



220 pts (5.00 %) 1170 pts (26.00 %) 1693 pts (38.00 %) 945 pts (21.00 %)
Characters **Core** **Special** **Instruments of Destruction**
 (40 Max) (25 Least) (0 NoLimit) (25 Max)

Characters



VIZIER BSB

Vizier - Standard - Infantry - 20x20

220 POINTS



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	Hand Weapon

Options	Battle Standard Bearer • Golden Idol of Shamut
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Core



CITADEL GUARD

Citadel Guard x15 - Standard - Infantry - 20x20

385 POINTS



Global	Adv	Mar	Dis	Model Rules		
	3"	9"	9	Scoring, Infernal Brand		
Defensive	HP	Def	Res	Arm		
	1	4	4	0	Shield, Infernal Armour	
Offensive	Att	Off	Str	Ap	Agi	
Citadel Guard	1	4	4	1	2	

Options	Musician • Flintlock Axe (3+)
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CITADEL GUARD

Citadel Guard x15 - Standard - Infantry - 20x20

385 POINTS



Global	Adv	Mar	Dis	Model Rules		
	3"	9"	9	Scoring, Infernal Brand		
Defensive	HP	Def	Res	Arm		
	1	4	4	0	Shield, Infernal Armour	
Offensive	Att	Off	Str	Ap	Agi	
Citadel Guard	1	4	4	1	2	

Options	Musician • Flintlock Axe (3+)
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INFERNAL WARRIORS

Infernal Warriors x20 - Standard - Infantry - 20x20


400 POINTS



Global	Adv	Mar	Dis	Model Rules	
	3"	9"	9	Scoring, Infernal Brand	
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 | Ziggurat Regulars and Great Weapon • Champion • Musician • Standard Bearer


Special



TAURUKH ANOINTED


Taurukh Anointed x5 - Large - Beast - 50x75

623 POINTS



Global	Adv	Mar	Dis	Model Rules	
	7"	12"	9	Fear, Scoring, Bodyguard, Infernal Brand	
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, 1)


Options | Shield • Infernal Weapon • Standard Bearer • Flaming Standard



DISCIPLES OF LUGAR

Disciples of Lugar x21 - Standard - Infantry - 20x20

490 POINTS



Global	Adv	Mar	Dis	Model Rules	
	4"	12"	9	Scoring, Ghost Step, Infernal Brand, Theocratic Litigators	
Defensive	HP	Def	Res	Arm	
	1	4	4	0	Aegis (2+, against Flaming Attacks)
Offensive	Att	Off	Str	Ap	Agi
Disciple of Lugar	2	4	4	1	3
					Lethal Strike, Magical Attacks, Flaming Attacks

Options | Champion • Musician • Standard Bearer • Paired Weapons



INFERNAL ARTILLERY - ROCKET BATTERY


Infernal Artillery - Large - Construct - 75

280 POINTS



Global	Adv	Mar	Dis	Model Rules	
	3"	3"	9	War Machine, Fires of Industry (2, 2), Infernal Brand, Higher Calibre	
Defensive	HP	Def	Res	Arm	
	5	1	4	0	Infernal Armour
Offensive	Att	Off	Str	Ap	Agi
Crew	3	4	3	0	2
					Move or Fire, Accurate


Options | Rocket Battery (4+)



VASSAL CAVALRY

Vassal Cavalry x5 - Standard - Cavalry - 25x50

180 POINTS



Global	Adv	Mar	Dis	Model Rules		
	8"	16"	7	Feigned Flight, Vanguard, Light Troops, Insignificant		
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	Lance, Light Lance, Bow, Oil Flasks
Vassal Steed	2	3	3	1	3	Harnessed



VASSAL SLINGSHOT


Vassal Slingshot - Standard - Construct - 60

120 POINTS



Global	Adv	Mar	Dis	Model Rules		
	4"	4"	7	War Machine, Insignificant, Fires of Industry (1, 1), Vassal Slingshot (4+)		
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


Instruments of Destruction



KADIM TITAN

Kadim Titan - Gigantic - Infantry - 150x100

475 POINTS



Global	Adv	Mar	Dis	Model Rules		
	7"	7"	7	Fearless, Supernal, Bound or Broken		
Defensive	HP	Def	Res	Arm		
	7	4	6	2	Aegis (5+ 2+ , against Flaming Attacks)	
Offensive	Att	Off	Str	Ap	Agi	
Kadim Titan	3	4	6	3	3	Volcanic Embrace (2D3, 2D3), Searing Heat



INFERNAL ENGINE - ROCK CRUSHER

Infernal Engine - Gigantic - Construct - 60x100

470 POINTS



Global	Adv	Mar	Dis	Model Rules		
	6"	10"	9	Unbreakable, Fearless, Infernal Brand, Full Steam Ahead!, Furnace Breach		
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	Harnessed, Impact Hits (D6+1, D6+1), Grind Attacks (D3, D3)

Options	Rock Crusher
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Magics

Racial Trait Spell

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

Casting	Range	Type	Duration

	Casting	Range	Type	Duration
Curse of Nezibkesh				
Mf	{6+} {7+}	{36"} {18"}	Translation missing: en.magic_spell.type_target.Hex	Permanent
<i>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.</i>				

Magic items

Golden Idol of Shamut: 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).

