

THE IX AGE

FANTASY BATTLES



Infernal Dwarves

Army Book

2nd Edition, version 2020.2 beta 1 – May 13, 2020

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



The 9th Age: Fantasy Battles is a community-made miniatures wargame.

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.

All changes are listed on: the-ninth-age.com/archive.html

Copyright Creative Commons license: the-ninth-age.com/license.html

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 0–6 per Army.

Incendiary

A unit with one or more instances of Incendiary gains **Flammable**. Remove one instance of Incendiary:

- 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 instances of Incendiary.

Infernal Brand

The model considers all units that do not contain any models with Infernal Brand Insignificant. It can only join or be joined by models with Infernal Brand. In addition, models without Infernal Brand in units within 6" of a friendly non-Fleeing model with Infernal Brand:

- Gain **Battle Focus**.
- **Must** reroll failed Charge Range rolls in the Charge Phase.

Taurukh Ritual

The model is subject to the following modifications:

- It gains **Cannot be Stomped, Impact Hits (1), and Tall**.
- It loses March and Shoot.
- Its Advance Rate is **set** to 7", its March Rate is **set** to 14", and it gains +1 Armour.
- Its base size is changed to 25×50 mm.
- Its Type is changed to Beast.

Attack Attributes

Cluster Munitions – Shooting

If the attack scores one or more hits against an enemy unit, the next closest unengaged enemy unit within 6" of the original target immediately suffers D3+1 hits with Strength 4 and Armour Penetration 1. If there is more than one eligible unit, the Active Player chooses which is hit. These hits aren't affected by Cluster Munitions.

Ether Cloud – Shooting

Any Panic Tests the attack causes to enemy units through 25% casualties are taken at –1 Discipline. In addition, when the attack hits a unit containing one or more models with Channel, the target's owner loses 1 Veil Token from their Veil Token pool.

Kadim Manifestation – Close Combat, Shooting

The attacks become **Flaming Attacks** and **Magical Attacks**. If the attacks become Flaming Attacks from more than one source (including other instances of Kadim Manifestation), they also become **Divine Attacks**.

Oil Skins – Close Combat, Shooting

Model parts with this rule may:

- Immediately before performing a Melee Attack, **set** the Strength of their attacks to 1 until the end of the Round of Combat.
- Immediately before performing a Shooting Attack, **set** the Strength of their attacks to 1 and reduce the range of their Shooting Attacks by –6" until the end of the phase.

If so, all model parts with Oil Skins in the unit must do so. If one or more of these attacks hit, the target unit gains one instance of Incendiary after resolving these attacks.

Special Attacks

Volcanic Embrace (X)

The model part gains **Grind Attacks (X)**, where X corresponds to the value stated in brackets. These Grind Attacks are resolved with Strength 4 and Armour Penetration 0. In addition, all attacks made by the model part, including Special Attacks, gain **Kadim Manifestation**.

Armoury

Infernal Armour – Armour Equipment

Follows the rules for Plate Armour (can be enchanted as if it was Plate Armour). The wearer's model gains **Aegis (6+, against Flaming Attacks)** and **Aegis (+1, against Flaming Attacks)**.

Blunderbuss – Shooting Weapon

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

Range 18", Shots 1, Str 3, AP 1, **Area Attack (2×1)**, **Quick to Fire**. Failed to-hit rolls of '1' when shooting at Short Range **must** be rerolled.

Flintlock Axe – Shooting Weapon

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

Naphtha Thrower – Artillery Weapon

0–2 Models/Army.

Flamethrower. Range 18", Shots 1, Str 4 {5}, AP 1 {2}, **Flaming Attacks**, **{Multiple Wounds (D3)}**.

Rocket Battery – Artillery Weapon

0–2 Models/Army.

Range 24", Shots 4, Str 6, AP 3, **Multiple Wounds (D3, Clipped Wings)**.

When rolling to hit, if two or more dice rolled a natural '1', 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 6–30", Shots 1, Str 4 [7], AP 1 [4], **[Multiple Wounds (D3, Clipped Wings)]**.

Infernal Weapon – Close Combat Weapon

Follows the rules for Halberds. In addition, this weapon loses Two-Handed.

Hereditary Spell

Casting Value	Range	Type	Duration	Effect
H Fury of Nezibkesh 7+	96"	Ground	Permanent	Place a counter on the target point. At the end of each subsequent Magic Phase, roll a D6. If 1–3 is rolled, add another counter on the same point. If 4–6 is rolled, each unit within 2D6+X", where X is equal to the number of counters, must take a Dangerous Terrain (1) Test. Models with Flammable must take a Dangerous Terrain (2) Test instead. The hits from failing this test are Flaming Attacks. If a unit fails a Panic Test forced by the spell, it Flees directly away from the marked point. The spell then ends: remove all counters.

This spell can only be cast by models with Infernal Brand.

Special Items

Special Items in this section can only be taken by models with Infernal Brand.

Weapon Enchantments

Onyx Core 65 pts

Enchantment: Infernal Weapon.

Attacks made with this weapon gain **Kadim Manifestation** and **Multiple Wounds (D3, against Flammable)**.

Triple Speed 60 pts

Enchantment: Flintlock Axe.

This weapon's Shots are **set** to 3, and the wielder gains +3 Attack Value while using it. Close Combat Attacks and Shooting Attacks made with this weapon can **never** hit on worse than 3+.

Flame of the East 55 pts

Enchantment: Close Combat Weapon.

The wielder gains **Volcanic Embrace (2D3)**. If it already had Volcanic Embrace (X), increase X by 2D3 instead. These 2D3 Grind Attacks are resolved even if the model performed Impact Hits during the same Round of Combat.

Armour Enchantments

Mask of Ages 60 pts

Enchantment: Suit of Armour.

