



1625 pts (36.00%) 1140 pts (25.00%) 1276 pts (28.00%) 450 pts (10.00%)
Characters **Core** **Special** **Instruments of Destruction**
 (40 Max) (25 Least) (0 NoLimit) (25 Max)

Characters



PROPHET #1

Prophet - Gigantic - Beast - 60x100mm

950 POINTS



Global	Adv	Mar	Dis	Model Rules		
	3"	9"	9	, Infernal Wizard ApprenticeBrand , Secrets of Nezibkesh		
Defensive	HP	Def	Res	Arm		
	3	4	5	0	Infernal Armour	
Offensive	Att	Off	Str	Ap	Agi	
Prophet	2	4	4	1	2	Hand Weapon



MOUNT GREAT BULL OF SHAMUT

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

Options	Alchemy • Wizard Master • Prophet of Shamut • Paired Weapons • Great Bull of Shamut
Magic items	Obsidian Rock • Hero's Heart (Hand Weapon)



PROPHET #2

Prophet - Large - Construct - 50x100mm

370 POINTS





Global	Adv	Mar	Dis	Model Rules		
	3"	9"	9	, Infernal Wizard ApprenticeBrand , Secrets of Nezibkesh		
Defensive	HP	Def	Res	Arm		
	3	4	5	0	Infernal Armour	
Offensive	Att	Off	Str	Ap	Agi	
Prophet	2	4	4	1	2	Hand Weapon



MOUNT KADIM CHARIOT

Global	Adv	Mar	Dis	Model Rules		
	7"	7"	C	Swiftstride, Fear		
Defensive	HP	Def	Res	Arm		
	4	C	5	C+2	Aegis	
Offensive	Att	Off	Str	Ap	Agi	
Kadim Beast	3	3	5	2	3	Harnessed, Volcanic Embrace
Chassis			5	2		Impact Hits, Inanimate


Options	Shield • Occultism • General • Prophet of Lugar • Kadim Chariot
Magic items	Breath of the Brass Bull • Potion of Strength

	VIZIER #1 Vizier - Standard - Infantry - 20x20mm	305 POINTS	
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<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>	
	3"	9"	9	Infernal Brand	
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	3	6	5	0	Infernal Armour
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
Vizier	3	6	4	1	3



Options	Battle Standard Bearer • Great Weapon
Magic items	Blaze of Protection (Infernal Armour) • Mask of Ages • Dragon Staff

Core

	CITADEL GUARD #1 Citadel Guard x20 - Standard - Infantry - 20x20mm	570 POINTS	
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<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>	
	3"	9"	9	, Infernal Scoring Brand	
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	1	4	4	0	, Infernal Shield Armour
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
Citadel Guard	1	4	4	1	2

Options	Flintlock Axe (3+) • Champion • Musician • Standard Bearer
Magic banners	Rending Banner (Banner Enchantment)

	CITADEL GUARD #1 Citadel Guard x20 - Standard - Infantry - 20x20mm	570 POINTS	
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<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>	
	3"	9"	9	, Infernal Scoring Brand	
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	1	4	4	0	, Infernal Shield Armour
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
Citadel Guard	1	4	4	1	2

Options	Flintlock Axe (3+) • Champion • Musician • Standard Bearer
Magic banners	Rending Banner (Banner Enchantment)

Special

	GUNNERY TEAM #1 Gunnery Team - Standard - Construct - 40x40mm	155 POINTS	
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Global	Adv	Mar	Dis	Model Rules		
	3"	9"	9	Not a Leader, War PlatformBrand, Infernal, Mechanised Support		
Defensive	HP	Def	Res	Arm	Infernal Armour	
	4	4	4	0		
Offensive	Att	Off	Str	Ap	Agi	Grind Attacks
Gunnery Team	2	4	4	1	2	


Options	Titan Mortar (4+) and Fires of Industry (2)
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GUNNERY TEAM #1


Gunnery Team - Standard - Construct - 40x40mm

155 POINTS



Global	Adv	Mar	Dis	Model Rules		
	3"	9"	9	Not a Leader, War PlatformBrand, Infernal, Mechanised Support		
Defensive	HP	Def	Res	Arm	Infernal Armour	
	4	4	4	0		
Offensive	Att	Off	Str	Ap	Agi	Grind Attacks
Gunnery Team	2	4	4	1	2	

Options	Titan Mortar (4+) and Fires of Industry (2)
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TAURUKH ANOINTED #1

