

INFERNII MUSTER version 2.07

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HOST SILVER

INFERNII MUSTER WENDLIST Changes to the Infernii muster are recorded here.

Version	Change
v2.04	Added the Gorefiend profile to the Monstrous Beast class and the muster chart
v2.06	Added the fury profile to the Infantry class and the muster chart
	Altered the gargol profile significantly
	Added the wrathfiend profile to the Monstrous Infantry class and the muster chart
	Added the hellbeast profile to the Monstrous Beast class and the muster chart
	Added the hellbeast mount option to the servile fiend of Dis profile
	Added the demicanisarius unit box to the petition box of all commanders
	Added the servile magus of Dis profile to the Warchiefs class
	Added the flashfiend profile to the Monstrous Beast class and the muster chart
	Added the host champion ability to the noble options of the servile champion of dis and servile warrior of dis
	Altered the Acuity of fiends, firefiends, demifiends and all nobles to Wild
	Added muster boxes for the demiurion and demioption
	Corrected servile hellion and hellion base size to 110x60mm
	Added the demifector profile to the Warlord class and the muster chart
	Added the demiarch profile to the Warchiefs class and the muster chart
	Added the demianimager, demicornicen and demivocator profiles to the Warchiefs class
	Added the demipraetorianus, demisicarius and ignipraetorianus profiles to the Infantry class and the muster chart
	Removed the 'fearless' trait from all warriors except the servile lord of Dis, servile liege of Dis, servile champion of Dis and servile warrior of Dis
	Added the 'stubborn' trait to all warriors of the Kin fiend or hellion
	Added the Deodands of Infernus artefact list
	Added the Diabolic Devotiones invocation list
V2.07	Altered the focus range and silver costs of all sorcerers
	Altered the shoot dice of most and and silver cost of all non-gaze shot weapons
	Altered the silver cost of Gigantic monsters
	Added the whip / whip and axe combat weapons to the champion of dis profile

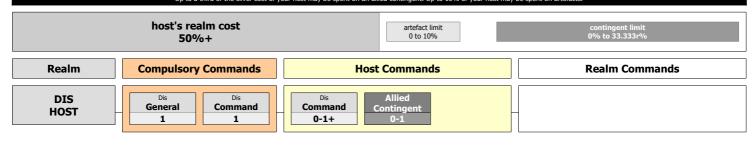
INFERNII MUSTERING

INFERNII HOST

One general must always be present in the host, which must always be the noble with the highest AUTHORITY.

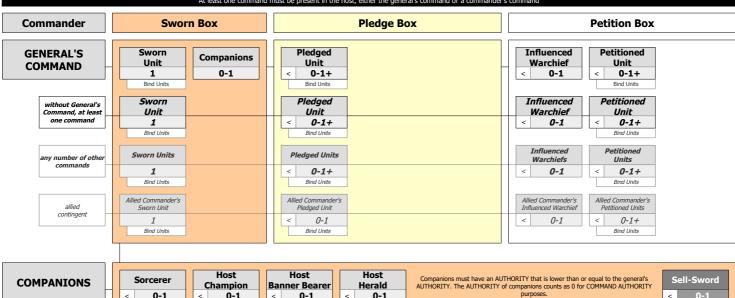
At least one command must be present in the host. At least 50% of your host must be spent on warriors from the same realm as the general.

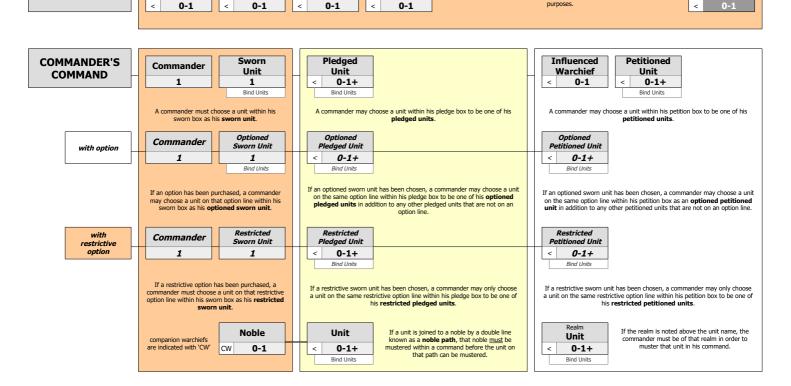
Up to a third of the silver cost of your host may be spent on an allied contingent. Up to 10% of your host may be spent on artefacts.