The bearer's model gains **Whispers of the Mask** (see **Immortals** unit). If the bearer's model is Infantry, it also gains +1 Armour.

Blaze of Protection 40 pts

Infantry models only.

Enchantment: Shield.

While using this Shield, the bearer gains +1 Armour and **Fearless**. Every enemy model in base contact with the bearer that could allocate one or more Close Combat Attacks towards it but doesn't, after resolving its Close Combat Attacks, suffers 1 hit with Strength 4, Armour Penetration 0, and **Flaming Attacks**, distributed onto the model's Health Pool. This is considered a Special Attack.

Kadim Binding 30 pts

Cannot be taken by models with Towering Presence.

Enchantment: Shield.

The bearer's weapons lose Two-Handed if they had it. While using this Shield, the bearer gains **Aegis (+1, against Flaming Attacks, max. 2+)** and **Parry**.

Banner Enchantments

Pride of Zalaman Tekash 50 pts

Cannot be taken by units that count towards Core.

One use only. May be activated at the end of a friendly Movement Phase. Place an 8×1" Wall on the Battlefield, with the following conditions and restrictions:

- One of the Wall's long edges must be aligned and in contact with the Front Facing of the bearer's unit.
- The centre of one of the Wall's long edges must be in contact with the centre of the Front Facing of the bearer's unit.
- The Wall cannot be placed within 1" of any other unit nor any other Terrain Feature except Open Terrain.
- If the Wall cannot be placed in a legal position, the Banner Enchantment cannot be activated.

Trial of Ashuruk 30 pts

0–2 per Army.

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

Artefacts

Breath of the Brass Bull 70 pts

Cannot be taken by models with Towering Presence.

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

Tablet of Vezodinezh 65 pts

Dominant. Wizards only.

When the bearer attempts to cast a non-Bound Spell using three or more Magic Dice, treat a single rolled '1' as a '3'. If the bearer would suffer a Witchfire Mis-cast effect, treat it as Magical Inferno instead.

Ring of Desiccation 60 pts

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

Unflame 55 pts

One use only. May be activated at the start of any Round of Combat. A single enemy unit in base contact with the bearer's model suffers –3 Agility, and all attacks against the enemy unit lose Flaming Attacks. The effects last until the start of the next Player Turn.

Golden Idol of Shamut 45 pts

The bearer always has at least Advance Rate 4" and March Rate 12". In addition, the bearer can cast *Glory of Gold* (Alchemy) as a Bound Spell with Power Level (4/8).

Lugar's Dice 40 pts

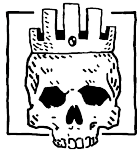
A single model part of the bearer's model can reroll a single failed to-hit, to-wound, or Armour Save roll per Player Turn.

Gauntlets of Madzhab 25 pts

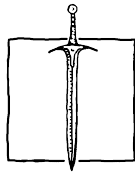
Infantry models only.

The bearer gains +1 Strength and +1 Armour Penetration. Each of its Close Combat Attacks with a natural to-hit roll of '1' is distributed onto the bearer's unit (the owner distributes the hits). These hits can only be distributed onto the bearer's model if it is a single model unit.

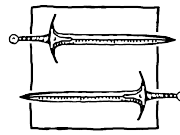
Army Organisation



Characters
Max. 40%



Core
Min. 25%



Special
No limit



Instruments of Destruction
Max. 30%

Characters (Max. 40%)



Overlord
270 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, March and Shoot

— Model Rules —

Keys to the Citadel: Universal Rule.

During step 7 of the Pre-Game Sequence (Spell Selection), the model may gain one of the following for free:

- Flintlock Axe (2+)
- Great Weapon
- Infernal Weapon
- Paired Weapons

In addition, the owner may choose a single Weapon Enchantment from the Arcane Compendium or this Army Book for any of the model's weapons for free. This Weapon Enchantment does not count towards the model's Special Item allowance.

— Options —

Taurukh Ritual (on foot only)	150
Special Items	up to 175
Shield	5
Blunderbuss (4+)	5

— Mount Options —

Bull of Shamut (IoD)	220
Great Bull of Shamut (IoD)	410



Prophet

190 pts

single model

Height Standard
Type Infantry
Base 20×20 mm



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

Global	Adv	Mar	Dis	Model Rules		
	3"	9"	9	Infernal Brand, Wizard Apprentice		
Defensive	HP	Def	Res	Arm		
	3	4	5	0	Infernal Armour	
Offensive	Att	Off	Str	AP	Agi	
Prophet	2	4	4	1	2	
— Magic Options —				pts-	Options —	pts-
Wizard Adept				75	Must choose (one choice only):	
Wizard Master				225	Prophet of Lugar*	free
					Prophet of Nezibkesh*	5
Alchemy	Occultism	Pyromancy			Prophet of Shamut*	15
					Prophet of Ashuruk*	25
					*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.

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.

Prophet of Lugar: Universal Rule.

The model gains **Aegis (4+)** and loses Infernal Armour. The model part gains **Volcanic Embrace (1)**. If on foot, the model gains **Feigned Flight**, +1" Advance Rate, and +3" March Rate. The model gains access to the options below.