Magic banners

Flaming Standard: One use only. May be activated at the start of a Round of Combat or before shooting with the bearer's unit.

The bearer's unit gains Flaming Attacks. If activated when Engaged in Combat, the effect lasts until the bearer's unit is no longer Engaged in Combat. If activated before shooting with the bearer's unit, the effect lasts until the end of the phase.

Model Rules

Accurate:

Aegis:

Bodyguard: When a Character is joined to a unit in which at least one model has Bodyguard, that Character gains Stubborn. When Characters or Character types are stated in brackets, Bodyguard only works for the specified Characters or Character types.

Bound or Broken: The model cannot take any Special Items from this Army Book and cannot cast Curse of Nezibkesh (Hereditary Spell).

In addition, if the model's unit is within 6" of a friendly non-Fleeing model with Infernal Brand, the model:

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

Bow:

Fear: Units in base contact with one or more enemy models with Fear suffer -1 Discipline. At the start of each Round of Combat, such units must take a Discipline Test, called a Fear Test. If this test is failed, the models in the unit are Shaken until the end of the Round of Combat. Models that have Fear themselves are immune to the effects of Fear.

Fearless: If more than half of a unit's models are Fearless, the unit automatically passes Panic Tests and Decimated Tests and cannot declare a Flee Charge Reaction (unless already Fleeing). Models that are Fearless are also immune to the effects of Fear.

Feigned Flight: A unit consisting solely of models with Feigned Flight that voluntarily chooses to Flee as a Charge Reaction, and subsequently passes a Rally Test in its next Player Turn, doesn't become Shaken. Furthermore, the Reform that is made after Rallying in this case doesn't prevent the unit from moving nor from shooting (but it still counts as having moved for shooting purposes). This rule cannot be applied if a unit fails to rally on the next friendly Player Turn or involuntarily Flees, such as a result of a failed Panic Test or if it was already Fleeing when being charged.

Fires of Industry: 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.

Flaming Attacks: The attack doesn't have any special effect. However, it interacts with other rules, such as Flammable and Regeneration.

Flammable:

Full Steam Ahead!: Universal Rule.

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

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 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.

Ghost Step: The model treats all Terrain Features as Open Terrain for movement purposes, but must abide by the Unit Spacing rule upon the completion of its moves.

Grind Attacks: A model part with Grind Attacks resolves these attacks at its own Agility. It must choose an enemy unit in base contact with it. The chosen enemy unit suffers a number of hits equal to the value stated in brackets (X). These hits are resolved with the model part's own Strength and Armour Penetration.

If a model has both Grind Attacks and Impact Hits

, it may only use one of these rules in the same Round of Combat

(its controlling player may choose which). When several model parts in the same unit have Grind Attacks and when

X is a random number (e.g. Grind Attacks (2D3)), roll for the number of hits separately for each model part.

Hand Weapon: All models come equipped with a Hand Weapon as their default equipment. If a model has any Close Combat Weapon other than a Hand Weapon, it cannot choose to use the Hand Weapon (unless specifically stated). Hand Weapons wielded by models on foot can be used alongside a Shield, then giving Parry

Harnessed: Model parts with Harnessed cannot make Supporting Attacks and cannot use Weapons. Shooting Weapons carried by model parts with Harnessed can be used by other

model parts of the same model (as long as they do not have Harnessed or Inanimate). A model with with at least one model part with Harnessed is considered to be mounted.

Higher Calibre: Universal Rule.

The maximum range of the model's Artillery Weapon is doubled. Enemy units hit by the weapon suffer -1" Advance Rate to a minimum of 3" and -2" March Rate to a minimum of 6" until the start of the next friendly Player Turn.

Impact Hits: At Initiative Step 10, a charging model part with Impact Hits must choose an enemy unit that is in base contact with the attacking model's Front Facing. This unit suffers a number of hits equal to the value stated in brackets (X). These hits are resolved with the attacking model part's Strength and Armour Penetration.

If a model has both Grind Attacks and Impact Hits, it may only use one of these rules in the same Round of Combat (its controlling player may choose which). In multipart models, only model parts that also have Harnessed or Inanimate can use their Impact Hits. When several models in the same unit have Impact Hits, and when X is a random number (e.g. Impact Hits (D6)), roll for the number of hits separately for each model part.

Infernal Armour: Armour Equipment

Follows the rules for Plate Armour (can be enchanted as if it was Plate Armour). The wearer gains Aegis (5+, against Flaming Attacks).

Infernal Brand: The model gains Commanding Presence with the following restrictions: it has a range of 6" and can only benefit Insignificant models. In addition, Standard Height units with more than half of their models with Infernal Brand double their number of Full Ranks for the purpose of Steadfast in the First Round of Combat unless Charging.

Insignificant:

Lance: Attacks made with a Lance and allocated toward models in the wielders' Front Facing gain Devastating Charge (+2 Strength, +2 Armour Penetration). Infantry cannot use Lances.