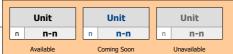
INFERNII COMMANDS

One general must always be present in the host, was the least one command must be present in the host ways be the noble with the highest AUTHORITY. eneral's command or a commander's command









A miniature's availability for a particular profile is shown by the colour of the unit box text on the muster chart.

If the text colour is black, that miniature is available from the Mierce Miniatures range and may be used in official Darklands battles.

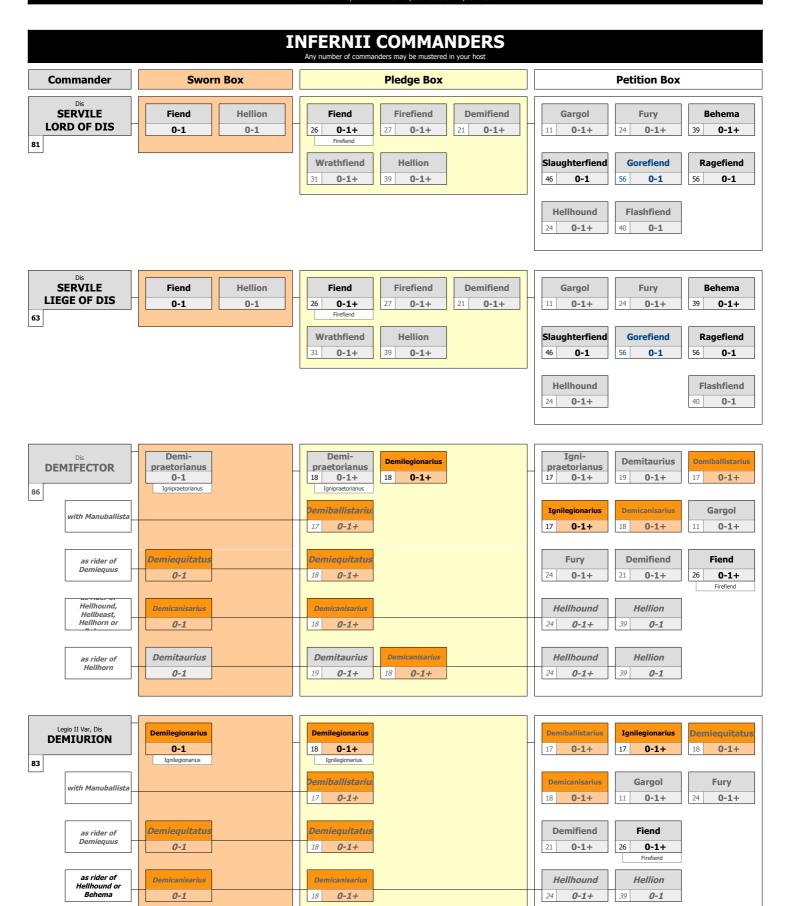
If the text colour is blue, that miniature has a scheduled production date and will be available soon.