— Mount Options —	pts-	— Additional Options —	pts-
Kadim Chariot	70	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 (IoD)	230	One choice only:	
		Blunderbuss (4+)	5
		Flintlock Axe (2+)	10

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	Paired Weapons	5
Great Bull of Shamut (Mount) (IoD)		Infernal Weapon	10
(Wizard Master only)	370		



Vizier

115 pts

single model

Height Standard
Type Infantry
Base 20×20 mm



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

Global	Adv	Mar	Dis	Model Rules		
	3"	9"	9	Infernal Brand		
Defensive	HP	Def	Res	Arm		
	3	6	5	0	Infernal Armour	
Offensive	Att	Off	Str	AP	Agi	
Vizier	3	6	4	1	3	March and Shoot
Options			pts-	Mount Options		pts-
Taurukh Ritual (on foot only)			75	Seat of Authority		40
Battle Standard Bearer			50	Bull of Shamut (IoD)		200
Special Items			up to 150			
Shield			5			
Blunderbuss (4+)			5			
One choice only:						
Paired Weapons			5			
Flintlock Axe (2+)			10			
Great Weapon			10			
Infernal Weapon			20			



Taurukh Commissioner

290 pts

single model

Height Large
Type Beast
Base 50×75 mm

Global	Adv	Mar	Dis	Model Rules		
	7"	12"	9	Fear, Infernal Brand		
Defensive	HP	Def	Res	Arm		
	4	6	5	0	Infernal Armour	
Offensive	Att	Off	Str	AP	Agi	
Taurukh Commis.	4	6	5	2	4	An Eye for an Eye, Impact Hits (1)

Model Rules

An Eye for an Eye: Attack Attribute.

If joined to a Taurukh Anointed unit, when a R&F model from its unit is removed as a casualty due to Melee Attacks, the bearer:

- **Must** immediately perform a Close Combat Attack if possible.
- **Must** reroll failed to-hit rolls until the end of the phase.

Options			pts-	Options		pts-
Battle Standard Bearer			50	One choice only:		
Special Items			up to 150	Paired Weapons		5
Shield			15	Great Weapon		25
				Infernal Weapon		30





Vassal Conjurer

115 pts

single model

Height Standard
Type Infantry
Base 20×20 mm

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

Magic Options		pts	Options		pts
Wizard Adept		75	Special Items		up to 75
			Light Armour		5
			Mount Options		
Pyromancy	Witchcraft		Vassal Steed		45

Character Mounts



Seat of Authority

Height **Standard**
Type **Infantry**
Base **40×40 mm**

Global	Adv	Mar	Dis	Model Rules		
	4"	8"	C	Vassal Governor		
Defensive	HP	Def	Res	Arm		
	C	C	C	C+1		
Offensive	Att	Off	Str	AP	Agi	
Seat of Authority	4	3	3	0	3	Harnessed

Model Rules

Vassal Governor: Universal Rule.

The model may join Vassal Levies units. This overrides the corresponding restriction from Infernal Brand. When doing so, failed Charge Range rolls of its unit in the Charge Phase must be rerolled. In addition, friendly units with more than half of their models with Oil Skins within 12" of one or more models with Vassal Governor at the start of their March Move gain +2" March Rate.



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		
	6"	6"	C	Contract Driven, Fear, Swiftstride		
Defensive	HP	Def	Res	Arm		
	4	C	5	C+2	Aegis (2+, against Flaming Attacks)	
Offensive	Att	Off	Str	AP	Agi	
Kadim Beast	3	3	5	1	4	Battle Focus, Harnessed, Volcanic Embrace (D3)
Chassis			5	2	Impact Hits (D3+1), Inanimate	

Model Rules

Contract Driven: Universal Rule.

Failed Charge Range rolls of the model in the Charge Phase must be rerolled.



Bull of Shamut

Height **Large**
 Type **Cavalry**
 Base **50×50 mm**

0–2 Mounts/Army

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

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



Great Bull of Shamut

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

0–1 Mounts/Army

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

Global	Adv	Mar	Dis	Model Rules		
Ground	7"	14"	C	Fly (6", 12"), Light Troops		
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 Instruments of Destruction and towards the maximum number of Infernal Bastions allowed from Instruments of Destruction.

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

— *Model Rules* —

Firing Platform: Universal Rule.

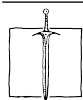
All models in the same unit as the model are considered to be in Soft Cover. In addition, they may choose to draw Line of Sight as if they were Gigantic and from any point of the base of the Infernal Bastion at 360° when shooting or casting spells (ignoring any Front Arc restriction). If so, as long 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 any point of the base of the Infernal Bastion.

Wallbreaker: Universal Rule.

The Battering Ram can only use its Crush Attack against enemy units Engaged in the model's Front Facing. The model must be deployed in and can only join a unit that consists entirely of models with Infernal Brand, and it can never voluntarily leave its unit. In addition, the model's unit ignores Distracting granted to enemy units by Defending a Wall.

Core (Min. 25%)



Infernal Warriors

165 pts + 12 pts/extra model

12-40 models

0-3 Units/Army

Height Standard
Type Infantry
Base 20×20 mm

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	March and Shoot
Options			pts-	Command Group Options		pts-
Shield				1/model	Champion	20
Blunderbuss (4+)				6/model	Musician	20
Great Weapon				3/model	Standard Bearer	20
					Banner Enchantment	no limit



Citadel Guard

300 pts + 21 pts/extra model

15-30 models



Height Standard
Type Infantry
Base 20×20 mm

Global	Adv	Mar	Dis	Model Rules		
	3"	9"	9	Infernal Brand, Let Them Come! , Scoring		
Defensive	HP	Def	Res	Arm		
	1	4	4	0	Infernal Armour, Shield	
Offensive	Att	Off	Str	AP	Agi	
Citadel Guard	1	4	4	1	2	March and Shoot
Options			pts-	Command Group Options		pts-
Must choose (one choice only):				Champion		20
Pistol (4+)				free	Musician	20
Pistol (4+) and Spear				3/model	Standard Bearer	20
Flintlock Axe (3+)				5/model	Banner Enchantment	no limit

Model Rules

Let Them Come!: Universal Rule.

