

Fantasy Battles

The 9th Age



Infernal Dwarves

Army Rules

Version 1.1.0 - 02 September 2016

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All rules and feedback can be found/given at <http://www.the-ninth-age.com/>
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Army Special Rules

Relentless

Infantry units entirely composed of models with this special rule may triple their movement when marching instead of doubling it. This is extended to other situations where a move is limited by twice the Movement value of the model, such as Wheeling, Reforming, Moving Characters within a Unit and so on. In those cases, use triple the movement value instead.

Sturdy

A model with this rule has Thunderous Charge. Furthermore, it does not suffer -1 to hit when taking a Stand and Shoot Charge Reaction.

Chosen of Ashuruk

Models with this rule will automatically pass all Fear tests, but still suffer -1 Leadership from Fear. Models with this rule consider all units without this rule to have Insignificant and will not use their Engineer rule on models without Chosen of Ashuruk.

Daemonic Infusion

The model gains Magical Attacks (not applicable to crew), and any Panic Test it causes to enemy units through 25% casualties is taken with a -1 Leadership modifier.

Volcanic Embrace

All attacks made by a model **part** with this special rule (even Special Attacks) are Flaming Attacks. In addition, in each Round of Combat, all enemy models in base contact with one or more models with this rule suffer a Strength 4 hit (with Flaming Attacks) at Initiative 10. This is a Special Close Combat Attack.

Shackles Of Fire

When rolling to wound against a model with this rule, any natural roll of '6' must be rerolled. Magical Attacks are not affected by this.

At the start of the second friendly Player Turn, and all subsequent friendly Player Turns, a unit with one or more models with this rule must take a Leadership test. If failed, it suffers a Wound with no save of any kind allowed. If there are no friendly Wizards on the battlefield, the unit suffers D3 wounds instead.

Unruly

Unruly units have -1 Leadership when rolling to restrain Pursuit moves and Frenzy tests. In addition, if they are in Horde formation and take a Panic Test, roll one additional D6 and remove the highest rolled D6.

Opportunist

When fighting an enemy unit in the enemy's flank or rear, model parts on foot with this special rule gain +1 to hit as long as their unit isn't also attacked in the flank or rear.

Armoury

Infernal Weapon

Close Combat Weapon. Type: Hand Weapon. Attacks with Infernal Weapons have +1 Strength and are Magical Attacks.

Infernal Armour

Plate Armour. The wearer gains Ward Save (5+) against Flaming Attacks.

Flintlock Axe

Shooting Weapon. Range 18". Strength 4. Armour Piercing (1).

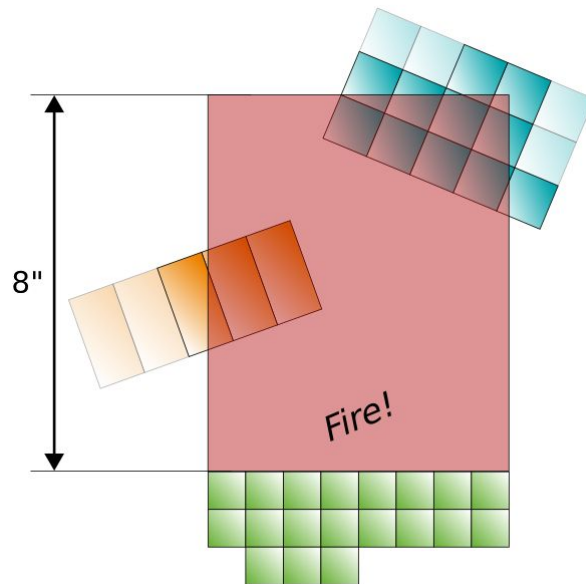
Counts as a Halberd in Close Combat.

Blunderbuss

Shooting Weapon. Range 12", Strength 4, Quick to Fire.

Wall of Lead: When firing this weapon in the Shooting Phase, the player may choose to use it in the following way instead of firing normally: Range 8", Strength 4, Reload!