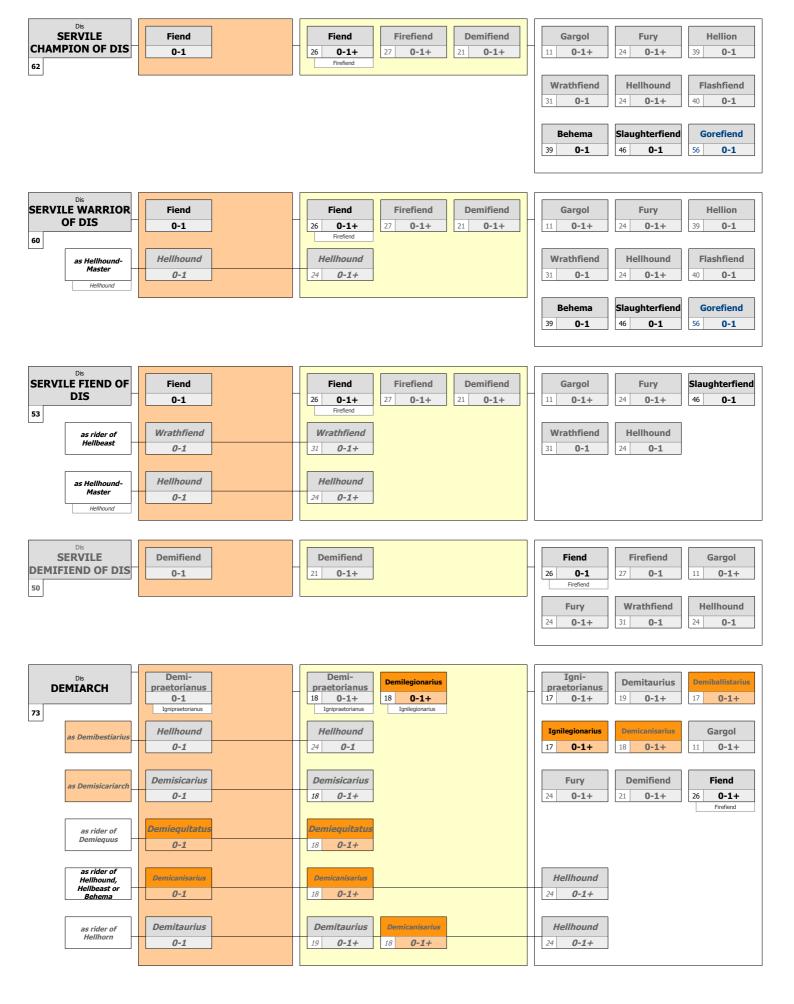
If the text colour is grey (or the profile box is pink), that miniature is not produced yet and may not be for some time.

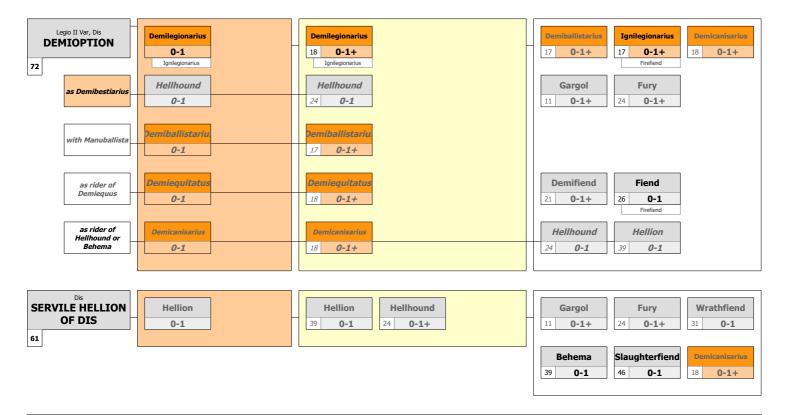
Profiles with blue or grey text colours cannot be used in official Darklands battles as no miniatures are available.

INFERNII UNIQUE COMMANDERS

One of each unique commander may be mustered in your hos

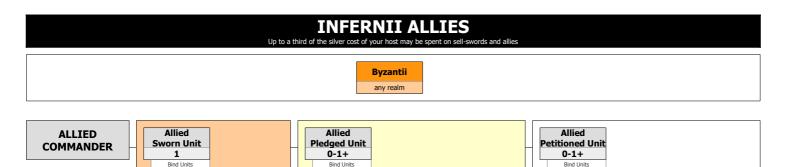






INFERNII SELL-SWORD COMMANDERS

Up to a third of the silver cost of your host may be spent on sell-swords and allies



