

CZ (2499pts)

Infernal Dwarves (Standard (1500-3999pts)) (2499pts)

Lords (268pts)

Overlord (268pts)

Infernal Weapon (20pts), Shield (3pts)

Chosen of Ashuruk, Fan the Flames, Relentless, Sturdy
Army General

General

Bluffer's Helm (35pts)

Bluffer's Helm

Crystall Ball (35pts)

Crystal Ball

Talisman of Supreme Shielding (50pts)

Talisman of Supreme Shielding

Name Magic Property

Crystal Ball The bearer has the Lightning Reflexes Special Rule.

Name Saving Throw modifier Special Rules Type

Bluffer's Helm 6+ Cannot be taken by large targets. Successful To Wound r

Infernal Armour 4+ The wearer gains Ward Save (5+) against Flaming Atta

Shield +1 A model can only carry one Shield. In close combat, a model can

Name M WS BS S T W I A LD ArmourSave WardSave MR Type Base Siz

Overlord 3 7 4 4 5 3 4 4 10 Infantry (Character) 20x20mm

Name Protection

Talisman of Supreme Shielding The bearer has Ward Save (4+).

Name Range Strength Special Rules Type

Infernal Weapon Close Combat +1 Magical Attacks Hand Weapon

Heroes (741pts)

Hobgoblin Chieftain (59pts)

Light Armour (2pts), Shield (2pts)

Not a Leader, Opportunist, Unruly

Wolf (20pts)

Wolf

Fast Cavalry, Mount's Protection (6+)

Name Saving Throw modifier Special Rules Type

Light Armour 6+ Light Armour

Shield +1 A model can only carry one Shield. In close combat, a model can
Name M WS BS S T W I A LD ArmourSave WardSave MR Type Base Siz
Hobgoblin Chieftain 4 4 4 4 4 2 4 3 7 Infantry (Character) 20x20mm
Wolf 9 3 - 3 3 1 3 1 3 War Beast 25x50mm
Hobgoblin Chieftain (110pts)

Backstabber (50pts)

Backstabber, Backstabbers, Not a Leader, Opportunist, Unruly
Gambler's Armour (15pts)

Gambler's Armour
Screaming Swords (10pts)

Screaming Swords

Fear

Name Saving Throw modifier Special Rules Type
Gambler's Armour 5+ Wearer has a Ward Save (6+) Heavy Armour
Name M WS BS S T W I A LD ArmourSave WardSave MR Type Base Siz
Hobgoblin Chieftain 4 4 4 4 4 2 4 3 7 Infantry (Character) 20x20mm
Name Range Strength Special Rules Type
Screaming Swords Close Combat As Wearer Wearer causes Fear. ?Paired \
Magus (155pts)

Chosen of Ashuruk, Relentless, Sturdy
Dispel Scroll (35pts)

Dispel Scroll
Level 2 Wizard Apprentice (50pts)

Path of the Forge
Obsidian Pebble (10pts)

Obsidian Pebble
Name Magic Property
Dispel Scroll One use only. Instead of making a Dispel roll, you can use the
Name Saving Throw modifier Special Rules Type
Infernal Armour 4+ The wearer gains Ward Save (5+) against Flaming Atta
Name M WS BS S T W I A LD ArmourSave WardSave MR Type Base Siz
Magus 3 4 4 4 4 2 2 2 9 Infantry (Character) 20x20mm
Name Protection
Obsidian Pebble The bearer has Magic Resistance (1).
Magus (255pts)

Chosen of Ashuruk, Relentless, Sturdy
Level 1 Wizard Apprentice (15pts)

Path of the Forge
Lucky Shield (5pts)

Lucky Shield
Temple Lamassu (175pts)
Temple Lamassu (30pts)

Breath Weapon (30pts)

Aura of Unbinding, Breath Weapon (Strength 4, Magical Attacks), Fea
Level 1 Wizard Apprentice