Do not calculate the number of shots or roll to hit as normal. Instead, any model that is straight in front of one or more models with this weapon, within the weapon's range and within Line of Sight of the unit is a potential target (see figure below). Roll a D6 for each potential target model. On a roll of 6+ the model is hit. Add a +1 to hit for each Full Rank in the shooting unit after the first. If any friendly unit or a unit Engaged in Combat is a potential target, then the ability cannot be used. This Shooting Attack may be used even if the unit has Marched.



Magical Items

Magical Weapons

Onyx Hammer (55 / 50 pts)

Type: Hand Weapon. Attacks made with this weapon have +2 Strength. Attacks with this weapon have Multiple Wounds (D3) against models which are Flammable.

Blade of Burning Steel (25 pts)

Type: Hand Weapon. Attacks made with this weapon have Armour Piercing (1).
One use only: May be activated at the start of any Round of Combat. For the duration of the phase, attacks made with this weapon have Metalshifting.

Magical Armour

Mask of the Furnace (30 pts)

Type: None (6+ Armour Save). Wearer gains Fireborn and a Breath Weapon (Strength 3, Flaming Attacks).

Talismans

Ring of Desiccation (45 pts)

All enemy units in base contact with the bearer's model are Flammable. If the army does not include any Wizards in the Army List, the wearer counts as a Wizard for the purpose of the Shackles of Fire special rule.

Steel Skin (15 pts)

Attacks against the wearer with Lethal Strike and/or Poisoned Attacks lose these special rules.

Enchanted Items

Vial of Mercury (45 pts)

One use only. May be activated at the start of any Round of Combat. The wearer's unit gain Lightning Reflexes and +2 Initiative until the end of the phase. When the effects end, the wearer's model suffers 1 wound with no saves of any kind allowed.

Gauntlets of Madzhab (10pts)

The wearer has +1 Strength. Each to-hit roll of '1' by the wearer is resolved against the wearer's unit. This can never hit the wearer itself, unless the wearer is mounted and not part of a combined unit.

Arcane Items

Besheluk's Mechanism (25 pts)

When the caster successfully casts a non-Attribute "Augment" spell on a unit composed solely of models with Shackles of Fire, the unit Recovers 1 Wound. No unit may Recover more than 1 Wound per Magic Phase this way.

Magical Standards

Banner of the Brazen Bull (40 pts)

Infantry only. The bearer's unit has Vanguard. Units within 12" of the bearer with the Unruly rule may reroll failed Panic Tests.

Banner of Nezibkesh (25 pts)

All Special Close Combat Attacks against the bearer or its unit are at half strength (rounding up).

Army List

LORDS



Prophet 200 pts

single model

M	WS	BS	S	T	W	I	A	Ld
3	4	4	4	5	3	2	2	9

Infantry 20x20mm base

Armour:

Infernal Armour

Options:

May take Magical Items

pts

up to 100

May be upgraded to (one choice only):

Dwarves Special Rules:

Relentless, Sturdy, Chosen of Ashuruk

Level 4 Wizard Master

30

Engineer

25

Magic:

Level 3 Wizard Master. Generates spells from Path of Shadows, Death, Fire, Alchemy or the Forge.

May take a weapon (one choice only):

Infernal Weapon

10

Flintlock Axe

8

May take a mount (one choice only):

Bull of Shamut

140

Temple Lamassu

145



Overlord 125 pts

single model

M	WS	BS	S	T	W	I	A	Ld
3	7	4	4	5	3	4	4	10

Infantry 20x20mm base

Armour:

Infernal Armour

Options:

May take Magical Items

pts

up to 125

May take a Shield

3

Dwarves Special Rules:

Relentless, Sturdy, Chosen of Ashuruk

May take a Pistol

5

May take a weapon (one choice only):

Flintlock Axe

10

Great Weapon

15

Infernal Weapon

20

Special Rules:

Fan the Flames: The Overlord and all models in the same unit as the Overlord gain Hatred. Mounts are not affected.