DIABOLIC DEVOTIONES Infernii Invocation List

INVOCATION	Invoke Dice	Power	Min Rge	Lth Rge	Eff Rge	Max Rge	Damage*	Invocation Rules	(
Demonfire	1 2 3 4 5 6 7 8 9	53	0"	6"	25"	40"	1	Hellfire Damage					
Sight Hellfire Sight	1 2 3 4 5 6 7	64	0"	6"	25"	40"	2	Hellfire Damage; Ignores Armour					
Demonic Possession Focus	1 2 3	Immediate Effect: Ma never any linked actions	rked unit may afterward, alti ke die, roundin	perform one hough <i>reactio</i>	<i>action</i> immed <i>ns</i> occur as n	iately (disreg ormal. This ir	arding its vig nterrupts the	or Demiman that is not the Invoker himself. our state for requirements purposes), which is performed <i>involuntarily</i> , but Magus' activation. Once this action is completed, the Marked unit suffers D5 where the sum of the Kin Man or Demiman, and the Magus continues with his					
Doom Focus	1 2 3 4 5	Constant Effect: The I	Marked unit ga the Marked ur	ins the 'fearf nit already has	ul' trait and b	ecomes shall	ken, also gai	ait that do not have the 'fearless' trait within the Marked unit. ning 1 defeated token per invoked die. Remove all exulted and blood-lust token perform a <i>Panic reaction</i> .	ns				
Nourish Focus	1 2 3	Marked unit: Marked v Immediate Effect: Th rounding fractions up, p its base value. If the NO Rules: Distinct Mark	varrior may be e Marked warri er invoked die. URISH TEST is I	any single wa for must take This damage passed, nothin	a TEMPER TES instantly incoming happens.	T (called a N eases the In	IOURISH TES voker's WOUI	ST). If the NOURISH TEST is failed, the Marked warrior suffers D5 damage, NDS by the same amount. This cannot increase the Invoker's WOUNDS beyond					
Dread Focus	1 2 3 4	are frenzied. Panic Modifier: Before	the Marked ur o pass their PA	nit performs t	heir <i>Dread re</i> rolling D10 po	action, the In	voker may a	ion, even if they have the Yearless' trait (except for constructs and undead) or pply a positive panic modifier to the Marked unit's PANIC ROLL (thus making it AD ROLL. The panic modifier is equal to the DREAD ROLL. If a frenzied unit fail					
Quicken Focus	1 2 3	Marked Legionarii: The Immediate Effect: On Quickened warriors than remnant equipment), who same benefits they did to reaction. If the Marked of the Marked	the Marked warr there are Leginich <i>Displaces</i> a perfore they were warrior is a wor	ior per invoke ionarius warri any warrior a re Quickened unded warrio	ed die instantl ors in the Ma round him and Once each C r, the Quicker	y <i>Quickens</i> in rked unit. Rep d <i>permanenti</i> Juickened wa Jued Demilegio	nto a Demileg place the Mar ly Binds+ to t rrior is placed onarius warrio	gionarius warrior, and the Marked warriors can only be Legionarius warriors. ilonarius warrior, called a Quickened warrior . There cannot be more ked warrior with a Quickened warrior (with securis, scutum and segmentata the Marked unit. Quickened Marked mustered unit command warriors retain the d, any enemy unit they are engaged with or beset by must perform a <i>Panic</i> or reduces his WOUNDS by the amount the wounded warrior's WOUNDS was - so if they've fought already that battle hour, they cannot fight again, and so	2				
Conflagration Focus	1 2 3 4 5	64	Marked Point or Unit: Marked point cannot be within a water terrain feature or upon a man-made terrain feature, and not within other Conflagration effect terrain or any other type of effect terrain. When placed upon units, the Mark becomes the unit within the Conflagration with the highest TEMPER value. 5" Conflagration Template: place the centre of the 5" Conflagration Template upon the Marked point, which remains there until it is										
