

THE IX AGE

FANTASY BATTLES



HOBGOBLINS

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Hobgoblins

Infernal Dwarves Supplement Army Book

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The 9th Age: Fantasy Battles is a community-made miniatures wargame. All rules in this book are supplementary to the Core Rules of The 9th Age. They are produced by our teams and should be viable for use in any game, but you should seek permission from your opponent or tournament organiser to use, as they significantly increase the complexity of the 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 $\text{\LaTeX}$.

To our mighty Overlord of Karutab, undisputed master of the lands, the Shah of Papak sends humble greetings. In accordance with his wise proclamations, we hereby disclose our forces under arms. As you shall see, the Shah is careful to keep within the limits justly prescribed to the Vassals of the Citadel of Karutab, whatever reports to the contrary may have been sent by troublemakers from other settlements.

Additionally, the Shah wishes to assure the generous Overlord, to whom his life is owed, that the Hobgoblins of Papak are utterly loyal. To be Hobgoblin is to be loyal. We have forsaken the treachery and cunning of our lesser brethren, and seek only to emulate the nobility and warrior spirit of the mighty Infernal people, though of course we are but the palest of imitations.

Army Specific Rules

Warrior Vassals

The total Combat Score bonus **from** each player **gained in** Duels (from lost Health Points on enemy units and Overkill), is reduced by 1, to a minimum of 0.

Army Model Rules

Attack Attributes

Iron Rain – Shooting

Shooting Attacks made by the model while Located in the target's Flank or Rear Arc gain +1 to hit and +1 Armour Penetration.

Armoury

Infernal Armour – Armour Equipment

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

Blunderbuss – Shooting Weapon

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

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).

Hereditary Spell

Casting Value	Range	Type	Duration	Effect
H Chains of Pride				
<5+> {9+}	18"	<Augment> {Hex}	One Turn	The target gains Unstable. {Targets with Supernal cannot take Break Tests.}

Special Items

Weapon Enchantments

Wicked Serrations 50 pts
 Enchantment: Great Weapon.
 The wielder gains **Lightning Reflexes** while using this weapon. In addition, single model units that have suffered one or more Health Point losses due to attacks from this weapon suffer -1 Resilience and -1 Attack Value until the end of the Combat Phase.

Armour Enchantments

Elemental Plate 60 pts
 Enchantment: Suit of Armour.
 The wearer gains **Aegis (4+, against Close Combat Attacks)**. This Aegis Save cannot be used against Close Combat Attacks made with a Hand Weapon. In addition, the wearer gains **Aegis (4+, against Flaming Attacks)**.

Death's Head Aura 45 pts
 Enchantment: Suit of Armour.
 If on foot, the wearer gains +2 Armour. If mounted, the wearer gains +1 Armour instead. In addition, the wearer gains **Aegis (3+, against Special Attacks)**.

Banner Enchantments

Green Tide 45 pts
 0-3 per Army.
 The bearer's unit gains **Fight in Extra Rank**.

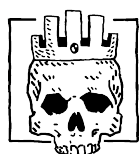
Predator Pennant 45 pts
 Cannot be taken by units that count toward Core.
 The bearer's unit gains **Devastating Charge (Distracting)**.

Artefacts

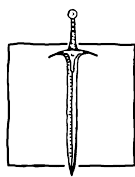
Breath of the Brass Bull 80 pts
 Cannot be taken by models with Towering Presence.
 The bearer's model gains +1 Health Point and the bearer gains **Breath Attack (Toxic Attacks)**.

Zartosht's Chains 55 pts
 Enemy units in base contact with the bearer's model suffer -2 Defensive Skill. The roll for Flee Distance of enemy units in base contact with the bearer's model is subject to Minimised Roll.

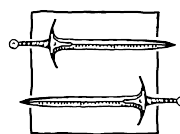
Army Organisation



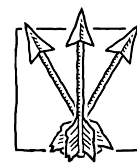
Characters
 Max. 40%



Core
 Min. 25%



Special
 No limit



Blotting the Sun
 Max. 35%

Characters (Max. 40%)



Satrap
105 pts

single model

Height Standard
Type Infantry
Base 20×20 mm

The Shah of Papak is unfailingly loyal to our glorious Overlord. Our rulers lead our people, and will happily dispatch as many troops as requested to the service of that most magnificent of Citadels, Karutab, whenever required. Naturally, there is no need for them to go to war themselves—it will serve your greatness better to keep them in the palace, supervising tax collection.