May take a mount (one choice only):

Bull of Shamut

140

Great Bull of Shamut

270

HEROES



Magus 60 pts

single model

M	WS	BS	S	T	W	I	A	Ld
3	4	4	4	4	2	2	2	9

Infantry 20x20mm base

Armour:

Infernal Armour

Options:

May take Magical Items

pts

up to 50

Dwarves Special Rules:

Relentless, Sturdy, Chosen of Ashuruk

Must upgrade to one of the following:

Level 1 Wizard Apprentice 15

Level 2 Wizard Apprentice 40

Engineer free

Engineer, Level 1 Wizard Apprentice 40

May take a weapon (one choice only):

Infernal Weapon 10

Flintlock Axe 8

A Wizard may ride a Temple Lamassu 145

Magic:

If upgraded to a Wizard, generates spells from the Path of Death, Shadows, Fire, Alchemy or the Forge.



Vizier 70 pts

single model

M	WS	BS	S	T	W	I	A	Ld
3	6	4	4	5	2	3	3	9

Infantry 20x20mm base

Armour:

Infernal Armour

Options:

May be upgraded to (one choice only)

pts

Battle Standard Bearer 25

Chosen of Lugar (One of a Kind) 30

Dwarves Special Rules:

Relentless, Sturdy, Chosen of Ashuruk

May take Magical Items up to 75

May take a Shield 2

May take a Pistol 5

May take a weapon (one choice only):

Flintlock Axe 10

Great Weapon 10

Infernal Weapon 15

May ride a Bull of Shamut 155

Chosen of Lugar: Models on foot only. The character gains Daemonic Possession (see Disciples of Lugar special unit), Unbreakable, Volcanic Embrace, Otherworldly and Fireborn, but loses its armour, and may only use Magical Armour with the type: None.



Taurukh Subjugator 150 pts

single model

M	WS	BS	S	T	W	I	A	Ld		
7	5	4	5	5	4	4	4	9	Monstrous Beast	50x75mm base

Armour:

Heavy Armour, Innate Defence (6+)

Taurukh Special Rules:

Chosen of Ashuruk, Thunderous Charge

Options:

May be the Battle Standard Bearer

May take Magical Items

May take any of the following:

Shield

Infernal Armour

May take a weapon (one choice only):

Paired Weapons

Light Lance

Great Weapon

pts

25

up to 50

10

20

10

10

20



Hobgoblin Chieftain 35 pts

single model

M	WS	BS	S	T	W	I	A	Ld		
4	4	4	4	4	2	4	3	7	Infantry	20x20mm base

Hobgoblin Special Rules:

Opportunist, Unruly

Special Rules:

Not a Leader

Options:

May take Magical Items

May take any of the following:

Shield

Light Armour

May take a Shooting Weapon (one choice only):

Throwing Weapons

Bow

May take a Close Combat Weapon (one choice only):

Paired Weapons

Light Lance

Great Weapon

May ride a Wolf

If not mounted, may be upgraded to Backstabber

pts

up to 25

2

2

2

4

3

3

6

20

50

Backstabber: The character gains Backstabbers rule (see Hobgoblins core unit). Before the game you may choose a unit of 25 or fewer Hobgoblin Backstabbers. The Character and this unit gain Ambush, and the Character must be deployed with the unit.

CHARACTER MOUNTS

Wolf

M	WS	BS	S	T	W	I	A	Ld
9	3	-	3	3	1	3	1	3

War Beast, 25x50mm base

Mount's Protection (6+)

Fast Cavalry

Bull of Shamut

M	WS	BS	S	T	W	I	A	Ld
6	5	-	5	5	4	3	4	6

Monstrous Beast, 50x50mm base

Fireborn, Volcanic Embrace, Magical Attacks,

Fly (8), Large Target, Fear, Impact Hits (1)

Great Bull of Shamut (One of a Kind)

M	WS	BS	S	T	W	I	A	Ld
6	5	-	6	6	6	3	4	6

Monster, 60x100mm base

Innate Defence (5+)

Fireborn, Volcanic Embrace, Magical Attacks, Fly (7),

Breath Weapon (Strength 4, Flaming Attacks), Ward Save (5+), Impact Hits (1)

Temple Lamassu (One of a kind)

M	WS	BS	S	T	W	I	A	Ld
6	3	-	5	5	4	2	2	8

Monstrous Beast, 50x50mm base

Fly (8), Magic Resistance (2), Fear, Magical Attacks, Ward Save (5+), Large Target

Aura of Unbinding: Any Magical Weapon wielded by models (friend or foe) in base contact with a Lamassu becomes a mundane weapons of the same type. This effect lasts for as long as models remain in base contact. A Character riding a Lamassu is unaffected.