Summon Demon	1 2 3	called a SUMMONING	TEST . The SUN instead and ki s command. e Invoker <i>Sum</i>	MMONING TE lls the Invoke mons a unit u	ST is modified r in the act of pon the creat	I by adding the being summer ing point.	ne mass of the noned. Remov	on or Slaughterfiends up to their maximum size by passing a TEMPER TEST ie Summoned Unit to the SUMMONING ROLL. If the SUMMONING TEST is failed we the Invoker from play and place a Fiend within 2" of the dead Invoker, which in animus.					
Hell Pit Focus	1 2 3 4	70	Pit effect ter TEMPER val 4" Hell Pit causes hellfi Immediate Fated invoke Constant E he Moves. It Future Effe the Invoker	rain or any of ue. Hoverers Template: p re damage to e Effect: Each ed dice are ap Effect: Each v f a 9 is rolled	ther type of e cannot be aff lace the cent any terrain it warrior with plied to each warrior that M for hell pit da rior within the lace during the	ffect terrain. ected by the re of the 4" H is placed ow in the Hell Pi warrior within towes within the Hell Pit gair he battle hours.	When placed Hell Pit and s Iell Pit Templ er. t when it is p in the Hell Pit he Hell Pit im arrior sufferin s 2 hellfire ei r.	terrain feature or upon a man-made terrain feature, and not within other Hell lupon units, the Mark becomes the unit within the Hell Pit with the highest to cannot become the Marked unit. ate upon the Marked point, which remains there permanently. The Hell Pit laced must attempt to Avoid the amount of invoked dice rolled by the Invoker. mediately suffers D10 hellfire damage, called hell pit damage , applied before to the hell pit damage falls into the hell pit, never to be seen again - he is dead ffect tokens and suffers D5 hellfire damage at the end of every activation after	1.				
Burning Blades	1 2 3 4 5 6 7 8 9	43	0"	6"	48"	60″	1	Piercing; Fire Damage	T				
Dominate Focus	1 2 3	Immediate Effect: On Invoker's player. There Dominated warriors imm	e Marked warr cannot be more nediately perfor within attack ra	ior (chosen by Dominated of m an Attack ange. Once the	y the Invoker warriors than action (regard at Attack act	s player) per there are wa dless of their ion is comple	invoked die irriors with th current vigou ted, the Dom	irriors, one warrior with the 'living' trait and one other warrior. becomes a Dominated warrior and is immediately under the control of the e 'living' trait in the Marked unit and they may be of different profiles. The rand how many times they have used their combat weapons) against other inated warriors suffer DS invoke damage each and revert to the control of the					
Diabolic Fury Focus	1 2 3 4	is natural, it also gains h Future Effect: The Ma Marked warriors. Rules: Hellfire Damage	ch Marked war nellfire damage rked unit suffer ; Majority Mark	rior within the 's D10 invoke :; Mutable	Marked unit	becomes fre battle hour, r	enzied, gaining a colled at the e	ng 1 frenzied attack die on his primary combat weapon. If that combat weapon and of each hour in the hour rolls sequence, distributed randomly amongst the					
Born of Hell Focus	1 2 3		Marked warrio is well as the 'f	r gains D10 N earless' and 'i	1IGHT per inv	oked dice. Ad	dditionally, ea	ne kin Man or Demiman. ach Marked warrior gains hellfire damage on all of his combat weapons if the	у				
Brimstone Focus	1 2 3 4 5	Marked warrior: The I Immediate Effect: Th	Marked warrior e Marked warri	must be a fri	killing himself	and causing	D10 invoke o	damage per the Marked warrior's mass to other warriors within 2", called warrior within 2" of the Marked warrior.					

