	4	5	2	4	Harnessed, Magical Attacks

Options

A single Artefact no limit pts

Model Rules

Riddle of the Lamassu: Universal Rule.

The model is a Wizard Adept that selects 2 spells from *Word of Iron* (Alchemy), *Breath of Corruption* (Occultism), *Flaming Swords* (Pyromancy), *Deceptive Glamour* (Witchcraft), and *Curse of Nezibkesh* (Hereditary Spell). This rule overrides the normal Spell Selection rules connected to being a Wizard Adept.

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

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

Character Mounts



Seat of Authority

Height Standard
Type Infantry
Base 40×40 mm
0–2 Mounts/Army

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 (3+, 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	Exclusive, Fear, Fearless, Fly (6", 12"), Light Troops, Supernal		
Fly	6"	12"				
Defensive	HP	Def	Res	Arm	Model Rules	
	4	C	5	C	Aegis (5+)	
Offensive	Att	Off	Str	AP	Agi	Model Rules
Bull of Shamut	4	4	5	2	3	Divine Attacks, Flaming Attacks, Harnessed, Impact Hits (D3)



Great Bull of Shamut

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

0–1 Mounts/Army

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

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



Infernal Bastion

Height Gigantic
 Type Construct
 Base 60×100 mm

0–1 Mounts/Army

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

Global	Adv	Mar	Dis	Model Rules		
	3"	9"	C	Attached, Exclusive (R&F model with Infernal Brand), Firing Platform, 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)	

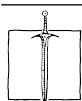
— *Model Rules* —

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

260 pts + 9 pts/extra model

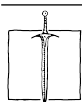
20-40 models



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
Great Weapon			2/model	Champion		10
Shield			1/model	Musician		10
Blunderbuss (5+)			5/model	Standard Bearer		10
				Banner Enchantment		no limit



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
Must choose (one choice only):				Champion		10
Pistol (4+)			free	Musician		10
Pistol (4+) and Spear			2/model	Standard Bearer		10
Flintlock Axe (3+) (0-25 Models/Unit)			9/model	Banner Enchantment		no limit



Vassal Levies

120 pts + 4 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+)			4/model			Champion			10		
Must choose (one choice only):						Musician			10		
Paired Weapons			free			Standard Bearer			10		
Shield			1/model			Banner Enchantment			no limit		
Spear and Shield			1/model								



Shackled Slaves

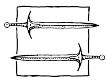
100 pts + 4 pts/extra model

20-40 models

Height Standard
Type Infantry
Base 25×25 mm

Global	Adv	Mar	Dis	Model Rules							
	4"	12"	4	Chained Together , Insignificant, Unstable							
Defensive	HP	Def	Res	Arm							
	1	2	4	0							
Offensive	Att	Off	Str	AP	Agi						
Shackled Slave	1	2	3	0	1						
Model Rules			Options			pts-					
Chained Together: Universal Rule.			Must choose (one choice only):			Paired Weapons			free		
The model's unit may never voluntarily change its number of files. In addition, immediately before the model performs a March Move, it must take a Dangerous Terrain (1) Test. This test is not considered to be caused by a Terrain Feature. After performing a March Move, the unit suffers D6 hits that wound automatically, with no saves of any kind allowed.						Shield			free		
						Command Group Options			pts-		
						Musician			10		

Special (No limit)



Kadim Incarnates

265 pts + **85** 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 (3+, 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

220 pts

single model

0-3 Units/Army

Height **Large**
Type **Construct**
Base **50×100 mm**

Global	Adv	Mar	Dis	Model Rules		
	7"	7"	9	Fear, Infernal Brand, Swiftstride		
Defensive	HP	Def	Res	Arm		
	4	4	5	2	Aegis (3+, 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 —						
Champions of Lugar must choose (one choice only):						
Paired Weapons						free
Great Weapon						20



Immortals

280 pts + 23 pts/extra model

15-30 models



Height Standard
Type Infantry
Base 20×20 mm

Global	Adv	Mar	Dis	Model Rules		
	3"	9"	9	Bodyguard, Fear, Infernal Brand, Scoring		
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):

Spear	free
Great Weapon	1/model
Infernal Weapon	1/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



Height Standard
Type Infantry
Base 20×20 mm

Global	Adv	Mar	Dis	Model Rules		
	4"	12"	9	Ghost Step, Infernal Brand, Scoring, Theocratic Litigators		
Defensive	HP	Def	Res	Arm		
	1	4	4	0	Aegis (3+, 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.