Magic:

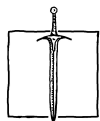
Level 1 Wizard Apprentice. Generates spells from the Path of Death, Fire or Shadows.

Options:

	pts
May upgrade to Level 2 Wizard Apprentice	25
May take a Breath Weapon (Strength 4, Magical Attacks)	30
May take Mace Tail	20

Mace Tail: The Lamassu has +1 Attack. When fighting enemies in its rear, the Lamassu gains +1 to hit.

CORE



Infernal Warriors 65 pts

10 models, may add up to 30 models 7 pts/model

M WS BS S T W I A Ld
3 4 3 3 4 1 2 1 9

Infantry 20x20mm base

Armour:

Heavy Armour

Options:

May take a Shield

pts

1 / model

May take a weapon (one choice only):

Dwarves Special Rules:

Relentless, Sturdy, Chosen of Ashuruk

Great Weapon

3 / model

Blunderbuss

2 / model

May upgrade one model to each of the following:

Champion

10

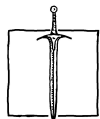
Musician

10

Standard Bearer

10

- may become the Veteran Standard Bearer



Citadel Guard 95 pts

10 models, may add up to 20 models 12 pts/model

M WS BS S T W I A Ld
3 4 4 4 4 1 2 1 9

Infantry 20x20mm base

Armour:

Infernal Armour, Shield

Options:

May take Flintlock Axe

pts

5 / model

May upgrade one model to each of the following:

Dwarves Special Rules:

Relentless, Sturdy, Chosen of Ashuruk

Champion

10

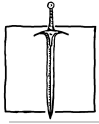
Musician

10

Standard Bearer

10

- may become the Veteran Standard Bearer



Hobgoblins 75 pts

20 models, may add up to 30 models 5 pts/model

M WS BS S T W I A Ld

4 3 3 3 3 1 3 1 6

Infantry 20x20mm base

Armour:

Light Armour, Shield

Hobgoblin Special Rules:

Opportunist, Unruly

Options:

May take (one choice only):

Replace Shield with Bow

Bow

Spear

May upgrade one model to each of the following:

Champion

Musician

Standard Bearer

May become Backstabbers

pts

free

1 / model

1 / two models

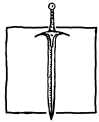
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10

10

2 / model

Backstabbers: The models replace all weapons and armour with Paired Weapons and Poisoned Attacks.



Orc Slaves 60 pts

20 models, may add up to 30 models 6 pts/model

M WS BS S T W I A Ld

4 3 3 3 4 1 2 1 5

Infantry 25x25mm base

Armour:

Light Armour

Special Rules:

Unruly, Insignificant

Options:

May take (one choice only):

Paired Weapons

Shield

May upgrade one model to Musician

pts

1 / model

1 / model

10

Born to Fight: Model parts with this special rule have +1 Strength in the first Round of Combat.

Slaves: At the end of any phase, if there are no models with the Chosen of Ashuruk or Opportunist special rules on the Battlefield, immediately remove all Orc Slaves units from the game as casualties.

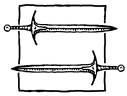
If there are no Units with the Chosen of Ashuruk or Opportunist special rules within 6" of the Orc Slaves unit at the start of a friendly Player Turn, and the Orc Slaves unit is not Engaged in Combat or Fleeing, roll a D6:

1-2: The Orc Slaves unit immediately flees towards the nearest table edge.

3-4: The Orc Slaves unit cannot move in this Player Turn's Movement phase.

5-6: The Orc Slaves unit behaves normally.