Global	Adv	Mar	Dis	Model Rules		
	4"	8"	8			
Defensive	HP	Def	Res	Arm		
	3	5	4	0	Infernal Armour	
Offensive	Att	Off	Str	AP	Agi	
Satrap	3	5	4	1	4	Iron Rain

Options

Must choose (one choice only):

Archery Commander

Cavalry Commander

Shah (General only)

Battle Standard Bearer

Special Items

Shield

Paired Weapons

Lance

Great Weapon

Flintlock Axe (3+)

One choice only:

Bow (2+)

Blunderbuss (5+)

free

20

50

50

up to 100

5

5

10

10

15

5

10

Mount Options

Mountain Wolf

Bear-Dog

Plains Tusker

Drum Gogyag

50

70

225

245

Optional Model Rules

Archery Commander: Universal Rule.

Units in Line Formation joined by one or more models with Archery Commander **never** count as having moved for the purpose of Volley Fire.

Cavalry Commander: Universal Rule.

The Satrap model part gains +1 Offensive Skill and **Weapon Master**. The Satrap **must** take a mount. Cavalry units joined by one or more models with Cavalry Commander **must** reroll any natural rolls of '1' when rolling for Charge Range in the Charge Phase.

Shah: Universal Rule.

The Satrap model part gains +1 Agility, +1 Discipline, and +1 Attack Value, and its Special Item allowance is **set** to 200 pts.



Hobgoblin Conjurer

130 pts

single model

Height Standard
Type Infantry
Base 20×20 mm

It is a fact of existence that the mystical arts are essential to victory on the field of battle. We are blessed to have dwarf-trained conjurers, and they are naturally loyal to the Masters. Should you require their assistance in battle, they will be made available in an instant. Attached are their specific credentials and accreditations.

Global	Adv	Mar	Dis	Model Rules	
	4"	8"	7	Wizard Apprentice	
Defensive	HP	Def	Res	Arm	
	3	3	3	0	
Offensive	Att	Off	Str	AP	Agi

Hobgoblin Conjurer 1 3 3 0 3 Iron Rain

Magic Options	pts	Mount Options	pts
One choice only:		If Wizard Adept or Master:	
Wizard Adept	75	Mountain Wolf	45
Wizard Master	225	Plains Tusker	180

Pyromancy

Shamanism

Witchcraft

Optional Model Rules

Infernal Lackey: Universal Rule.
The model gains Infernal Armour and Flintlock Axe (3+). Its Discipline is **set** to 8, and it **must choose** Pyromancy **as its Path of Magic**.

Options	pts
Infernal Lackey (Wizard Master only)	35
Special Items	up to 100
If Wizard Master	up to 200
Light Armour	5

Character Mounts



Mountain Wolf

Height **Standard**
Type **Cavalry**
Base **25×50 mm**

The wolves of the Sky Mountains are strong and swift enough to bear the light frame of a hobgoblin. We find they are easier to feed than horses, and less prone to foolish deaths.

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
Mountain Wolf	2	3	3	1	3 Harnessed



Bear-Dog

Height **Standard**
Type **Cavalry**
Base **25×50 mm**

As loyal as a dog, as savage as a mountain bear and as swift as a bull, the bear-dog is a noble mount. The Hobgoblins have domesticated these beasts for countless generations. Should our Masters wish, we would be happy to instruct others in their employment. We caution, however, that they do occasionally eat disliked riders.

Global	Adv	Mar	Dis	Model Rules	
	7"	14"	C		
Defensive	HP	Def	Res	Arm	
	C	C	C	C+2	
Offensive	Att	Off	Str	AP	Agi
Bear-Dog	2	3	4	1	2 Harnessed, Stomp Attacks (1)



Plains Tusker

Height **Large**
Type **Cavalry**
Base **50×100 mm**
0-2 Mounts/Army

The ferocious tuskers of Augea make magnificent pets, and the Shah keeps several in the palace grounds. Some are sacred, while others are more like friends, and can barely bear to be parted from their master.

Global	Adv	Mar	Dis	Model Rules	
	8"	14"	C	Fear	
Defensive	HP	Def	Res	Arm	
	C	C	5	C+2	
Offensive	Att	Off	Str	AP	Agi
Plains Tusker	4	3	5	2	2 Harnessed, Impact Hits (D3)



Drum Gogyag

Height Gigantic
Type Beast
Base 60×100 mm
0–1 Mounts/Army

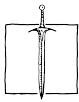
Global	Adv	Mar	Dis	Model Rules		
	6"	10"	C	Giant Drum, Musician, War Platform		
Defensive	HP	Def	Res	Arm		
	5	3	6	3		
Offensive	Att	Off	Str	AP	Agi	
Drummer (4)	1	3	3	0	3	Halberd
Gogyag	4	3	5	2	2	Harnessed

Model Rules

Giant Drum: Universal Rule.