The model gains **Fight in Extra Rank** unless it is Charging. In addition, if the model has not performed a March Move during this Player Turn, it may shoot from the third rank (in addition to the first and second).



Vassal Levies

140 pts + 6 pts/extra model

20-40 models



Height Standard
Type Infantry
Base 20×20 mm

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	
Vassal Levy	1	3	3	0	3	Oil Skins

Options

pts

Command Group Options

pts

Must choose at least one of the following:

Paired Weapons	free
Shield	1/model
Spear and Shield	1/model
Bow (4+)	3/model

Musician	20
Standard Bearer	20
Banner Enchantment	no limit
Vassal Chieftain (profile below)	30

Vassal Chieftain

The Vassal Chieftain is an option for Vassal Levies units.

Height Standard
Type Infantry
Base 20×20 mm

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

Model Rules

First Amongst Inferiors: Universal Rule.

The model is a Champion that loses First Amongst Equals and that is equipped with the same weapons and Armour Equipment as the other R&F models in its unit. For the purpose of receiving Commanding Presence and Rally Around the Flag from friendly models, the model counts as 6" closer to those models.



Shackled Slaves

120 pts + 5 pts/extra model

20–40 models

Height Standard
Type Infantry
Base 25×25 mm

Global	Adv	Mar	Dis	Model Rules		
	4"	8"	4	Forced Compliance, Insignificant		
Defensive	HP	Def	Res	Arm		
	1	2	4	0		
Offensive	Att	Off	Str	AP	Agi	
Shackled Slave	1	2	3	0	1	
Options			pts	Command Group Options		pts
Must choose (one choice only):				Musician		20
Paired Weapons			free			
Shield			1/model			
Model Rules						

Forced Compliance: Universal Rule.

The unit may **set** its Discipline to the value of a non-Fleeing friendly model with Infernal Brand within 6". At the start of each friendly Player Turn, each unengaged non-Fleeing unit with one or more models with Forced Compliance must take a Discipline Test:

- If the test is failed, all models in the unit become Shaken until the end of the Player Turn.
- If the test is passed, the unit may immediately, if it has at least one Full Rank, receive an order from a single friendly unit with Infernal Brand within 6", and apply one of the following effects:
 - **Ammo-Bearers:** Shooting Attacks made with a Blunderbuss, Flintlock Axe, or Pistol from the unit which gave the order gain **Battle Focus**. Remove a model from the unit with Forced Compliance for every natural to-hit roll of '1' with Shooting Attacks from the unit that gave the order.
 - **Sacrificial Wretches:** Any Health Point loss caused by Dangerous Terrain Tests on the unit that gave the order is ignored. Remove a model from the unit with Forced Compliance instead.

The effects last until the end of the Player Turn.

Special (No limit)



Immortals

330 pts + 26 pts/extra model

15-30 models



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

Global	Adv	Mar	Dis	Model Rules	
	3"	9"	9	Bodyguard, Infernal Brand, Scoring	
Defensive	HP	Def	Res	Arm	
	1	5	4	0	Parry, Whispers of the Mask , Infernal Armour, Shield
Offensive	Att	Off	Str	AP	Agi
Immortal	1	5	4	1	2

— *Model Rules* —

Whispers of the Mask: Personal Protection.
The model can **never** be wounded on better than 4+.

— *Options* —

Must choose (one choice only):

Great Weapon free
Spear 1/model
Infernal Weapon 2/model

— *Command Group Options* —

Champion 20
Musician 20
Standard Bearer 20
Banner Enchantment no limit



Disciples of Lugar

320 pts + 22 pts/extra model

15-30 models



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

Global	Adv	Mar	Dis	Model Rules	
	4"	12"	9	Feigned Flight, Infernal Brand, Pact of Fire , Scoring	
Defensive	HP	Def	Res	Arm	
	1	3	4	0	Aegis (2+, against Flaming Attacks), Aegis (5+)
Offensive	Att	Off	Str	AP	Agi
Disciple of Lugar	2	4	4	2	3

— *Options* —

Litigator (0-15 Models/Unit, 0-1 Units/Army) 15

Must choose (one choice only):

Paired Weapons free
Great Weapon 3/model

— *Command Group Options* —

Champion 20
Musician 20
Standard Bearer 20
Banner Enchantment no limit

— *Model Rules* —

Pact of Fire: Universal Rule.

Once per game, at the start of any Melee Phase, all friendly models with Pact of Fire in the same unit may let the Kadim inside them take control. If so, they gain **Fearless, Volcanic Embrace (1)**, and suffer -1 Armour Penetration and -1 Offensive Skill until the end of the game.

— *Optional Model Rules* —

Litigator: Universal Rule.

The model gains **Hard Target (1)**, **Light Troops**, and **Skirmisher** and loses Scoring.



Kadim Incarnates

300 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"	7	Fear, Fearless, Light Troops, Magma Tunnelling , Supernal		
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	1	4	Volcanic Embrace (D3)

—Model Rules—

Magma Tunnelling: Universal Rule.

During the Charge Phase, the model ignores other units and Terrain when moving and automatically passes Dangerous Terrain Tests caused by Terrain.

—Command Group Options—

Champion

pts-

20



Kadim Chariot

235 pts

single model

0-3 Units/Army

Height Large
Type Construct
Base 50×100 mm

Global	Adv	Mar	Dis	Model Rules		
	6"	6"	9	Contract Driven , Fear, Infernal Brand, Swiftstride		
Defensive	HP	Def	Res	Arm		
	4	3	5	2	Aegis (2+, against Flaming Attacks), Aegis (5+)	
Offensive	Att	Off	Str	AP	Agi	
Acolyte of Lugar (2)	2	4	4	2	3	
Kadim Beast	3	3	5	1	4	Battle Focus, Harnessed, Volcanic Embrace (D3)
Chassis			5	2		Impact Hits (D3+1), Inanimate

—Model Rules—

Contract Driven: Universal Rule.