SPECIAL



Immortals 100 pts

10 models, may add up to 20 models 14 pts/model

M	WS	BS	S	T	W	I	A	Ld
3	5	3	4	4	1	2	1	9

Infantry 20x20mm base

Armour:

Infernal Armour

Options:

May take a Shield

pts

1 / model

Weapons:

Great Weapon

May replace Great Weapon with

Infernal Weapon

free

May upgrade one model to each of the following:

Dwarves Special Rules:

Relentless, Sturdy, Chosen of Ashuruk

Champion

10

Musician

10

Standard Bearer

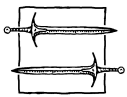
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Special Rules:

Bodyguard

- may take a Magical Standard

up to 50



Disciples of Lugar 65 pts

5 models, may add up to 20 models 13 pts/model

M	WS	BS	S	T	W	I	A	Ld
3	4	3	4	4	1	2	1	9

Infantry 20x20mm base

Weapons:

Paired Weapons

Options:

May exchange Paired Weapons for

Great Weapon

pts

2 / model

Dwarves Special Rules:

Relentless, Sturdy, Chosen of Ashuruk

May upgrade one model to each of the following:

Champion

10

Musician

10

Special Rules:

Otherworldly, Fireborn, Unbreakable, Volcanic Embrace

Daemonic Possession: The model has Frenzy and can never lose it.



Kadim Incarnates 165 pts

3 models, may add up to 5 models 60 pts/model

M	WS	BS	S	T	W	I	A	Ld
6	4	3	5	4	3	4	3	7

Monstrous Infantry 40x40mm base

Armour:

Innate Defence (5+)

Options:

May take Fly (6)

pts

free

May upgrade one model to a Champion

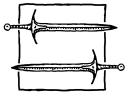
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Kadim Special Rules:

Daemonic Instability, Otherworldly, Fireborn, Volcanic Embrace, Shackles of Fire

Special Rules:

Fear



Taurukh 90 pts

5 models, may add up to 10 models 14 pts/model

M	WS	BS	S	T	W	I	A	Ld	
7	4	3	4	4	1	2	2	9	War Beast 25x50mm base

Armour:

Light Armour, Innate Defence (6+)

Taurukh Special Rules:

Thunderous Charge, Chosen of Ashuruk

Special Rules:

Half Bull: Stomp hits can never be distributed onto a model with this special rule.

Options:

May take any of the following:

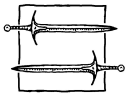
Heavy Armour	2 / model
Shield	1 / model

May take (one choice only):

Light Lance	1 / model
Paired Weapons	1 / model
Great Weapon	3 / model

May upgrade one model to each of the following:

Champion	10
Musician	10
Standard Bearer	10
- may take a Magical Standard	up to 50



Taurukh Anointed 180 pts

3 models, may add up to 4 models 60 pts/model

M	WS	BS	S	T	W	I	A	Ld	
7	4	3	5	5	3	3	3	9	Monstrous Beast 50x75mm base

Armour:

Heavy Armour, Innate Defence (6+)

Taurukh Special Rules:

Thunderous Charge, Chosen of Ashuruk

Options:

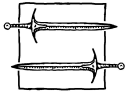
May take a Shield

May take (one choice only):

Light Lance	3 / model
Paired Weapons	3 / model
Great Weapon	10 / model

May upgrade one model to each of the following:

Champion	10
Musician	10
Standard Bearer	10
- may take a Magical Standard	up to 50



Infernal Artillery -

single model

	M	WS	BS	S	T	W	I	A	Ld	
Machine	-	-	-	-	7	3	-	-	-	
Crew (3)	3	4	3	3	4	-	2	1	9	
[Ogre Slave(1)]	-	3	-	4	-	+1	2	3	-	War Machine 75mm round base

Armour:

Heavy Armour

Dwarves Special Rules:

Chosen of Ashuruk

Must take one of the following:

Rocket Battery (85 pts)

This weapon has two modes of fire:

Catapult (Single Point) Artillery Weapon with
Range 6-48", Strength 8, Multiple Wounds (Ordnance)

Catapult (5") Artillery Weapon with
Range 6-48", Strength 2,
Armour Piercing (1).
A unit which suffers 1 or more casualties must immediately take a Panic Test, just as if it had suffered 25% casualties.

Options: pts
Bound Daemon* 75

Volcano Cannon (120 pts)

0-2 Choice

This weapon has two modes of fire:

Flame Thrower Artillery Weapon with
Range 15", Strength 5, Multiple Wounds (D3), Flaming Attacks

Flame Thrower Artillery Weapon with
Range 24", Strength 1.
Units hit become Flammable and treat all Flaming Attacks as having Divine Attacks. These effects last until the end of the next Player Turn.