DEODANDS OF INFERNUS

Up to 10% of an Infernii host's cost may be spent on Deodands of Infernus.

Infernii nobles of mass 10 or less may muster any artefact as an artefact option except for brands, which may only be mustered as an artefact option by warriors of Beast privilege of any mass.

Mundane artefacts may be mustered by any vassal warrior of mass 10 or less. Jealous artefacts do not allow other artefacts to be mustered with them.

COMBAT WEAPON ARTEFACT	Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch	Damage	Hands	Class	Weapon Artefact Rules	Cost				
Azotus' Ruin Sorcerous Axes 1	+ 1 2 3 4	15	+15	1"			1	2	Borne	Replace (Sword or Axe); Quick Strike; Hellfire Damage; Hook; Foot only	11+M				
Damned for eternity	Axe of Damnation:	The bearer becor	nes Frenzied	at the begin	ning of the ba	ttle, gaining +1 fr	enzied attack die, bu	t at the end of	each battle	hour the bearer gains another frenzied attack die.					
Ave of the Browning Cate	+ 1 2 3 4	22	+22	0.5"			1	1	Borne	Replace; Hellfire Damage; Vicious Damage; Hook;	13+M				
Axe of the Burning Gate Sorcerous Axe 2	+ 1 2	44	+44	0.5"			2	2	Borne	Foot only	13111				
The welcome of Infernus	Fiery Hell: +1 hellfire the Burning Gate gain					r for each wound	die he suffers from t	he Axe of the	Burning Gate	. Enemy warriors that suffer a fated wound die from	the Axe of				
Axe of Grief	+ 1 2 3 4	24	+24	1"			2	2	Borne	Replace; Hook; Hellfire Damage; Foot only	9+M				
Sorcerous Great Axe The pain of loss awaits	Grief-wielder: Enemy his GRIEF TEST, he str								less and Fren	zied warriors) called a GRIEF TEST. If an enemy warr	ior passes				
Infernal Blade	+ 1 2 3 4	45	+45	0.5"			2	1	Borne	Add or Replace (Sword, Axe); Hellfire Damage (2)	26+M				
Sorcerous Sword 4	+ 1 2	90	+90	0.5"			3	2	Borne	Vicious Damage; Parry	20+14				
The blade of Dis	Soul-filled: The beare	Soul-filled: The bearer of the Infernal Blade does not suffer damage from having the 'Diabolic' trait.													
Hellhorns Sorcerous Horns Blackened and burnt	+ 1 2	24	+24	0"	24	+48	2	1	Natural	Replace (Horn Butt); Impact Mighty Strike; Charge+; Hellfire Damage	7+M				
	Flames of Hell: the b	earer of Hellhori	ns gains the '	resistant (col	d, freeze)' tra	it.									
Doloroth's Doom	+ 1 2 3	28	+28	0.5"			1	1	Borne	Add or Replace (Sword, Axe); Hellfire Damage; Terrible	16+M				
Sorcerous Sword 6	+ 1 2	56	+56	0.5"			2	2	Borne	Damage; Parry Foot only	10+14				
Slow but terrible	Slothful: the bearer's PACE is reduced by -1 (and FLIGHT by -2).														
	+ 1 2	14	+14	1"			1	1	Borne	Replace; Corrosion Damage (2);	7+M				
Securis of the Sands Sorcerous Axe 7	+ 1	28	+28	1"			2	2	Borne	Fume Damage (2); Hook Foot only	7+14				
Sulphurous Death	Sulfur: The Securis of	the Sands cause	es corrosion o	damage as w	ell as fume da	mage, an exception	on to the normal rule	s barring more	e than one ty	pe of effect damage cause by a weapon.					
Blade of Phlegethon	+ 1 2 3 4	18	+18	1"			2	1	Borne	Add or Replace (Sword, Axe); Hellfire Damage (2); Vicious	13+M				
Sorcerous Sword 8	+ 1 2	36	+36	1"			3	2	Borne	Damage; Parry Foot only	13+M				
Flaming ruin	Terrible Blade: the b	earer of the Blac	le of Phlegetl	hon gains the	'Terrifying' tr	ait, if it did not ha	ive it already.								
Duid of all Asses	+ 1 2 3 4	20	+20	1"			2	1	Borne	Replace; Hellfire Damage;	8+M				
Prideful Axe Sorcerous Axe 9	+ 1 2	40	+40	1"			3	2	Borne	Vicious Damage; Hook Foot only					
Full of pride	It Comes Before a Fa	all: Should the b	earer perfor	m a fated mis	s with the Pri	deful Axe, he imm	nediately suffers 1 da	mage.							
Whip of Acholos	+ 1 2	19	+19	3"			2	1	Borne	Replace; Hellfire Damage; Goad	9+M				
Sorcerous Whip Master of Fiends	Hell-Whip: the bearer	r gains the Beast	Handler (He	ellhound, Beh	ema, Slaughte	erfiend, Gorefiend)) trait.								