Failed Charge Range rolls of the model in the Charge Phase must be rerolled.

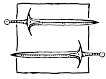
—Options—

Must choose (one choice only):

Paired Weapons
Great Weapon

pts-

free
15



Taurukh Enforcers

185 pts + 24 pts/extra model

5-12 models



0-4 Units/Army

Height Standard
Type Beast
Base 25×50 mm

Global	Adv	Mar	Dis	Model Rules				
	7"	14"	9	Infernal Brand, Scoring, Tall				
Defensive	HP	Def	Res	Arm				
	1	4	4	1	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	20		
Blunderbuss (4+)			6/model		Musician	20		
One choice only:					Standard Bearer	20		
Paired Weapons			1/model		Banner Enchantment	no limit		
Great Weapon			3/model					
Infernal Weapon			5/model					



Taurukh Anointed

300 pts + 90 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	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), Shamut's Thunder			
— Options —			pts—		— Command Group Options —			pts—	
Shield			10/model		Champion	20			
One choice only:					Musician	20			
Paired Weapons			5/model		Standard Bearer	20			
Great Weapon			10/model		Banner Enchantment	no limit			
Infernal Weapon			15/model						

Model Rules

Shamut's Thunder: Special Attack.

If the model's unit has at least one Full Rank, and there is a model in the rank directly behind it (in the same file), its Impact Hits cause an additional hit. While joined to the unit, Taurukh Commissioners gain **Shamut's Thunder**.



Lamassu Scholar

300 pts

single model

0–1 Units/Army

Height Large

Type Cavalry

Base 50×50 mm

All models with Fly share a common 0–2 Models/Army restriction.

Global	Adv	Mar	Dis	Model Rules		
Ground	6"	12"	9	Fly (6", 12"), Infernal Brand, Light Troops, 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	3	0	2	Infernal Weapon
Lamassu	2	4	5	2	4	Harnessed, Magical Attacks

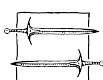
Model Rules

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), and *The Wheel Turns* (Witchcraft). This rule overrides the normal Spell Selection rules connected to being a Wizard Adept.

The model does not perform Casting Attempts as normal. Apply the following rules instead:

1. Secretly choose which spell to cast. The model can only cast non-Boosted spells. This selection must be done in a way that allows you to reveal what spell it was (for example, by placing a spell card face down on the table).
2. Roll the Magic Dice as normal. Declare if the Casting Attempt was successful or not.
If failed – Reveal which spell was attempted to be cast.
If passed – The opponent may perform a Dispelling Attempt as normal (without knowing what spell was cast). If the spell is dispelled, reveal which spell was cast.
3. If the spell is successfully cast, reveal which spell was cast. Then choose the spell's targets. If it was a spell from Occultism, you may perform *The Sacrifice*.



Vassal Cavalry

170 pts + 15 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, 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	4	Oil Skins, Bow (4+), Light Lance
Vassal Steed	2	3	3	1	3	Harnessed

Command Group Options

Musician	20
Standard Bearer	20
Banner Enchantment	no limit

Command Group Options

Vassal Chieftain* on Vassal Steed†	30
*See Vassal Levies unit.	
†See Character Mounts .	



Vassal Slingshot

110 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), War Machine		
Defensive	HP	Def	Res	Arm		
	5	1	4	0	Flammable, Light Armour	
Offensive	Att	Off	Str	AP	Agi	
Crew	3	3	3	0	3	Move or Fire, Vassal Slingshot (4+)

Model Rules

Vassal Slingshot: Artillery Weapon.

This Artillery Weapon can be fired in two ways:

- Bolt Thrower: Range 48", Shots 1, Str 3 [6], AP 10, **Area Attack (1×5)**, [**Multiple Wounds (D3)**].
- Oil Flask Thrower: Range 36", Shots 3, Str 1, AP 0. The target unit gains one instance of **Incendiary** 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	Cumbersome , Fires of Industry (1), Infernal Brand		
Defensive	HP	Def	Res	Arm		
	4	1	4	0	Hard Target (1), Infernal Armour	
Offensive	Att	Off	Str	AP	Agi	
Gunnery Team	2	4	3	0	2	March and Shoot, Quick to Fire

Model Rules

Cumbersome: Universal Rule.

The model is subject to the following restrictions:

- It may only perform a single Pivot or Wheel during a March Move.
- It may only declare Hold as voluntary Charge Reaction.
- The Strength and Armour Penetration of its Artillery Weapon are reduced by –1 (including any values in brackets).

Options

Must choose (one choice only):

Naphtha Thrower	free
Titan Mortar (4+)	free
Rocket Battery (4+)	25

If Naphtha Thrower:

—Additional Options— pts—

The model's Shooting Attacks **must** gain (one choice only):

Kadim Manifestation	free
Cluster Munitions	5
Ether Cloud	5

If Titan Mortar:

—Additional Options— pts—

The model's Shooting Attacks **must** gain (one choice only):

Cluster Munitions	free
Ether Cloud	5
Kadim Manifestation	5

If Rocket Battery:

—Additional Options— pts—

The model's Shooting Attacks **must** gain (one choice only):

Ether Cloud	free
Cluster Munitions	5
Kadim Manifestation	10



Infernal Artillery

160 pts

single model

Height Large
Type Construct
Base 75 mm round

Global	Adv	Mar	Dis	Model Rules		
	0"	0"	9	Base Plate , Fires of Industry (2), 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—

Base Plate: Universal Rule.

The maximum range of the model's Artillery Weapon is increased by 6" if it is a Naphtha Thrower or Titan Mortar, and by 12" if it is a Rocket Battery.