Options: pts
Bound Daemon* 75

Titan Mortar (130 pts)

0-2 Choice

Catapult (3") Artillery Weapon with
Range 6-48", Strength 4[9], [Multiple Wounds (Ordnance)]

Options: pts
May take (one choice only):
Bound Daemon* 75
Ogre Slave 20
May take Earthquake Shells 30

Ogre Slave: The War Machine gains an Ogre Slave as an additional Crew member and increases its number of Wounds by 1. The model treats the roll of Jammed (3-4) on the Misfire Table as Malfunction (5+).

Earthquake Shells: One of a Kind.
Any unit that suffers one or more unsaved wounds from a weapon with this rule will count all Terrain (including Open Terrain) as Dangerous Terrain (1) and must reroll to-hit rolls of '6'. War Machines within 8" of the final location of the center of the Template must roll a D6 before shooting; on 4+ it cannot shoot. These effects last until the end of the next Player Turn.

* Each Bound Daemon upgrade counts as an additional Infernal Artillery unit (counting towards the special unit limit of 3 of each special unit).



Bound Daemon (One of a Kind)

This is an upgrade for Infernal Artillery unit. The model loses its crew, substitute its Characteristics, Troop Type, base size, Armour and special rules for the following:

M	WS	BS	S	T	W	I	A	Ld		
4	4	3	5	6	5	2	5	9	Monster	100x150mm base

Armour:

Innate Defence (4+)

Special Rules:

Otherworldly, Unbreakable, Move or Fire, Daemonic Infusion

Daemonic Fury: At the beginning of each friendly Player Turn the Bound Daemon must take a Leadership test. If the test failed, the Bound Daemon gains Random Movement (3D6) until the end of the Player Turn, and must move towards the closest enemy unit in the Movement Phase.

RARE



Hobgoblin Wolf Riders 55 pts

5 models, may add up to 10 models for 10 pts / model

	M	WS	BS	S	T	W	I	A	Ld
Rider	4	3	3	3	3	1	3	1	6
Wolf	9	3	-	3	3	1	3	1	3

Cavalry 25x50mm base

Armour:

Mount's Protection (6+), Light Armour

Options:

May take a Shield

pts

1 / model

May take any of the following:

Light Lance

1 / model

Bow

1 / model

May upgrade one model to each of the following:

Champion

10

Musician

10

Standard Bearer

10

Hobgoblin Special Rules:

Unruly

Special Rules:

Fast Cavalry



Light Artillery -

single model

Must take one of the following:

Hobgoblin Bolt Thrower (40 pts)

crewed by hobgoblins

	M	WS	BS	S	T	W	I	A	Ld
Machine	-	-	-	-	7	2	-	-	-
Crew (2)	4	3	3	3	3	-	3	1	6

War Machine 60mm round base

Gunnery Team (50 pts)

crewed by dwarfs

	M	WS	BS	S	T	W	I	A	Ld
Machine	-	-	-	-	5	2	-	-	-
Crew (2)	3	4	3	3	4	-	2	1	9

War Machine 40mm round base

Weapons:

Bolt Thrower Artillery Weapon with Range 48", Strength 6, Multiple Wounds (D3), Armour Piercing (6)

Weapons:

Volley Gun Artillery Weapon with Range 24", Strength 4, Multiple Shots (1D6, 2D6 or 3D6)

Armour:

Infernal Armour

Dwarf Special Rules:

Chosen of Ashuruk, Hard Target

Options:

Must upgrade the weapon with (one choice only):

Armour Piercing (1)

pts

free

Flaming Attacks

free

Volley Fire

free



Infernal Engine 225 pts (One of a Kind)

single model

	M	WS	BS	S	T	W	I	A	Ld	
Infernal Engine	6	-	-	6	7	7	2	-	-	
Crew (3)	-	4	3	3	-	-	2	1	9	Chariot 60x100mm base

Armour:

Innate Defence (3+)

Special Rules:

Unbreakable, Large Target, Impact Hits (+1), Grinding Attacks (D3) (Infernal Engine only)

Full Steam Ahead! During the Compulsory Moves sub-phase, the Infernal Engine may opt to engage its boiler. If it does so, for duration of this Player Turn the unit may not shoot and gains Random Movement (3D6), with the following exception: It cannot move into base contact with a unit that was not within the Infernal Engine's Front Arc before the initial pivot.