HOT WEAPON ARTEFACT	Shoot Dice	Weapon+	M+W	Min Rge	Lth Rge	Eff Rge	Max Rge	Wound*	Hands	Class	Shot Weapon Artefact Rules	Cost	
Dust of Avernus	+ 1 2 3 4	-	-	-	-	-	-	1	-	-	Add; Corrosion Damage; Fume Damage	7	
Sorcerous Arrows or Bolts Beyond the gate lies death	Into hell: Warriors wounded by the Dust of Avernus become slowed.												
Igniballista of Anar	+ 1 2 3 4	86	86	0"	9″	48"	72"	2	2	Borne	Replace; Foot only; Pierce; Hellfire Damage (2)	12+N	
Sorcerous Crossbow The lake's legacy	Born of the Lake: the Igniballista of Anar causes hellfire damage against warriors that have the 'resistant (fire)', 'resistant (hellfire)', 'immune (fire)' or 'immune (hellfire)' traits, regardless of any other rule.												
Mazalar's Arcus	+ 1 2 3	12	+12	0"	6"	36"	48"	1	1	Borne	Replace; Pierce; Hellfire Damage	13+I	
Sorcerous Bow The greed of hell	Of Infernus: The bearer gains the 'resistant (fire, hellfire)' trait. Additionally, enemy units that suffer a fated shot from Mazalar's Arcus double the amount of hellfire tokens already attached to them (before applying any new ones from this shot weapon artefact).												
Damned Shafts Arrows or Bolts Blessed by the damned ones		-	-	-	-	-	-	1	-	-	Add; Soul Damage	9	
	Souls Await: The Damned Shafts cause fated shots on the roll of an 8 or 9.												
Hellfist Fire 5 The flames reside within	1 2 3 4	22	+22	0"	0"	30"	40"	2	1	Natural	Combat Shot Weapon; No Lethal Range; Move and Shoot; Hellfire Damage (2)	10+	
	Mundane artefact												
Charon's Bow	+ 1 2 3 4 5	14	+14	0"	6"	36"	48"	1	2	Borne	Replace; Shoot and Drag; Soul Damage	12+	
Sorcerous Bow The pull of death	The river's call: the	lrag roll is increa	sed by 1D10) for each fate	d shot caused	by Charon's	Bow.						
Griever	1 2 3 4 5	20	+20	0"	3″	15"	24"	1	2	Borne	1 2 3 Add; Shots (3); Foot only; Impetus Shot; Distinct Shot; Pierce	9+1	
Sorcerous Bident 7 Grief awaits	Stricken: an enemy w	arrior struck by	Griever beco	mes entangle	d, and must u	se his SKILL	attribute in h	is next <i>Disent</i>	tangle action	rather than h	Combat Shot Weapon; No Lethal Range; Move and Shoot; Hellfire Damage (2) Replace; Shoot and Drag; Soul Damage 1 2 3 Add; Shots (3); Foot only; Impetus Shot Distinct Shot; Pierce is MIGHT. Replace; Corrosion Damage (2)		
Babel's Wrath	+ 1 2 3	18	+18	0"	6"	36"	48"	1	2	Borne	Replace; Corrosion Damage (2)	6+1	
Sorcerous Bow The doom of all things	Crumbler: Babel's Wr	ath doubles the	amount of fa	ited shots aga	inst warriors	of the constru	uct privilege.			'			
Pitfist	1 2 3	14	+14	0"	0"	15"	24"	1	1	Natural		5+1	
Brimstone 9 From the pit	Mundane artefact												
Wind of Seseth	1 2 3 4 5 6	72	72	0"	9″	48"	72"	2	2	Borne	Replace; Foot only; Pierce; Vicious Damage	12+	
Sorcerous Crossbow Forged of star-iron	The Wind of Life: each base value).	ch time the Win	d of Seseth c	auses a fated	shot, the bea	rer may eithe	er inflict viciou	ıs damage up	on the enemy	warrior or r	egain 1 WOUND (which cannot take his WOUNDS bey	ond its	

WEAPON COATING	Weapon Coating Artefact Rules	Class	Cost
Charon's Kiss Weapon Coating	Rules: Add; Soul Damage	Borne	3
1 Mandragora 2 Combat Weapon Coating	Condemned: A wounded warrior that suffers fated damage from a weapon coated in Mandragora is condemned to hell. If the wounded warrior is not dead, the wounded warrior's player must roll a D10 (called an infernus die) for each fated damage die it receives. On the roll of a 0 on any infernus dice from the same Attack action, the wounded warrior is dragged to infernus and is dead. However, if there are no rolls of 0 on the infernus dice and there is a roll of a 9 after the same Attack action, the bearer of the Mandragora is dragged to hell instead and is, to all intents and purposes, dead. Rules: Add; Combat weapons only	Borne	12+M
1 Hellfire Weapon Coating	Rules: Add; Hellfire Damage; Mundane Artefact	Borne	2
Brimstone Weapon Coating	Sulfur: Brimstone causes corrosion damage as well as fume damage, an exception to the normal rules barring more than one type of effect damage cause by a weapon. Rules: Add; Corrosion Damage; Fume Damage; Mundane Artefact	Borne	1
1 Hoardust Weapon Coating	Rules: Add; Petrification Damage	Borne	1