Lethal Strike: If the attack wounds with a natural to-wound roll of 6+, its Armour Penetration is set to 10 and the target of the attack cannot take a Regeneration save against it.

Light Armour: Armor +1

Light Lance:

Light Troops: Units composed entirely of models with Light Troops are allowed to make any number of Reforms when performing Advance Moves or March Moves. They are allowed to shoot even if they Marched or Reformed. No model can end its movement with its centre further away than its March Rate from its starting position, around any obstructions (including the Unit Spacing rule). This means that when checking the distance travelled by a model, check the path the model would have taken if it was alone, with the exception that the unit as a whole cannot break the Unit Spacing rule while performing the move. If a model performed any action during the movement (such as a Sweeping Attack), the distance moved is counted from its starting position to the point on the Battlefield where it performed that action and then to its final position.

If more than half the models in a unit have Light Troops, the unit always counts as having 0 Full Ranks. Characters with Light Troops that are joined to units with one or more models without Light Troops, lose this rule for as long as they remain with the unit. An Infantry Character joined to an Infantry unit with both Light Troops and the same Size as the Character gains Light Troops for as long as it remains with the unit.

Magical Attacks: The attack doesn't have any special effects. However, it interacts with other rules, such as Otherworldly. Model parts with Magical Attacks apply it also to their Special Attacks (such as Stomp Attacks, Impact Hits and Breath Attack).

Move or Fire: The attack may not be used if the attacking model has made an Advance Move, March Move, Reform or Pivot during the current Player Turn.

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.

Scoring: Units with at least one model with Scoring are considered to be Scoring Units, which are used for winning Secondary Objectives (see section XVI.2 "Scoring Secondary Objectives", page 67). Every army needs a few Scoring units to be able to complete Secondary Objectives, which is why units with Scoring are marked in the Army Books with a special pennant icon:

Scoring can be lost during the game:

- A unit that is Fleeing loses Scoring for as long as it is Fleeing.
- An Ambushing unit that enters the Battlefield on Game Turn 4 or later loses Scoring.
- A unit that has performed a Post-Combat Reform loses Scoring until the start of the following Player Turn.

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.

Shield: +1 Armour Hand Weapons wielded by models on foot can be used alongside a Shield, then giving Parry.

Supernal:

Theocratic Litigators: Universal Rule.

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

Unbreakable: The model gains Fearless and its unit automatically passes all Break Tests. Characters with Unbreakable can only join units consisting entirely of models with Unbreakable. Units with one or more models with Unbreakable can only be joined by Characters with Unbreakable.

Vanguard: After Deployment (including units with Scout), models with Vanguard may perform a 12" move. The move is performed as an Advance Move in the Movement Phase, including any actions and restrictions the unit would normally have (such as Wheeling, Reforming, joining units, leaving units and so on). The 12" distance is used instead of the unit's Advance Rate and March Rate. This move cannot be used to move within 12" of enemy units. This is decreased to 6" for enemy units which have either Scouted or Vanguarded. Units that have moved in this way may not Declare Charges in the first Player Turn (if their side has the first turn). If both players have units with Vanguard, alternate moving units one at a time, starting with the player that finished deploying last. Instead of moving a unit, a player may declare to not move any more Vanguarding units.

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 (1x5), [Multiple Wounds (D3)].
- Oil Flask Thrower: Range 36", Shots 3, Str 1, AP 0. The target unit gains one Incendiary marker for every successful hit.

Volcanic Embrace: The model part gains Magical Attacks. All Melee Attacks (including Special Attacks) made by model parts with Volcanic Embrace become Flaming Attacks. In addition, at Initiative Step 0, all enemy models in base contact with one or more model parts with Volcanic Embrace suffer a hit with Strength 4, Armour Penetration 0, and Flaming Attacks.

Models with Volcanic Embrace automatically fail all Fortitude Saves.

War Machine: The model cannot Pursue, Declare Charges or Declare Flee as Charge Reaction. Characters can never join units with War Machines, and Characters with War Machine cannot join units at all.

When a War Machine fails a Panic Test, instead of Fleeing it is Shaken until the end of the next Player Turn. War Machines that fail a Break Test are automatically destroyed. War Machines and units Engaged in Combat with them cannot make Combat Reforms.

When a unit charges a War Machine, it can move into base contact by having its Front Facing contact any point of the War Machine's base (it must still maximise the number of models in base contact, see subsection II.1.A "Bases and Base Contact", page 4 and Figure 1 page 4). No Align Move is allowed. Ignore the War Machine's Facing, as it does not have any due to its round base.

Qr codes of your army

You can print this page to have all your army's units qrcode and cut them to stick them on your units, with them you can directly access to the unit's profil with your phone.

Vizier BSB	Citadel Guard	Citadel Guard	Infernal Warriors	Taurukh Anointed	Disciples of Lugar	Infernal Artillery - Rocket Battery	Vassal Cavalry	Vassal Slingshot	Kadim Titan	Infernal Engine - Back Crusher