Taurukh Anointed x6 - Large - Beast - 50x75mm

766 POINTS



Global	Adv	Mar	Dis	Model Rules		
	7"	12"	9	Bodyguard, Fear, ScoringBrand, Infernal		
Defensive	HP	Def	Res	Arm	Infernal Armour	
	3	5	5	0		
Offensive	Att	Off	Str	Ap	Agi	Impact Hits
Taurukh Anointed	3	5	5	2	3	

Options	Shield • Infernal Weapon • Champion • Musician • Standard Bearer
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Magic banners	Flaming Standard (Banner Enchantment)
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VASSAL CAVALRY #1

Vassal Cavalry x5 - Standard - Cavalry - 25x50mm

200 POINTS



Global	Adv	Mar	Dis	Model Rules		
	8"	16"	7	Feigned Flight, Insignificant, Light Troops, Vanguard		
Defensive	HP	Def	Res	Arm	Light Armour, Shield	
	1	4	3	1		
Offensive	Att	Off	Str	Ap	Agi	Oil Flasks, Bow, Lance
Vassal Rider	1	4	3	0	3	
Vassal Steed	2	3	3	1	3	Harnessed



INFERNAL ENGINE #1

Infernal Engine - Gigantic - Construct - 60x100mm

450 POINTS



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>		
	6"	10"	9	Fearless, Unbreakable, Furnace BreachBrand, Infernal, Full Steam Ahead!		
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>		
	7	3	7	4		
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
Crew	3	4	3	0	2	
Chassis			6	3	2	Grind Attacks, Harnessed, Impact Hits

Options	Rocket Battery (4+) and Fires of Industry (2)
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Magics

Racial Trait Spell

	Casting	Range	Type	Duration
<i>H Curse of Nezibkesh</i>				
<i>Mf</i>	(36") {18"}	(6+) {7+}	Hex	Last one Turn
<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>				



Alchemy

		Casting	Range	Type	Duration	Effect
5	Corruption of Tin	8+	36"	Hex	Permanent	The target suffers -1 Armour.
3	Glory of Gold	8+	18"	Augment	Last one Turn	The target gains +1 Armour Penetration, Flaming Attacks and Magical Attacks.
4	Silver Spike	<6+> {9+}	<18"> {36"}	Hex, Missile, Damage	Instant	The target suffers 1 hit with Strength 4 [6], Armour Penetration 10, Magical Attacks, [Multiple Wounds (D3)], and Area Attack (1x5).
2	Word of Iron	<5+> {9+}	<24"> {18"}	Augment	Last one Turn	The target gains <+1> {+2} to its Armour.
6	Molter Copper	7+	24"	Hex, Missile, Damage	Instant	The target suffers D3+4 hits with Strength X, Armour Penetration 4, Flaming Attacks, and Magical Attacks, where X is equal to the target's Armour.
1	Quicksilver Lash	7+	24"	Hex, Missile, Damage	Instant	The target suffers D3+1 hits with Flaming Attacks, Magical Attacks, and Armour Penetration 10. These hits always wound on a roll equal to or greater than "7 minus the target's Armour". An unmodified '6' always wounds and an unmodified '1' always fails to wound.
4	Alchemical Fire		18"	Hex	Last one Turn	The target gains Flammable against Melee Attacks.



Occultism

The Sacrifice: When casting a non-Bound Spell from this Path, immediately after the casting roll, but before any Dispel attempt, the Active Player may choose the Caster's unit or another friendly unengaged unit within 24".

A unit may only be chosen once per phase. The chosen unit suffers X hits that wound automatically with Armour Penetration 10 and Magical Attacks, and with no saves of any kind allowed, where X is determined by the Discipline value of the largest fraction of models in the unit, ignoring all Discipline modifiers. In case of a tie, use the

- lower value:
- 0 to 4: 3 hits
- 5 to 7: 2 hits
- 8 to 10: 1 hit

Any Health Point loss from The Sacrifice that would remove the last model of the chosen unit as a casualty is discarded.

These Health Points losses never cause Panic Tests.

If at least one Health Point loss was caused, the spell is cast with the {amplified} version. In that case, use any text marked with {}.