The model must be deployed in, and can only join Blasted Plains Emissaries or Hob Levies units. The model can never voluntarily leave its unit. In addition, the range of the model's March to the Beat, and to enemy units that are required to take a March Test due to the Drum Gogyag's unit, are both extended to 18".

Core (Min. 25%)



Hob Levies

120 pts + 5 pts/extra model

20–40 models



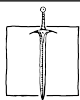
Height **Standard**
Type **Infantry**
Base **20×20 mm**



Units with an upgrade marked with [BS] also count towards Blotting the Sun.

You know, oh great Overlord, that we train our soldiers to the standards set by the Masters. Levies comprise the heart of our own military forces, and are matched against such foes as it is appropriate for us to battle. Some few may deviate slightly from standard protocols, but we would not dream of wasting the Masters' time with them.

Global	Adv	Mar	Dis	Model Rules	
	4"	8"	7	Scoring	
Defensive	HP	Def	Res	Arm	
	1	3	3	0	Light Armour
Offensive	Att	Off	Str	AP	Agi
Hob Levy	1	3	3	0	3 Iron Rain
Options			pts-		Command Group Options
Bow (4+) [BS]			2/model		Champion 10
Must choose (one choice only):					Musician 10
Paired Weapons			free		Standard Bearer 10
Shield			free		Banner Enchantment no limit
Spear and Shield			1/model		
Halberd and Heavy Armour			2/model		



Hob Auxiliaries

125 pts + 6 pts/extra model 10–20 models

Height Standard
Type Infantry
Base 20×20 mm

The unit counts both towards Core and Blotting the Sun.

Left to our devices, it is notable and shameful that we Hobgoblins are forced to adopt a less forceful approach to confrontations. Shepherds throwing stones are our own levy, troops as far below our own trained warriors as our warriors are below the Masters. Naturally, this leads to them being categorised as auxiliary adjuncts to standard forces.

Global	Adv	Mar	Dis	Model Rules	
	4"	8"	7	Light Troops, Vanguard (6")	
Defensive	HP	Def	Res	Arm	
	1	3	3	0	
Offensive	Att	Off	Str	AP	Agi
Hob Auxiliary	1	3	3	0	3

Boiling Oil, Iron Rain, Paired Weapons

Model Rules

Boiling Oil: Attack Attribute – Shooting.

If one or more simultaneous attacks with Boiling Oil hit, after resolving these attacks, the target unit gains one Boiling Oil marker. If a unit with one or more Boiling Oil markers is targeted by Shooting Attacks with Iron Rain, the shooting models are considered to be Located in the target's Rear Arc for the purpose of Iron Rain (not for the purpose of other rules like Area Attack). Remove all markers from a unit when it **is hit by one or more** attacks with Iron Rain or at the end of the Shooting Phase, whichever comes first.

Options

Must choose (one choice only):

Slingers(0–2 Units/Army)

Disciples(0–2 Units/Army)

free

1/model

Optional Model Rules

Disciples: Universal Rule.

Units fully composed of models with Disciples gain **Swiftstride** for the Charge Range roll if they are Located in the Charged unit's Flank or Rear Arc when rolling their Charge Range in the Charge Phase. In addition, while the model's unit is Engaged with an enemy unit's Flank or Rear Facing, the model's Close Combat Attacks gain +1 to hit and +1 Armour Penetration.

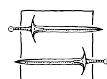
Sling: Shooting Weapon.

Range 18", Shots 1, Str 3, AP 0. The attack gains +1 Strength when shooting from Short Range.

Slingers: Universal Rule.

The model gains **Hard Target (1)**, **Insignificant**, **Skirmisher**, and **Sling (4+)**.

Special (No limit)



Mountain Wolf Cavalry

170 pts + 12 pts/extra model

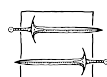
5–15 models

0–2 Units/Army

Height Standard
Type Cavalry
Base 25×50 mm

The flower of our youth and the pinnacle of wolfmanship, our riders should be a familiar sight to our glorious Masters. Trained in bow and spear, it is the swiftness of the mountain wolf that is most prized. These are excellent warriors and we understand the constant demand for their training from our superiors. Pursuant to section 287, we would like to apply for an expansion of the wolf breeding program, to better supply the Masters with well-trained riders.