Path of Fire
Name Saving Throw modifier Special Rules Type
Infernal Armour 4+ The wearer gains Ward Save (5+) against Flaming Atta
Lucky Shield +1 Ignore the first hit the bearer's model suffers while using tl
Name M WS BS S T W I A LD ArmourSave WardSave MR Type Base Siz
Magus 3 4 4 4 4 2 2 2 9 Infantry (Character) 20x20mm
Temple Lamassu 6 3 - 5 5 4 2 2 8 5+ Monstrous Beast 50x50mm
Vizier (162pts)

Battle Standard Bearer (25pts), Infernal Weapon (15pts), Shield (2pts)

Chosen of Ashuruk, Relentless, Sturdy
Dragon Scale Helm (10pts)

Dragonscale Helm

Fireborn
Dusk Stone (30pts)

Dusk Stone
ID Gauntlets of Madzhab (10pts)

Gauntlets of Madzhab
Name Magic Property
Gauntlets of Madzhab The wearer has +1 Strength. Each to-hit roll of '1' by
Name Saving Throw modifier Special Rules Type
Dragonscale Helm 6+ The wearer has the Fireborn Special Rule. None
Infernal Armour 4+ The wearer gains Ward Save (5+) against Flaming Atta
Shield +1 A model can only carry one Shield. In close combat, a model can
Name M WS BS S T W I A LD ArmourSave WardSave MR Type Base Siz
Vizier 3 6 4 4 5 2 3 3 9 Infantry (Character) 20x20mm
Name Protection
Dusk Stone The bearer m?ay reroll failed Armour Saves.
Name Range Strength Special Rules Type
Infernal Weapon Close Combat +1 Magical Attacks Hand Weapon
Core (630pts)

Citadel Guard (270pts)

Champion (10pts), 20x Citadel Guard (240pts), Musician (10pts)

Chosen of Ashuruk, Relentless, Sturdy

Standard Bearer (35pts)

Banner of Nezibkesh (25pts)

Banner of Nezibkesh

Name Saving Throw modifier Special Rules Type

Infernal Armour 4+ The wearer gains Ward Save (5+) against Flaming Attacks

Shield +1 A model can only carry one Shield. In close combat, a model can

Name Magical Emission

Banner of Nezibkesh All Special Close Combat Attacks against the bearer

Name	M	WS	BS	S	T	W	I	A	LD	Armour	Save	Ward	Save	MR	Type	Base	Size
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Champion	3	5	5	4	4	1	2	2	9	Infantry	20x20mm						
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Citadel Guard	3	4	4	4	4	1	2	1	9	Infantry	20x20mm						
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Citadel Guard (225pts)

20x Citadel Guard (240pts), Standard Bearer (10pts)

Chosen of Ashuruk, Relentless, Sturdy

Name Saving Throw modifier Special Rules Type

Infernal Armour 4+ The wearer gains Ward Save (5+) against Flaming Attacks

Shield +1 A model can only carry one Shield. In close combat, a model can

Name M WS BS S T W I A LD ArmourSave WardSave MR Type Base Size

Citadel Guard	3	4	4	4	4	1	2	1	9	Infantry	20x20mm						
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Hobgoblins (135pts)

Backstabbers (40pts), 20x Hobgoblin (100pts), Musician (10pts), Standard

Opportunist, Poisoned Attacks, Unruly

Name Saving Throw modifier Special Rules Type

Light Armour 6+ Light Armour

Shield +1 A model can only carry one Shield. In close combat, a model can

Name M WS BS S T W I A LD ArmourSave WardSave MR Type Base Size

Hobgoblin	4	3	3	3	3	1	3	1	6	Infantry	20x20mm						
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Name Range Strength Special Rules Type

Paired Weapons Close Combat As Wearer Requires Two Hands. +1 Attack

Special (385pts)

Infernal Artillery (160pts)

Chosen of Ashuruk

Titan Mortar (160pts)

Earthquake Shells (30pts)

Earthquake Shells

Name Saving Throw modifier Special Rules Type

Heavy Armour 5+ Heavy Armour

Name M WS BS S T W I A LD ArmourSave WardSave MR Type Base Siz

Crew (3) 3 4 3 3 4 - 2 1 9 5+ - - -

Machine - - 7 3 - - - 5+ - - War Machine 75mm round

Name Range Strength Special Rules Type

Catapult (3") Artillery Weapon 48" 4[9] Multiple Wounds (Ordnance) Cata

Kadim Incarnates (225pts)

