1230 pts (27.00 %)	1366 pts (30.00 %)	1462 pts (32.00 %)	470 pts (10.00 %)
Characters	**Core**	**Special**	**Instruments of Destruction**
(40 Max)	(25 Least)	(0 NoLimit)	(25 Max)

Characters

VIZIER #1
Vizier - *Standard - Infantry - 20x20mm*

270 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 • Shield • Spear • Blunderbuss (5+)
Magic items	Rod of Battle • Talisman of the Void

PROPHET #1
Prophet - *Standard - Infantry - 20x20mm*

575 POINTS

Global	Adv	Mar	Dis		Model Rules
	3"	9"	9		**Wizard Apprentice, Infernal Brand, 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**

Options	Shield • Alchemy • Wizard Master • General • Prophet of Ashuruk
Magic items	Lugar's Dice • Tablet of Vezodinezh

PROPHET #2
Prophet - *Standard - Infantry - 20x20mm*

385 POINTS

Global	Adv	Mar	Dis		Model Rules
	3"	9"	9		**Wizard Apprentice, Infernal Brand, 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**

Options	Shield • Occultism • Wizard Adept • Prophet of Nezibkesh • Blunderbuss (5+)
Magic items	Book of Arcane Mastery

Core

INFERNAL WARRIORS #1
Infernal Warriors **x20** - *Standard - Infantry - 20x20mm*

440 POINTS

Global	Adv	Mar	Dis		Model Rules
	3"	9"	9		**Scoring, Infernal Brand**

Defensive	HP	Def	Res	Arm	Model Rules
	1	4	4	0	**Infernal Armour**

Offensive	Att	Off	Str	Ap	Agi
Infernal Warrior	1	4	3	0	2

Options	Shield • Musician • Blunderbuss (5+)

SHACKLED SLAVES #1
Shackled Slaves **x40** - *Standard - Infantry - 25x25mm*

200 POINTS

Global	Adv	Mar	Dis		Model Rules
	4"	8"	4		**Insignificant, Enslaved Porters**

Defensive	HP	Def	Res	Arm
	1	2	4	0

Offensive	Att	Off	Str	Ap	Agi
Shackled Slave	1	2	3	0	1

Options	Shield

VASSAL LEVIES #1
Vassal Levies **x32** - *Standard - Infantry - 20x20mm*

371 POINTS

Global	Adv	Mar	Dis		Model Rules
	4"	8"	7		**Insignificant, Scoring**

Defensive	HP	Def	Res	Arm	Model Rules
	1	3	3	0	**Light Armour**

Offensive	Att	Off	Str	Ap	Agi	Model Rules
Vassal Levy	1	3	3	0	3	**Oil Flasks**

Options	Bow (4+) • Paired Weapons • Musician • Standard Bearer • Vassal Chieftain • Flaming Standard

VASSAL LEVIES #2
Vassal Levies **x40** - *Standard - Infantry - 20x20mm*

355 POINTS

Global	Adv	Mar	Dis		Model Rules
	4"	8"	7		**Insignificant, Scoring**

Defensive	HP	Def	Res	Arm	Model Rules
	1	3	3	0	**Light Armour**

Offensive	Att	Off	Str	Ap	Agi	Model Rules
Vassal Levy	1	3	3	0	3	**Oil Flasks**

Options	Musician • Standard Bearer • Shield and Spear • Vassal Chieftain • Flaming Standard

Special

INFERNAL ARTILLERY #1
Infernal Artillery - *Large - Construct - 75mm round*

155 POINTS

Global	Adv	Mar	Dis		Model Rules
	3"	3"	9		War Machine, 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	Accurate, Move or Fire

Options	Naphtha Thrower and Fires of Industry (1)

INFERNAL ARTILLERY #1
Infernal Artillery - *Large - Construct - 75mm round*

155 POINTS

Global	Adv	Mar	Dis		Model Rules
	3"	3"	9		War Machine, 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	Accurate, Move or Fire

Options	Naphtha Thrower and Fires of Industry (1)

INFERNAL ARTILLERY #1
Infernal Artillery - *Large - Construct - 75mm round*

290 POINTS

Global	Adv	Mar	Dis		Model Rules
	3"	3"	9		War Machine, 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	Accurate, Move or Fire