Global	Adv	Mar	Dis	Model Rules		
	8"	16"	7	Feigned Flight, Light Troops, Vanguard (6")		
Defensive	HP	Def	Res	Arm		
	1	4	3	1	Light Armour, Shield	
Offensive	Att	Off	Str	AP	Agi	
Hobgoblin Rider	1	4	3	0	3	Iron Rain, Bow (4+), Lance
Mountain Wolf	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



Hob Cataphracts

280 pts + 22 pts/extra model

10–20 models

0–3 Units/Army

Height Standard
Type Cavalry
Base 25×50 mm

Among the more notable of our specialist levies are the bear-dog riding Cataphracts. Skilled in bow and spear, most are veterans of glorious service to the Masters. Should the Masters ever feel the need to call upon older, slower cavalry to supplement their forces, the Cataphracts stand ready to answer the call.

Global	Adv	Mar	Dis	Model Rules		
	7"	14"	8	Scoring		
Defensive	HP	Def	Res	Arm		
	1	4	3	2		
Offensive	Att	Off	Str	AP	Agi	
Veteran	1	4	3	0	3	Iron Rain, Bow (4+)
Bear-Dog	2	3	4	1	2	Harnessed, Stomp Attacks (1)
Options			pts	Optional Model Rules		
Must choose (one choice only):				Cataphractii: Universal Rule.		
Cataphractii			free	The model gains Lance, Paired Weapons, Heavy Ar-		
Eternals			1/model	mour, Shield, and Weapon Master.		
Command Group Options			pts	Eternals: Universal Rule.		
Champion				10	The model gains Great Weapon, Infernal Armour, and	
Musician				10	Hatred (against Beast, Cavalry).	
Standard Bearer				10		
Banner Enchantment				no limit		



Tusker Mahouts

400 pts + 110 pts/extra model

3–5 models



0–3 Units/Army

Height Large
Type Cavalry
Base 50×100 mm

Construction projects never fail to benefit from the might of a tamed tusker. Such beasts are an asset in forestry, agriculture and transport. The occasional presence of a herd of tuskers near an army can generally be explained as part of the supply train. Any sightings of particularly large beasts, bred from ogre stock and equipped with giant war platforms are likely cases of mistaken identity—we would not militarily employ such creatures in excess of standard regulations on military forces (per 322D).

Global	Adv	Mar	Dis	Model Rules		
	8"	14"	8	Fear, Scoring		
Defensive	HP	Def	Res	Arm		
	3	4	5	2	Heavy Armour	
Offensive	Att	Off	Str	AP	Agi	
Hobgoblin Mahout (3)	1	4	3	0	3	Halberd
Plains Tusker	4	3	5	2	2	Harnessed, Impact Hits (D3)
— Command Group Options —				pts -	— Command Group Options — pts -	
Champion				10	Standard Bearer	10
Musician				10	Banner Enchantment	no limit



Drum Gogyag

200 pts

single model

0–3 Units/Army

Height Gigantic
Type Beast
Base 60×100 mm

Magnificent miscellaneous mascots for the regiments, “gogyag” is our ancient name for any big and inspiring pet befriended by the goblins. With training and care, such creatures can often carry, and sometimes even play, the great hob-drums of war. Per section 647D, unit mascots are, of course, not counted as soldiers under arms or cavalry. The recent trend of adopting the largest and fiercest beasts of the Blasted Plains as mascots was initiated by the soldiers, who seem to take it as a point of pride to find the most majestic mascot. All to honour the Masters, of course.

Global	Adv	Mar	Dis	Model Rules		
	6"	12"	7	Giant Drum, Musician, Not a Leader, War Platform		
Defensive	HP	Def	Res	Arm		
	5	3	6	3		
Offensive	Att	Off	Str	AP	Agi	
Drummer (4)	1	3	3	0	3	Halberd
Gogyag	4	3	5	2	2	Harnessed
— Command Group Options —				pts -		
Standard Bearer				20		

— Model Rules —

Giant Drum: Universal Rule.

The model must be deployed in, and can only join Blasted Plains Emissaries or Hob Levies units. The model can never voluntarily leave its unit. In addition, the range of the model's March to the Beat, and to enemy units that are required to take a March Test due to the Drum Gogyag's unit, are both extended to 18".