—Options—

Must choose (one choice only):

Naphtha Thrower	free
Titan Mortar (4+)	75
Rocket Battery (4+)	80

If Naphtha Thrower:

—Additional Options— pts-

The model's Shooting Attacks **must** gain (one choice only):

Kadim Manifestation	free
Cluster Munitions	10
Ether Cloud	10

If Titan Mortar:

—Additional Options— pts-

The model's Shooting Attacks **must** gain (one choice only):

Cluster Munitions	free
Ether Cloud	10
Kadim Manifestation	10

If Rocket Battery:

—Additional Options— pts-

The model's Shooting Attacks **must** gain (one choice only):

Ether Cloud	free
Cluster Munitions	10
Kadim Manifestation	20

Instruments of Destruction (Max. 30%)



Infernal Engine

400 pts

single model

0–2 Units/Army

Height Gigantic
Type Construct
Base 60×100 mm

Global	Adv	Mar	Dis	Model Rules		
	6"	10"	9	Fearless, Fires of Industry (2), Full Steam Ahead! , Furnace Breach , Infernal Brand, Unbreakable		
Defensive	HP	Def	Res	Arm		
	6	1	7	4		
Offensive	Att	Off	Str	AP	Agi	
Crew	3	4	3	0	2	Quick to Fire
Chassis			6	3	2	Grind Attacks (D3), Harnessed, Impact Hits (D6+1)

Model Rules

Full Steam Ahead!: Universal Rule.

The model may only perform a single Pivot or Wheel during a March Move. If the model is Charging, it **must** Pursue or Overrun if possible. If the model is not Charging, its Pursuit Distance is **always** 0".

Furnace Breach: Universal Rule.

Instead of rolling on the Misfire Table as normal, apply the following Misfire Effects:

- **2 or less:** The model may not shoot its Artillery Weapon nor perform March Moves until the end of the game. In addition, the Chassis gains **Volcanic Embrace (3D3)**.
- **3+:** The model loses 1 Health Point with no saves of any kind allowed.

Options

Must choose (one choice only):

Rock Crusher	free
Naphtha Thrower	30
Titan Mortar (4+)	40
Rocket Battery (4+)	80

Each option is 0–1 Units/Army.

Optional Model Rules

Rock Crusher: Universal Rule.

The number of the Chassis' Grind Attacks is increased by +2D3. The model gains **Parry** and loses Fires of Industry (2).

Steel Juggernaut: Universal Rule.

- The model's base size is changed to 100×150 mm.
- The model gains +1 Health Point and loses Quick to Fire.
- The Chassis' Attack Value and Offensive Skill are **set** to 3.
- The model's Defensive Skill is **set** to 3.

If Naphtha Thrower:

Additional Options pts-

Steel Juggernaut	35
The model's Shooting Attacks must gain (one choice only):	
Cluster Munitions	free
Ether Cloud	5
Kadim Manifestation	5

If Titan Mortar:

Additional Options pts-

Steel Juggernaut	20
The model's Shooting Attacks must gain (one choice only):	
Ether Cloud	free
Cluster Munitions	10
Kadim Manifestation	10

If Rocket Battery:

Additional Options pts-

Steel Juggernaut	20
The model's Shooting Attacks must gain (one choice only):	
Ether Cloud	free
Cluster Munitions	10
Kadim Manifestation	10



Infernal Bastion

290 pts

single model 0–2 Units/Army

Height Gigantic
Type Construct
Base 60×100 mm

Global	Adv	Mar	Dis	Model Rules	
	3"	9"	9	Firing Platform , Infernal Brand, Not a Leader, Strider (Wall), Wallbreaker , War Platform	
Defensive	HP	Def	Res	Arm	
	8	1	5	4	
Offensive	Att	Off	Str	AP	Agi
Crew (6)	1	4	3	0	2
Battering Ram		4	5	2	Crush Attack, Harnessed, Impact Hits (D3+1)

Model Rules

Firing Platform: Universal Rule.

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 base of the Infernal Bastion at 360° when shooting or casting spells (ignoring any Front Arc restriction). 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 any point of the base of the Infernal Bastion.

Wallbreaker: Universal Rule.

The Battering Ram can only use its Crush Attack against enemy units Engaged in the model's Front Facing. The model must be deployed in and can only join a unit that consists entirely of models with Infernal Brand, and it can never voluntarily leave its unit. In addition, the model's unit ignores Distracting granted to enemy units by Defending a Wall.



Kadim Titan

480 pts

single model 0–1 Units/Army

Height Gigantic
Type Infantry
Base 100×150 mm

Global	Adv	Mar	Dis	Model Rules	
	7"	14"	8	Fearless, 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	5	4	6	2	4 Searing Heat , Volcanic Embrace (2D3)

Model Rules

Searing Heat: Attack Attribute.

The model's Grind Attacks from Volcanic Embrace gain +1 to wound. In addition, enemy units suffer -1 Armour while in base contact with the model.



Citizen Giant

300 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	Infernal Armour	
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 Brand**.

Rage: Attack Attribute – Close Combat.

Whenever the model loses a Health Point, it gains +1 Attack Value. Whenever it gains a Health Point, it suffers -1 Attack Value.

—Options—

Big Brother

pts-

30

One choice only:

Giant Club

30

Tower Shield

30

Vaneb-Blessed Maul

30

—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.

Tower Shield: Personal Protection.

The model gains Hard Cover against attacks from models Located in its Front Arc, and **Distracting** against attacks from models Engaged in its Front Facing.

Vaneb-Blessed Maul: Close Combat Weapon.