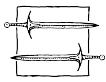
Options

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

195 pts + 24 pts/extra model

5-12 models

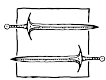


0-4 Units/Army

Height Standard
Type Beast
Base 25×50 mm

0-60 R&F Models with 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)				5/model	Musician				10		
Must choose (one choice only):					Standard Bearer				10		
Paired Weapons				free	Banner Enchantment				no limit		
Great Weapon				2/model							
Infernal Weapon				4/model							



Taurukh Anointed

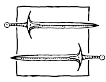
305 pts + 100 pts/extra model

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, Tall							
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		
Great Weapon				free	Standard Bearer				10		
Paired Weapons				1/model	Banner Enchantment				no limit		
Infernal Weapon				8/model							



Vassal Cavalry

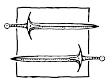
180 pts + **9** pts/extra model

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 — Command Group Options — pts —					
Champion	10	Standard Bearer			10
Musician	10	Banner Enchantment			no limit



Vassal Slingshot

100 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, Oil Flasks, Vassal Slingshot (4+)

— Model Rules —

Vassal Slingshot: Artillery Weapon.

Bolt Thrower: Range 48", Shots 1, Str 3 [6], AP 10, **Area Attack (1×5)**, [**Multiple Wounds (D3)**].



Gunnery Team

150 pts

single model

0–3 Units/Army

Height Standard
Type Construct
Base 40×40 mm

Global	Adv	Mar	Dis	Model Rules	
	3"	9"	9	Attached, Exclusive (R&F model with Infernal Brand), Infernal Brand, Not a Leader, War Platform	
Defensive	HP	Def	Res	Arm	
	4	4	4	0	Infernal Armour, Shield
Offensive	Att	Off	Str	AP	Agi
Gunnery Team			4	1	2 Grind Attacks (3)

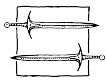
— Options — pts —

Must choose (one choice only):

Rocket Battery (4+) and Fires of Industry (2) free

Titan Mortar (4+) and Fires of Industry (2) free

Naphtha Thrower and Fires of Industry (1) **10**



Infernal Artillery

155 pts

single model

Height Large
Type Construct
Base 75 mm round

Global	Adv	Mar	Dis	Model Rules		
	3"	3"	9	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

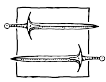
Higher Calibre: Universal Rule.

The minimum range and the maximum range of the model's Artillery Weapon are 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) 120
 Rocket Battery (4+) and Fires of Industry (2) 135



Infernal Bastion

320 pts

single model

0-2 Units/Army

Height Gigantic
Type Construct
Base 60x100 mm

Global	Adv	Mar	Dis	Model Rules		
	3"	9"	9	Attached, Exclusive (R&F model with Infernal Brand), Firing Platform , Infernal Brand, 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

400 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, 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 and Overrun Distance in the Melee Phase are **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)	25
Rocket Battery (4+) and Fires of Industry (2)	30
Rock Crusher	50

Optional Model Rules

Rock Crusher: Universal Rule.

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



Kadim Titan

450 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 (3+, against Flaming Attacks), Aegis (5+)	
Offensive	Att	Off	Str	AP	Agi	
Kadim Titan	6	4	6	3	3	

Options

Must choose (one choice only):

Walking Volcano (0–2 Units/Army)	free
Walking Earthquake (0–1 Units/Army)	70

Optional Model Rules

Walking Earthquake: Universal Rule.

The model gains **Swiftstride**, **Volcanic Embrace (D3+1)**, and its March Rate is **set** to 14".

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

330 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**.

Options

Big Brother	pts
Must choose (one choice only):	
Infernal Lash	free
Tower Shield	free
Giant Club	15

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~~The model gains **Maximised (Stomp Attacks)**.

Giant Club: Close Combat Weapon.

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

Infernal Lash: Close Combat Weapon.