Blotting the Sun (Max. 35%)



Blasted Plains Emissaries

230 pts + **14** pts/extra model

20–30 models



Height **Standard**
Type **Infantry**
Base **20×20 mm**

The finest of our people are, of course, those honoured with permission to visit the great Citadels. These universally admired hobgoblins are invariably enlightened by the company and generosity of the Masters. To us, they seem to return with some measure of dwarven discipline and battle-vigour, as well as fine arms and armour. Still, weapons are not the warrior, so claims that dwarven-trained soldiers should count double towards levy limits should clearly be dismissed.

Global	Adv	Mar	Dis	Model Rules	
	4"	8"	8	Scoring	
Defensive	HP	Def	Res	Arm	
	1	3	3	0	Infernal Armour, Shield
Offensive	Att	Off	Str	AP	Agi
Emissary	1	3	3	0	3 Iron Rain
Options			pts-	Command Group Options	
Must choose (one choice only):					pts-
Bow (3+)			free	Champion	10
Blunderbuss (5+)			4/model	Musician	10
Flintlock Axe (4+)			4/model	Standard Bearer	10
				Banner Enchantment	no limit



Sky Mountain Emissaries

260 pts + **75** pts/extra model

3–8 models



Height **Large**
Type **Cavalry**
Base **40×60 mm**

Finally, reports may have circulated as to the inclusion of camel-based cavalry squadrons equipped with export grade firearms that would exceed our allowance of powder and ammunition. These are utterly unfounded; the incident in question occurred when the Red Ridge Consortium's envoys were swept into a conflict on the Steel Road through simple misfortune. They fought bravely to protect their dwarven Master's investment, not for the Shah.

Global	Adv	Mar	Dis	Model Rules	
	6"	12"	7	Scoring	
Defensive	HP	Def	Res	Arm	
	2	3	4	1	Infernal Armour
Offensive	Att	Off	Str	AP	Agi
Emissary	1	3	3	0	3 Saddle Cannon (4+)
Colossal Camel	2	3	4	1	2 Harnessed
Model Rules				Command Group Options	
Saddle Cannon: Shooting Weapon.					pts-
Range 24", Shots D6, Str 4, AP 2, Quick to Fire.					
				Champion	10
				Musician	10
				Standard Bearer	10
				Banner Enchantment	no limit



Hob Ballista

100 pts

single model

0–2 Units/Army

Height Standard
Type Construct
Base 60 mm round

Pursuant to section 743B, the maintenance and operation of torsion-powered supplementary artillery is continued, but restricted in operation and design to senior engineers who have served as clerks and apprentices to the Temple of Nezibkesh.

Global	Adv	Mar	Dis	Model Rules		
	4"	4"	7	War Machine		
Defensive	HP	Def	Res	Arm		
	5	1	4	0	Light Armour	
Offensive	Att	Off	Str	AP	Agi	
Crew	3	3	3	0	3	Iron Rain, Move or Fire, Ballista (4+)

—Model Rules—

Ballista: Artillery Weapon.

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

Thus concludes this report on the disposition of the military forces of Papak, both actual forces and wild-eyed accusations from jealous rival vassals. We hope that our glorious Overlord will find it useful. May your tyranny rain down upon us for ten thousand years.

I, Kleptiko, accountant to the Shah of Papak, inscribed these words.

—Tablet found in the ruins of Manash, a former city of the Blasted Plain

Quick Reference Sheet

Characters

Satrap	Adv	4"	Mar	8"	Dis	8													
Standard, Infantry	HP	3	Def	5	Res	4	Arm	0										Infernal Armour	
Satrap	Att	3	Off	5	Str	4	AP	1	Agi	4								Iron Rain	
Hobgoblin Conjurer	Adv	4"	Mar	8"	Dis	7												Wizard Apprentice	
Standard, Infantry	HP	3	Def	3	Res	3	Arm	0											
Hobgoblin Conjurer	Att	1	Off	3	Str	3	AP	0	Agi	3								Iron Rain	