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

TAURUKH ENFORCERS #1
Taurukh Enforcers **x5** - *Standard - Beast - 25x50mm*

280 POINTS

Global	Adv	Mar	Dis		Model Rules
	7"	14"	9		Scoring, Tall, Infernal Brand

Defensive	HP	Def	Res	Arm	
	1	4	5	0	Cannot be Stomped, Infernal Armour

Offensive	Att	Off	Str	Ap	Agi	
Taurukh Enforcer	2	4	4	1	2	Impact Hits

Options	Shield • Great Weapon • Standard Bearer • Blunderbuss (5+)

Taurukh Anointed #1
Taurukh Anointed **x5** - *Large - Beast - 50x75mm*

582 POINTS

Global	Adv	Mar	Dis		Model Rules
	7"	12"	9		**Bodyguard, Fear, Scoring, 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**

Options	Shield • Great Weapon • Musician • Standard Bearer

Instruments of Destruction

Infernal Engine #1
Infernal Engine - *Gigantic - Construct - 60x100mm*

470 POINTS

Global	Adv	Mar	Dis		Model Rules
	6"	10"	9		**Fearless, Unbreakable, Furnace Breach, Infernal Brand, Full Steam Ahead!**

Defensive	HP	Def	Res	Arm	
	7	3	7	4	

Offensive	Att	Off	Str	Ap	Agi	
Crew	3	4	3	0	2	
Chassis			6	3	2	**Grind Attacks, Harnessed, Impact Hits**

Options	Rock Crusher

Magics

Racial Trait Spell

	Casting	Range	Type	Duration

H Curse of Nezibkesh

Mf	(36") {18"}	(6+) {7+}	Hex	Last one Turn

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.

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 (1×5)**.
A	Alchemical Fire		18"	Hex	Last one Turn	The target gains Flammable against Melee Attacks.
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.
2	Word of Iron	<5+> {9+}	<24"> {18"}	Augment	Last one Turn	The target gains <+1> {+2} to its Armour.

		Casting	Range	Type	Duration	Effect
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.

Occultism

The Sacrifice: When casting a non-Bound Spell from this Path, immediately after the casting roll, but before any Dispelling 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
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.}
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.}
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.}
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.}
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″.}

Magic items

Book of Arcane Mastery: The bearer's first Casting Attempt in each Magic Phase gains a +2 Casting Modifier. When using a single Magic Dice for this Casting Attempt, a natural roll of '1' or '2' on the Magic Dice is always a failed Casting Attempt, regardless of any modifiers.

Lugar's Dice: A single model part of the bearer's model can reroll a single failed to-hit, to-wound, or Armour Save roll per Player Turn. Crush Attacks are not affected.

Rod of Battle: The bearer can cast a Bound Spell, Power Level (4/8):
Type: Augment. Range 18″. Duration: One Turn.
The target gains +1 to hit with its Close Combat Attacks.

Tablet of Vezodinezh: When the bearer attempts to cast a non-Bound Spell using three or more Magic Dice, treat a single rolled '1' or '2' as a natural '3'. If the bearer would suffer a Witchfire Miscast effect, treat it as Magical Inferno instead.

Talisman of the Void: The bearer gains Channel (1).

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:

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.

Cannot be Stomped:

Enslaved Porters: Shackled Slaves do not cause Panic Tests in other friendly units. At start of the First Game Turn and at the start of each friendly Player Turn, if the Shackled Slaves unit is not Fleeing, Shaken, or Engaged, choose a single friendly Standard Height unit with more than half of its models with Infernal Brand within 6": • If the Shackled Slaves unit is equipped with Shields, the chosen unit gains Soft Cover. • If the Shackled Slaves unit is equipped with Paired Weapons, the chosen unit must reroll natural to hit rolls of '1' with its Close Combat Attacks. The effects last until the start of the next friendly Player Turn.

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.

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

Higher Calibre: 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
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:

Light Armour: Armor +1

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: 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 if 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.

Tall:

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.

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.

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
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Qr codes of your army

Your 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 #1

Prophet #1

Prophet #2

Infernal Warriors #1

Shackled Slaves #1

Vassal Levies #1

Vassal Levies #2

Infernal Artillery #1

Infernal Artillery #1

Infernal Artillery #1

Taurukh Enforcers #1

Taurukh Anointed #1

Infernal Engine #1