Attacks made with this weapon become **Flaming Attacks** and **Magical Attacks**. At the start of each friendly Player Turn, the wielder may choose to lose Flaming Attacks and Magical Attacks. If so, choose a single friendly unit within 6". That unit's Close Combat Attacks become **Flaming Attacks** and **Magical Attacks**. The effects last until the start of the next friendly Player Turn.

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, March and Shoot
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		March and Shoot
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		March and Shoot
Taurukh Commis.	Adv	7"	Mar	12"	Dis	9						Fear, Infernal Brand
Large, Beast	HP	4	Def	6	Res	5	Arm	0				Infernal Armour
Taurukh Commis.	Att	4	Off	6	Str	5	AP	2	Agi	4		An Eye for an Eye, Impact Hits (1)
Vassal Conjuror	Adv	4"	Mar	8"	Dis	7						Not a Leader, Wizard Apprentice
Standard, Infantry	HP	3	Def	3	Res	3	Arm	0				
Vassal Conjuror	Att	1	Off	3	Str	3	AP	0	Agi	3		

Character Mounts

Seat of Authority	Adv	4"	Mar	8"	Dis	C						Vassal Governor
Standard, Infantry	HP	C	Def	C	Res	C	Arm	C+1				
Seat of Authority	Att	4	Off	3	Str	3	AP	0	Agi	3		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	6"	Mar	6"	Dis	C						Contract Driven, 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	1	Agi	4		Battle Focus, Harnessed, Volcanic Embrace (D3)
Chassis					Str	5	AP	2	Agi			Impact Hits (D3+1), Inanimate
Bull of Shamut	Adv	7"	Mar	14"	Dis	C						Fear, Fly (6", 12"), Light Troops, Towering Presence
Large, Cavalry	HP	4	Def	C	Res	5	Arm	C				Aegis (5+)
Bull of Shamut	Att	4	Off	4	Str	5	AP	2	Agi	3		Divine Attacks, Flaming Attacks, Harnessed, Impact Hits (D3)
Great Bull of Shamut	Adv	7"	Mar	14"	Dis	C						Fly (6", 12"), Light Troops
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						Firing Platform, Strider (Wall), Wallbreaker, War Platform
Gigantic, Construct	HP	8	Def	1	Res	5	Arm	4				
Crew (6)	Att	1	Off	4	Str	3	AP	0	Agi	2		
Battering Ram	Att	-	Off	4	Str	5	AP	2	Agi	-		Crush Attack, Harnessed, Impact Hits (D3+1)

Core

Infernal Warriors	Adv	3"	Mar	9"	Dis	9						Infernal Brand, Scoring
Standard, Infantry	HP	1	Def	4	Res	4	Arm	0				Infernal Armour
Infernal Warrior	Att	1	Off	4	Str	3	AP	0	Agi	2		March and Shoot
Citadel Guard	Adv	3"	Mar	9"	Dis	9						Infernal Brand, Let Them Come!, Scoring
Standard, Infantry	HP	1	Def	4	Res	4	Arm	0				Infernal Armour, Shield
Citadel Guard	Att	1	Off	4	Str	4	AP	1	Agi	2		March and Shoot
Vassal Levies	Adv	4"	Mar	8"	Dis	7						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 Skins
Vassal Chieftain	Adv	4"	Mar	8"	Dis	7						First Amongst Inferiors
Standard, Infantry	HP	2	Def	4	Res	4	Arm	0				
Vassal Chieftain	Att	3	Off	4	Str	4	AP	1	Agi	4		

Shackled Slaves	Adv	4"	Mar	8"	Dis	4						Forced Compliance, Insignificant
Standard, Infantry	HP	1	Def	2	Res	4	Arm	0				
Shackled Slave	Att	1	Off	2	Str	3	AP	0	Agi	1		

Special

Immortals	Adv	3"	Mar	9"	Dis	9						Bodyguard, Infernal Brand, Scoring
Standard, Infantry	HP	1	Def	5	Res	4	Arm	0				Parry, Whispers of the Mask, Infernal Armour, Shield
Immortal	Att	1	Off	5	Str	4	AP	1	Agi	2		
Disciples of Lugar	Adv	4"	Mar	12"	Dis	9						Feigned Flight, Infernal Brand, Pact of Fire, Scoring
Standard, Infantry	HP	1	Def	3	Res	4	Arm	0				Aegis (2+, against Flaming Attacks), Aegis (5+)
Disciple of Lugar	Att	2	Off	4	Str	4	AP	2	Agi	3		
Kadim Incarnates	Adv	6"	Mar	12"	Dis	7						Fear, Fearless, Light Troops, Magma Tunnelling, Supernal
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	1	Agi	4		Volcanic Embrace (D3)
Kadim Chariot	Adv	6"	Mar	6"	Dis	9						Contract Driven, Fear, Infernal Brand, Swiftstride
Large, Construct	HP	4	Def	3	Res	5	Arm	2				Aegis (2+, against Flaming Attacks), Aegis (5+)
Acolyte of Lugar (2)	Att	2	Off	4	Str	4	AP	2	Agi	3		
Kadim Beast	Att	3	Off	3	Str	5	AP	1	Agi	4		Battle Focus, Harnessed, Volcanic Embrace (D3)
Chassis					Str	5	AP	2	Agi			Impact Hits (D3+1), Inanimate
Taurukh Enforcers	Adv	7"	Mar	14"	Dis	9						Infernal Brand, Scoring, Tall
Standard, Beast	HP	1	Def	4	Res	4	Arm	1				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						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), Shamut's Thunder
Lamassu Scholar	Adv	6"	Mar	12"	Dis	9						Fly (6", 12"), Infernal Brand, Light Troops, Riddle of the Lamassu
Large, Cavalry	HP	4	Def	4	Res	5	Arm	0				Fortitude (5+), Infernal Armour
Student	Att	2	Off	4	Str	3	AP	0	Agi	2		Infernal Weapon
Lamassu	Att	2	Off	4	Str	5	AP	2	Agi	4		Harnessed, Magical Attacks
Vassal 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
Vassal Rider	Att	1	Off	4	Str	3	AP	0	Agi	4		Oil Skins, Bow (4+), Light 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), War Machine
Standard, Construct	HP	5	Def	1	Res	4	Arm	0				Flammable, Light Armour
Crew	Att	3	Off	3	Str	3	AP	0	Agi	3		Move or Fire, Vassal Slingshot (4+)
Gunnery Team	Adv	3"	Mar	9"	Dis	9						Cumbersome, Fires of Industry (1), Infernal Brand
Standard, Construct	HP	4	Def	1	Res	4	Arm	0				Hard Target (1), Infernal Armour
Gunnery Team	Att	2	Off	4	Str	3	AP	0	Agi	2		March and Shoot, Quick to Fire
Infernal Artillery	Adv	0"	Mar	0"	Dis	9						Base Plate, Fires of Industry (2), 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