Ponderous: Due to its ponderous speed the Infernal Engine may not Declare Charges, Pursuit or Overrun.

Must take one of the following:

Shrapnel Guns (free)

Weapons:

Shrapnel Guns (Infernal Engine only):

Volley Gun Artillery Weapon with Range 18", Strength 6, Quick to Fire, Multiple Wounds (D3), Multiple Shots (1D6+2)

Options:

May take Daemonic Infusion pts
15

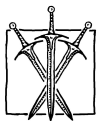
Steam Hammers (free)

Special Rules:

Grinding Attacks (3D3) (Infernal Engine only)

Options:

May take Daemonic Infusion pts
5



Kadim Titan 350 pts

single model

	M	WS	BS	S	T	W	I	A	Ld	
Kadim Titan	8	5	3	7	6	6	5	6	8	Monster 100x150mm base

Armour:

Innate Defence (5+)

Kadim Special Rules:

Daemonic Instability, Otherworldly, Fireborn, Volcanic Embrace, Shackles Of Fire

Special Rules:

Frenzy, ~~Ward Save~~ (4+)

Searing Rage: Each time the model fails a Frenzy test it adds +1 Attack to the additional attacks granted by Frenzy. If Frenzy is lost then so are these additional attacks.

Lord of Flame: The model has Divine Attacks against models with Fireborn.



Armoured Giant 145 pts

single model

M	WS	BS	S	T	W	I	A	Ld
6	3	-	6	5	6	3	*	10

Monster 50x75mm base

Armour:

Heavy Armour

Options:

May take Infernal Armour

pts

30

Special Rules:

Immune to Psychology, Stubborn

Giant Attacks: When a giant attacks in Close Combat, instead of attacking normally, choose an enemy unit in base contact with the Giant to attack and roll on the chart below. The Giant's attack depends on the Troop Type of the target enemy unit.

Against Infantry, War Beast, Swarm, War Machine and Cavalry targets:

- 1: Bellow
- 2: Jump
- 3: Grab
- 4-6: Swing

Against Monstrous Beast, Monstrous Infantry, Monstrous Cavalry, Chariot, Monster and Ridden Monster targets:

- 1: Bellow
- 2-3: Thump
- 4-6: Smash

Bellow: Neither the giant nor the chosen unit can make any further Close Combat attacks this phase. Attacks already resolved (including attacks resolved simultaneously with this attack) are not affected. The Giant's side automatically wins the combat by 2. If two (or more) opposing Giants "Bellow", the combat is a draw.

Jump: The chosen unit suffers D6 hits using the Giant's Strength. The Giant must take a Dangerous Terrain (1) test.

Grab: Select a single model in the chosen unit and in base contact with the Giant. This model must take a Strength test and a Weapon Skill test. For each failed test, the model suffers a hit with the Giant's Strength and Multiple Wounds (D3).

Swing: The Giant makes 2D6 normal Close Combat attacks against the chosen unit.

Thump: Select a single model in the chosen unit and in base contact with the Giant. This model must take an Initiative test. If the test is failed, the model suffers 2D6 wounds with Armour Piercing (6).

Smash: Select a single model in the chosen unit and in base contact with the Giant. This model suffers 1 wound with Armour Piercing (6). If the model has not yet attacked this phase it cannot attack in this Round of Combat. If the model has already attacked, it cannot make attacks in the following Round of Combat.

- Notes-

Giant Attacks are Close Combat attacks and are therefore affected by all rules normally affecting Close Combat attacks. After rolling on this chart, the Giant may still Stomp as normal.