The model gains +2 Agility. At the start of each Melee Phase, you may choose a single friendly unit within 6" of the wielder (including the wielder itself). The chosen unit's Close Combat Attacks become **Flaming Attacks** and **Magical Attacks** until the end of the Melee Phase.

Tower Shield: Personal Protection.

The model gains Soft Cover against attacks from models Located in its Front Arc, and **Parry**.

Quick Reference Sheet

Characters

Overlord	Adv	3"	Mar	9"	Dis	10						Infernal Brand, Keys to the Citadel
Standard, Infantry	HP	3	Def	7	Res	5	Arm	0				Infernal Armour
Overlord	Att	4	Off	7	Str	4	AP	1	Agi	4		Hatred, Weapon Master, Flintlock Axe (2+), Great Weapon, Infernal Weapon, Paired Weapons, Spear
Prophet	Adv	3"	Mar	9"	Dis	9						Infernal Brand, Wizard Apprentice
Standard, Infantry	HP	3	Def	4	Res	5	Arm	0				Infernal Armour
Prophet	Att	2	Off	4	Str	4	AP	1	Agi	2		
Vizier	Adv	3"	Mar	9"	Dis	9						Infernal Brand
Standard, Infantry	HP	3	Def	6	Res	5	Arm	0				Infernal Armour
Vizier	Att	3	Off	6	Str	4	AP	1	Agi	3		
Taurukh Commis.	Adv	7"	Mar	12"	Dis	9						Fear, Infernal Brand, Tall
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						Exclusive, Fly (6", 12"), Infernal Brand, Not a Leader, Riddle of the Lamassu
Large, Cavalry	HP	4	Def	4	Res	5	Arm	0				Fortitude (5+), Infernal Armour
Student	Att	2	Off	4	Str	4	AP	1	Agi	2		Infernal Weapon
Lamassu	Att	2	Off	4	Str	5	AP	2	Agi	4		Harnessed, Magical Attacks

Character Mounts

Seat of Authority	Adv	4"	Mar	8"	Dis	C						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 (3+, 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						Exclusive, Fear, Fearless, Fly (6", 12"), Light Troops, 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)
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						Attached, Exclusive (R&F model with Infernal Brand), Firing Platform, 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
Shackled Slaves	Adv	4"	Mar	12"	Dis	4												Chained Together , Insignificant, Unstable
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												Fear, Fearless, Ghost Step, Insignificant, Supernal, Swiftstride
Large, Infantry	HP	3	Def	3	Res	4	Arm	2										Aegis (3+, 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 (3+, 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
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												Ghost Step, Infernal Brand, Scoring, Theocratic Litigators
Standard, Infantry	HP	1	Def	4	Res	4	Arm	0										Aegis (3+, 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, Tall
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, Oil Flasks, Vassal Slingshot (4+)
Gunnery Team	Adv	3"	Mar	9"	Dis	9												Attached, Exclusive (R&F model with Infernal Brand), Infernal Brand, Not a Leader, War Platform
Standard, Construct	HP	4	Def	4	Res	4	Arm	0										Infernal Armour, Shield
Gunnery Team	Att	-	Off	-	Str	4	AP	1	Agi	2								Grind Attacks (3)
Infernal Artillery	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
Infernal Bastion	Adv	3"	Mar	9"	Dis	9												Attached, Exclusive (R&F model with Infernal Brand), Firing Platform, Infernal Brand, 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, 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	<i>Adv</i>	7"	<i>Mar</i>	7"	<i>Dis</i>	7				Fearless, Insignificant, Supernal
Gigantic, Infantry	<i>HP</i>	7	<i>Def</i>	4	<i>Res</i>	6	<i>Arm</i>	2	Aegis (3+, against Flaming Attacks), Aegis (5+)	
Kadim Titan	<i>Att</i>	6	<i>Off</i>	4	<i>Str</i>	6	<i>AP</i>	3	<i>Agi</i>	3
Citizen Giant	<i>Adv</i>	7"	<i>Mar</i>	14"	<i>Dis</i>	8				Giant See, Giant Do
Gigantic, Infantry	<i>HP</i>	7	<i>Def</i>	3	<i>Res</i>	5	<i>Arm</i>	1		
Citizen Giant	<i>Att</i>	5	<i>Off</i>	3	<i>Str</i>	5	<i>AP</i>	2	<i>Agi</i>	3