Instruments of Destruction

Infernal Engine	Adv	6"	Mar	10"	Dis	9						Fearless, Fires of Industry (2), Full Steam Ahead!, Furnace Breach, Infernal Brand, Unbreakable
Gigantic, Construct	HP	6	Def	1	Res	7	Arm	4				
Crew	Att	3	Off	4	Str	3	AP	0	Agi	2		Quick to Fire
Chassis	Att	-	Off	-	Str	6	AP	3	Agi	2		Grind Attacks (D3), Harnessed, Impact Hits (D6+1)
Infernal Bastion	Adv	3"	Mar	9"	Dis	9						Firing Platform, Infernal Brand, Not a Leader, Strider (Wall), Wallbreaker, War Platform
Gigantic, Construct	HP	8	Def	1	Res	5	Arm	4				
Crew (6)	Att	1	Off	4	Str	3	AP	0	Agi	2		
Battering Ram	Att	-	Off	4	Str	5	AP	2	Agi	-		Crush Attack, Harnessed, Impact Hits (D3+1)
Kadim Titan	Adv	7"	Mar	14"	Dis	8						Fearless, Supernal
Gigantic, Infantry	HP	7	Def	4	Res	6	Arm	2				Aegis (2+, against Flaming Attacks), Aegis (5+)
Kadim Titan	Att	5	Off	4	Str	6	AP	2	Agi	4		Searing Heat, Volcanic Embrace (2D3)

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			Infernal Armour
Citizen Giant	<i>Att</i> 5	<i>Off</i> 3	<i>Str</i> 5	<i>AP</i> 2	<i>Agi</i> 3	Rage	

Artillery and Shooting Weapons

Name	Artillery	Range	Str	AP	Shots	Rules
Blunderbuss	-	18"	3	1	1	Area Attack (2×1) Quick to Fire Reroll '1' to-hit at Short Range
Flintlock Axe	-	18"	4	2	1	-
Naphtha Thrower (Gunnery Team)	Flamethrower	18"	3 {4}	0 {1}	1	Flaming Attacks March and Shoot {Multiple Wounds (D3)} Quick to Fire
Naphtha Thrower (Infernal Artillery)	Flamethrower	24"	4 {5}	1 {2}	1	Accurate Flaming Attacks Move or Fire {Multiple Wounds (D3)}
Naphtha Thrower (Infernal Engine)	Flamethrower	18"	4 {5}	1 {2}	1	Flaming Attacks {Multiple Wounds (D3)} Quick to Fire
Rocket Battery (Gunnery Team)	-	24"	5	2	4	March and Shoot Multiple Wounds (D3, Clipped Wings) Quick to Fire Misfires on two '1'
Rocket Battery (Infernal Artillery)	-	36"	6	3	4	Accurate Move or Fire Multiple Wounds (D3, Clipped Wings) Misfires on two '1'
Rocket Battery (Infernal Engine)	-	24"	6	3	4	Multiple Wounds (D3, Clipped Wings) Quick to Fire Misfires on two '1'
Titan Mortar (Gunnery Team)	Catapult (4×4)	6–30"	3 {6}	0 {3}	1	March and Shoot [Multiple Wounds (D3, Clipped Wings)] Quick to Fire
Titan Mortar (Infernal Artillery)	Catapult (4×4)	6–36"	4 {7}	1 {4}	1	Accurate Move or Fire [Multiple Wounds (D3, Clipped Wings)]
Titan Mortar (Infernal Engine)	Catapult (4×4)	6–30"	4 {7}	1 {4}	1	[Multiple Wounds (D3, Clipped Wings)] Quick to Fire
Triple Speed	-	18"	4	2	3	Never hits on worse than 3+
Vassal Slingshot (Bolt Thrower)	-	48"	3 {6}	10	1	Area Attack (1×5) [Multiple Wounds (D3)]
Vassal Slingshot (Oil Flask Thrower)	-	36"	1	0	3	One Incendiary per successful hit

Shooting Model Rules

Cluster Munitions	One or more hits on target → D3+1 hits Str 4 AP 1 on the next closest unengaged enemy unit within 6" of target
Ether Cloud	Panic Tests at -1 Dis, one or more hits on a unit with Channel → the owner loses 1 Veil Token
Kadim Manifestation	Flaming Attacks, Magical Attacks; Divine Attacks if Flaming Attacks ×2
Oil Skins	If chosen: Str 1, -6" range, one or more hit → target gains Incendiary

Aim Table

The aim of all models equipped with Shooting Weapons is 4+, with the following exceptions:

Name	Aim	Shooting Model
Flintlock Axe	2+	Overlord, Prophet, Vizier
	3+	Citadel Guard