Character Mounts

Mountain Wolf	Adv	8"	Mar	16"	Dis	C												Feigned Flight, Light Troops, Vanguard (6")	
Standard, Cavalry	HP	C	Def	C	Res	C	Arm	C+1											
Mountain Wolf	Att	2	Off	3	Str	3	AP	1	Agi	3								Harnessed	
Bear-Dog	Adv	7"	Mar	14"	Dis	C													
Standard, Cavalry	HP	C	Def	C	Res	C	Arm	C+2											
Bear-Dog	Att	2	Off	3	Str	4	AP	1	Agi	2								Harnessed, Stomp Attacks (1)	
Plains Tusker	Adv	8"	Mar	14"	Dis	C												Fear	
Large, Cavalry	HP	C	Def	C	Res	5	Arm	C+2											
Plains Tusker	Att	4	Off	3	Str	5	AP	2	Agi	2								Harnessed, Impact Hits (D3)	
Drum Gogyag	Adv	6"	Mar	10"	Dis	C												Giant Drum, Musician, War Platform	
Gigantic, Beast	HP	5	Def	3	Res	6	Arm	3											
Drummer (4)	Att	1	Off	3	Str	3	AP	0	Agi	3								Halberd	
Gogyag	Att	4	Off	3	Str	5	AP	2	Agi	2								Harnessed	

Core

Hob Levies	Adv	4"	Mar	8"	Dis	7												Scoring	
Standard, Infantry	HP	1	Def	3	Res	3	Arm	0										Light Armour	
Hob Levy	Att	1	Off	3	Str	3	AP	0	Agi	3								Iron Rain	
Hob Auxiliaries	Adv	4"	Mar	8"	Dis	7												Light Troops, Vanguard (6")	
Standard, Infantry	HP	1	Def	3	Res	3	Arm	0											
Hob Auxiliary	Att	1	Off	3	Str	3	AP	0	Agi	3								Boiling Oil, Iron Rain, Paired Weapons	

Special

Mountain Wolf Cavalry	Adv	8"	Mar	16"	Dis	7												Feigned Flight, Light Troops, Vanguard (6")	
Standard, Cavalry	HP	1	Def	4	Res	3	Arm	1										Light Armour, Shield	
Hobgoblin Rider	Att	1	Off	4	Str	3	AP	0	Agi	3								Iron Rain, Bow (4+), Lance	
Mountain Wolf	Att	2	Off	3	Str	3	AP	1	Agi	3								Harnessed	
Hob Cataphracts	Adv	7"	Mar	14"	Dis	8												Scoring	
Standard, Cavalry	HP	1	Def	4	Res	3	Arm	2											
Veteran	Att	1	Off	4	Str	3	AP	0	Agi	3								Iron Rain, Bow (4+)	
Bear-Dog	Att	2	Off	3	Str	4	AP	1	Agi	2								Harnessed, Stomp Attacks (1)	
Tusker Mahouts	Adv	8"	Mar	14"	Dis	8												Fear, Scoring	
Large, Cavalry	HP	3	Def	4	Res	5	Arm	2										Heavy Armour	
Hobgoblin Mahout (3)	Att	1	Off	4	Str	3	AP	0	Agi	3								Halberd	
Plains Tusker	Att	4	Off	3	Str	5	AP	2	Agi	2								Harnessed, Impact Hits (D3)	
Drum Gogyag	Adv	6"	Mar	12"	Dis	7												Giant Drum, Musician, Not a Leader, War Platform	
Gigantic, Beast	HP	5	Def	3	Res	6	Arm	3											
Drummer (4)	Att	1	Off	3	Str	3	AP	0	Agi	3								Halberd	
Gogyag	Att	4	Off	3	Str	5	AP	2	Agi	2								Harnessed	

Blotting the Sun

B. P. Emissaries	Adv	4"	Mar	8"	Dis	8												Scoring	
Standard, Infantry	HP	1	Def	3	Res	3	Arm	0										Infernal Armour, Shield	
Emissary	Att	1	Off	3	Str	3	AP	0	Agi	3								Iron Rain	

Changelog

2021 beta 2 hotfix 1

- Drum Gogyag mount AP corrected from 3 to 2
- Hob Auxiliaries removed general 0–2 Units/Army limit and added it for [Slings](#) and [Disciples](#)

2021 beta 2

- A few wording adjustments

Design Changes

- Shah and Hobgoblin Chief merged to Satrap
- Alpha Karkadan replaced by Drum Gogyag
- Hob Slings renamed Hob Auxiliaries and added [Disciples](#) option
- Eternals merged into Hob Cataphracts
- Tyrannical Disciples removed

Balance Changes

- Wicked Serrations, 45  50
- Elemental Plate, 65  60
- Death's Head Aura, 50  45
- Hob Levies, Base cost, 125  120
- Drum Gogyag, Base cost, 220  200
- Blasted Plains Emissaries
 - Base cost 235  230
 - Additional models 13  14
- Sky Mountain Emissaries, Additional models 77  75