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 in Extra Rank
Eye of the Bull	-	18"	5	10	1	Hits Automatically
Naphtha Thrower (Gunnery Team/ Infernal Engine)	Flamethrower	12"	4 {5}	1 {2}	1	Flaming Attacks {Multiple Wounds (D3)}
Naphtha Thrower (Infernal Artillery)	Flamethrower	24"	4 {5}	1 {2}	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	-	48"	3 [6]	10	1	Area Attack (1x5) [Multiple Wounds (D3)]

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

2023 beta 2 hotfix 1

- Chained Together for Shackled Slaves DT(1) replaced with loosing D6 wounds without any saves allowed

2023 beta 2

- fixed typos and rewording using new Rules from BRB
- Chained Together for Shackled Slaves
- Breath of the Brass Bull cannot be taken by Fly instead Exclusive
- Disciples of Lugar removed 0-50 model/Army limit

Price Changes

- Special Items
 - Eye of the Bull 40 ↗45
 - Mask of Ages 40 ↘35
 - Kadim Binding 30 ↘25
 - Banner of the Twice-Branded 40 ↘30
 - Their Masters Banner 35 ↘20
 - Tablet of Vezodinezh 65 ↗70
 - Icon of Ashuruk 50 ↘30
 - Golden Idol of Shamut 55 ↘40
- Characters
 - Overlord Base cost 200 ↘180
 - Overlord Bull of Shamut 160 ↗180
 - Overlord Great Bull of Shamut 400 ↗420
 - Prophet Base cost 170 ↘165
 - Prophet Shield 10 ↗15
 - Prophet Seat of Authority 55 ↘50
 - Prophet Infernal Bastion 280 ↘260
 - Prophet Great Weapon 10 ↘5
 - Vizier Spear 5 ↘0
 - Vizier Seat of Authority 60 ↘50
 - Taurukh Commissioner Base cost 260 ↘250
 - Taurukh Commissioner Shield 25 ↗30
 - Taurukh Commissioner Paired Weapons 5 ↘0
 - Taurukh Commissioner Great Weapon 20 ↘15
 - Lamassu Scholar Base cost 300 ↘290
- Core
 - Infernal Warriors Base cost 270 ↘260
 - Infernal Warriors Great Weapon 3 ↘2
 - Citadel Guard Pistol and Spear 4 ↘2
 - Vassal Levies Additional models 5 ↘4
 - Vassal Levies Bow 3 ↗4
- Shackled Slaves Shield 1 ↘0
- Special
 - Immortals Base cost 290 ↘280
 - Immortals Additional models 24 ↘23
 - Immortals Great Weapon 0 ↗1
 - Immortals Infernal Weapon 2 ↘1
 - Kadim Incarnates Base cost 275 ↘265
 - Kadim Incarnates Additional models 90 ↘85
 - Kadim Chariot Base cost 235 ↘220
 - Kadim Chariot Great Weapon 15 ↗20
 - Taurukh Enforcers Base cost 205 ↘195
 - Taurukh Enforcers Additional models 25 ↘24
 - Taurukh Enforcers Blunderbuss 6 ↘5
 - Taurukh Enforcers Great Weapon 3 ↘2
 - Taurukh Enforcers Infernal Weapon 3 ↗4
 - Taurukh Anointed Paired Weapons 2 ↘1
 - Taurukh Anointed Great Weapon 5 ↘0
 - Vassal Cavalry Base cost 190 ↘180
 - Vassal Cavalry Additional models 10 ↘9
 - Vassal Slingshot Base cost 105 ↘100
 - Gunnery Team Base cost 160 ↘150
 - Gunnery Team Naphtha Thrower 0 ↗10
 - Infernal Artillery Titan Mortar 125 ↘120
- Instruments of Destruction
 - Infernal Engine Base cost 410 ↘400
 - Infernal Engine Rock Crusher 60 ↘50
 - Infernal Engine Naphtha Thrower 35 ↘25
 - Infernal Engine Rocket Battery 40 ↘30
 - Infernal Bastion Base cost 330 ↘320
 - Citizen Giant Base cost 340 ↘330
 - Citizen Giant Giant Club 5 ↗15