Quick Reference Sheet

L - Lords, H - Heroes, C - Core, S - Special, R - Rare, M - Mounts only

<u>CHARACTERS</u>		M	WS	BS	S	T	W	I	A	Ld
L	Prophet	3	4	4	4	5	3	2	2	9
	Overlord	3	7	4	4	5	3	4	4	10
H	Magus	3	4	4	4	4	2	2	2	9
	Vizier	3	6	4	4	5	2	3	3	9
	Taurukh Subjugator	7	5	4	5	5	4	4	4	9
	Hobgoblin Chieftain	4	4	4	4	4	2	4	3	7

<u>INFANTRY</u>		M	WS	BS	S	T	W	I	A	Ld
C	Infernal Warrior	3	4	3	3	4	1	2	1	9
	Citadel Guard	3	4	4	4	4	1	2	1	9
	Hobgoblin	4	3	3	3	3	1	3	1	6
	Orc Slaves	4	3	3	3	4	1	2	1	5
S	Immortals	3	5	3	4	4	1	2	1	9
	Disciples of Lugar	3	4	3	4	4	1	2	1	9

<u>MONSTROUS INFANTRY</u>		M	WS	BS	S	T	W	I	A	Ld
S	Kadim Incarnate	6	4	3	5	4	3	4	3	7

<u>CAVALRY</u>		M	WS	BS	S	T	W	I	A	Ld
R	Hobgoblin Rider	4	3	3	3	3	1	3	1	6
	- Wolf	9	3	-	3	3	1	3	1	3

<u>CHARIOTS</u>		M	WS	BS	S	T	W	I	A	Ld
R	Infernal Engine	6	-	-	6	7	7	2	-	-
	- Crew (3)	-	4	3	3	-	-	2	1	9

<u>WAR BEASTS</u>		M	WS	BS	S	T	W	I	A	Ld
S	Taurukh	7	4	3	4	4	1	2	2	9
M	Wolf	9	3	-	3	3	1	3	1	3

<u>MONSTROUS BEASTS</u>		M	WS	BS	S	T	W	I	A	Ld
R	Taurukh Anointed	7	4	3	5	5	3	3	3	9
M	Temple Lamassu	6	3	-	5	5	4	2	2	8
	Bull of Shamut	6	5	-	5	5	4	3	4	6

<u>MONSTERS</u>		M	WS	BS	S	T	W	I	A	Ld
S	Bound Daemon	4	4	3	5	6	5	2	5	9
R	Armoured Giant	6	3	-	6	5	6	3	*	10
	Kadim Titan	8	5	3	7	6	6	5	6	8
M	Great Bull of Shamut	6	5	-	6	6	6	3	4	6

<u>WAR MACHINES</u>		M	WS	BS	S	T	W	I	A	Ld
S	Infernal Artillery	-	-	-	-	7	3	-	-	-
	- Crew (3)	3	4	3	3	4	-	2	1	9
	- [Ogre Slave(1)]	-	3	-	4	-	+1	2	3	-
R	Hobgoblin B.T.	-	-	-	-	7	2	-	-	-
	- Crew (2)	4	3	3	3	3	-	3	1	6
	Gunnery Team	-	-	-	-	5	2	-	-	-
	- Crew (2)	3	4	3	3	4	-	2	1	9

	<u>SPECIAL SHOOTING WEAPON</u>	Range	S	Multiple Shots	Multiple Wounds	Armour Piercing
-common-	Flintlock Axe	18	4	-	-	1
-common-	Blunderbuss	12 (8)	4	-	-	-
Infernal Artillery	Rocket Battery (1)	Catapult (0")	6-48	8	-	Ordnance
	Rocket Battery (2)	Catapult (5")	6-48	2	-	1
	Volcano Cannon (1)	Flame Thrower	15	5	-	D3
	Volcano Cannon (2)	Flame Thrower	24	1	-	-
	Titan Mortar	Catapult (3")	6-48	4[9]	-	[Ordnance]
Light Artillery	Gunnery Team	Volley Gun	24	4	1D6, 2D6 or 3D6	-
	Bolt Thrower	Bolt Thrower	48	6	-	D3
Infernal Engine	Shrapnel Guns	Volley Gun	18	6	1D6+2	D3

Changelog:

v1.1.0

- Kadim Titan more expensive and 4+ ward-save removed