		Casting	Range	Type	Duration	Effect
2	Hand of Glory	6+ [8+]	Caster [12"]	[Augment], Focused	Last one Turn	The target <<, all models in its unit when the spell is cast, and Raised models in the unit>> gain Aegis (6+) and Aegis (+1, max 3+). {This spell may only target Characters, Champions, and single model units.}

		Casting	Range	Type	Duration	Effect
3	The Rot Within	6+	24"	Hex	Permanent	The target suffers -1 Offensive Skill and -1 Defensive Skill. {The Caster gains +1 Offensive Skill and +1 Defensive Skill.}
1	Breath of Corruption	6+ [9+]	Caster [12"]	[Augment], Focused	Last one Turn	The target gains Breath Attack (Magical Attacks, Toxic Attacks). [This spell may only target Characters, Champions, and single model units.] {If the Breath Attack is used as a Shooting Attack, its range is increased to 18".}
4	Pentagram of Pain	5+[6+]	24"[12"Aura]	[Hex], [Direct], [Universal], [Damage]	Instant	The target suffers D6 hits with Strength 4, Armour Penetration 1, and Magical Attacks. [The Caster's unit is unaffected.] {If one or more unsaved wounds are caused with this spell, the Caster Recovers 1 Health Point.}
5	Marked for Doom	9+	24"	Hex, Damage, Direct	Instant	The target suffers 1 hit with Strength 10, Armour Penetration 10, Multiple Wounds (D3), and Magical Attacks. {If the target is within 12" of the Caster, the spell targets a single Character or Champion joined to the target unit.}
6	The Grave Calls	11+	12"	Hex, Damage, Direct	Instant	The target suffers 2D6 hits with Strength 5, Armour penetration 2, and Magical Attacks. {The hits gain +1 Strength and +1 Armour Penetration.}

Magic items

Blaze of Protection: The wearer gains +3 Armour. Every enemy model in base contact with the wearer's model that could allocate one or more Close Combat Attacks towards it but doesn't, after resolving its Close Combat Attacks, suffers 1 hit with Strength 4, Armour Penetration 0, and **Flaming Attacks**, distributed onto the model's Health Pool. This is considered a Special Attack.

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

Dragon Staff: The bearer gains Breath Attack (Str 3, AP 0, Flaming Attacks).

Hero's Heart: The wielder gains +1 Attack Value while using this weapon. Attacks made with this weapon become Magical Attacks and always have at least Strength 5 and at least Armour Penetration 2.

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

Obsidian Rock: The bearer gains Magic Resistance (2).

Potion of Strength: One use only. May be activated at the start of any Round of Combat. Until the end of the Player Turn the bearer gains Crush Attack.

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.

Rending Banner: One use only. May be activated at the start of a Round of Combat. Close Combat Attacks from R&F models in the bearer's unit gain +1 Armour Penetration until the bearer's unit is no longer Engaged in Combat. A model can only be affected by a single Rending Banner at the same time.

Model Rules

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.

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.

Full Steam Ahead!: 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: 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.

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 at least one model part with Harnessed is considered to be mounted.

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
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.

Light Armour: Armor +1

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.

Mechanised Support: The model must be deployed in, and can only join, a unit that includes at least one R&F model with Infernal Brand. The model can never voluntarily leave its unit.

Not a Leader: The model cannot be the General.

Oil Flasks: 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.

Secrets of Nezibkesh: When the model successfully casts Curse of Nezibkesh (Hereditary Spell), the target immediately gains 1 Incendiary marker.

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

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.

War Platform: Unless selected as a mount for a Character, a model with War Platform gains Not a Leader and Character, with the following exceptions:

- It does not count towards the Character category (for Army List creation).
- It cannot Issue Duels, Accept Duels or Make Way.
- It can perform Swirling Melee.
- It does not count as a Character regarding Bodyguard and Multiple Wounds.

The model can join units even if it has Towering Presence, and having Chariot does not prevent it from joining units without Chariot. When joined to a unit, it must always be placed in the centre of the front rank, possibly pushing back other models with Front Rank, and must keep its position in the centre of the front rank at all times (as long as it is joined to the unit). If two positions are equally central (e.g. in a unit with an even number of models in the first rank and a War Platform replacing an uneven number of models per rank), the War Platform can be placed in either of these positions. If the War Platform cannot be placed in the centre of the front rank (e.g. due to Mismatching Bases or the front rank being too narrow), the model cannot join the unit. This means that a War Platform can never join a unit with Mismatching Bases and that only a single War Platform can be in the same unit unless noted otherwise.

Wizard Apprentice: - Knows 1 spell.

- Can select between the Learned Spell 1 of its chosen Path and the Hereditary Spell of its army.

The Wizard selects its spells as described in Spell Selection

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.

Prophet #1



Prophet #2



Citadel Guard #1



Citadel Guard #1



Vizier #1



Gunnery Team #1



Gunnery Team #1



Infernal Engine #1



Taurukh Anointed #1



Vassal Cavalry #1