Fly (6), 4x Kadim Incarnate (240pts)

Daemonic Instability, Fear, Fireborn, Fly (6), Innate Defence (5+), Otherwc

Name M WS BS S T W I A LD ArmourSave WardSave MR Type Base Siz

Kadim Incarnate 6 4 3 5 4 3 4 3 7 Monstrous Infantry 40x40mm

Rare (475pts)

Hobgoblin Wolf Riders (55pts)

5x Wolf Rider (50pts)

Fast Cavalry, Mount's Protection (6+), Unruly

Name Saving Throw modifier Special Rules Type

Light Armour 6+ Light Armour

Name M WS BS S T W I A LD ArmourSave WardSave MR Type Base Siz

Rider 4 3 3 3 3 1 3 1 6 Cavalry 25x50mm

Wolf 9 3 - 3 3 1 3 1 3 War Beast 25x50mm

Hobgoblin Wolf Riders (55pts)

5x Wolf Rider (50pts)

Fast Cavalry, Mount's Protection (6+), Unruly

Name Saving Throw modifier Special Rules Type

Light Armour 6+ Light Armour

Name M WS BS S T W I A LD ArmourSave WardSave MR Type Base Siz

Rider 4 3 3 3 3 1 3 1 6 Cavalry 25x50mm

Wolf 9 3 - 3 3 1 3 1 3 War Beast 25x50mm

Kadim Titan (325pts)

Daemonic Instability, Fireborn, Frenzy, Innate Defence (5+), Lord of Flame

Name M WS BS S T W I A LD ArmourSave WardSave MR Type Base Siz

Kadim Titan 8 5 3 7 6 6 5 6 8 5+ 4+ Monster 100x150mm

Light Artillery (40pts)

Hobgoblin Bolt Thrower (40pts)

Name M WS BS S T W I A LD ArmourSave WardSave MR Type Base Siz

Crew (2) 4 3 3 3 3 - 3 1 6

Weapon - - - - 7 2 - - - 40mm Round

Name Range Strength Special Rules Type

Bolt Thrower Artillery Weapon 48" 6 Multiple Wounds (D3), Armour Pierc

rolls against the wearer must be rerolled. None

icks. Plate Armour

not use a Shield alongside a weapon with the Two- handed Special Rule. Shield

ze

not use a Shield alongside a weapon with the Two- handed Special Rule. Shield
re

re

Weapons.

scroll. The spell is automatically Dispelled. This item can be taken as an Enchanted Item (50

cks. Plate Armour
re

ar, Fly (8), Magic Resistance (2), Magical Attacks, Ward Save (5+)

icks. Plate Armour

he shield (?One use Only).?If the bearer is hit by several simultaneous attacks, the bearer may c
ze

y the wearer is resolved against the wearer's unit. This can never hit the wearer itself, unless th

icks. Plate Armour

not use a Shield alongside a weapon with the Two- handed Special Rule. Shield
ze

acks. Plate Armour

not use a Shield alongside a weapon with the Two- handed Special Rule. Shield

or its unit are at half strength (rounding up).

ze

acks. Plate Armour

not use a Shield alongside a weapon with the Two- handed Special Rule. Shield

ze

Bearer (10pts)

not use a Shield alongside a weapon with the Two- handed Special Rule. Shield

ze

and +1 Initiative. Mounted models cannot use Additional Hand Weapons. Additional Hand W

ze

apult (3") Artillery Weapon

orldly, Shackles of Fire, Volcanic Embrace

ze

ze

ze

, Otherworldly, Searing Rage, Shackles of Fire, Volcanic Embrace, Ward Save (4+)

ze

ze

cing (6) Bolt Thrower Artillery Weapon

pts) in an army that contains no Wizards.

choose which attack to ignore. Shield

e wearer is mounted and not part of a combined unit.

/eapon