ARMOUR ARTEFACT	Armour+	C+A		Hands	Class	Armour Artefact Rules	Cost					
Scutum of Sinners	18	+18		1	Borne	Replace; Parry; Shieldwall	12+M					
Sorcerous Shield The sinful contained	Sinful Sacrifice: the bearer gains the	'immune (so	ul, death)' trait. Additionally, the bearer must roll a D5 for each fated	d damage di	e he suffers.	On the roll of a 5, that fated damage die is ignored.						
Plate of Fallen Uruk Sorcerous Heavy Armour 2	44	+44		0	Worn	Replace (Light Armour, Corselet); Ignores Weapons; Thwart	15+M					
From the lands of the dead	Indomitable: The Plate of Fallen Uru	Indomitable: The Plate of Fallen Uruk cannot be negated or destroyed by any means. Additionally, the bearer gains the 'resistant (fire, hellfire, corrosion, corruption, petrification)' trait.										
Brimstone Plate Sorcerous Light Armour	24	+24		0	Worn	Replace (Light Armour, Corselet); Ignores Weapons	8+M					
Wrought of the sands	Sulfurous Aegis: If the bearer of Brir	nstone Plate	rolls a fated parry, the enemy warrior whose strike was parried gains	s +D5 corros	sion effect to	kens (for each fated parry).						
Armour of Gobek Sorcerous Corselet 4	16	+16		0	Worn	Replace; Thwart	5+M					
From the mouth itself	Tough: The bearer gains the 'tough' to	ait.										
Infernal Plate Sorcerous Heavy Armour 5	30	+30		0	Worn	Replace (Light Armour, Corselet)	8+M					
The empty vessel	Soulflick: the bearer may, if he suffer	s any damag	e from the 'Diabolic' trait, inflict that damage on another warrior with	h the 'Diabol	ic' trait withi	n 12" instead of suffering it himself.						
Galea of the Gate Sorrerous Helm 6	14	+14		0	Worn	Add or Replace	6+M					
All is revealed	Before Infernus: The bearer gains the 'Allseeing' and 'Unseeing' traits.											
Hide of Eresh'gal	12	+12		0	Worn	Replace	9+M					
From the underworld	Tough: The bearer gains the 'tough' to	ait and may	re-roll all wound dice (excepting fated wound dice).									
Flaming Armour Sorcerous Light Armour	26	+26		0	Worn	Replace (Light Armour, Corselet)	7+M					
Hell-burnt	Burning Death: The wearer gains the	'Scalding' ar	d 'Resistant (fire, hellfire)' traits, and all of the wearer's combat wea	apons and sh	ot weapons	gain the 'hellfire damage' rule.						
Helm of Anar Sorcerous Helmet	12	+12		0	Worn	Add or Replace	5+M					
Born of the pits	The Laughter: the Helm of Anar causes Living enemy warriors to strike the wearer with a +2 strike modifier.											
Black Shield of Acheron	18	+18		1	Borne	Replace; Parry; Shieldwall	11+M					
Sorcerous Shield To hell and back	Death-cheater: The bearer of the Bla	ck Shield of	Acheron gains the 'Regenerate' ability, but instead of regaining D5 W	VOUNDS, he	regains D10							

ARTEFACT BANNER	Artefact Banner Rules	Cost
Banner of Malacoda 1 Sorcerous Banner	They Watch: The bearer of the Banner of Malacoda, and any unit he has Joined, become difficultly seen.	12+M
Banner of Infernus Sorcerous Banner	The Souls Within: friendly warriors within 12" of the Banner of Infernus do not suffer damage from having the 'Diabolic' trait. Braggart only: only a host banner bearer may bear the Banner of Infernus.	3+M
1 Mark of The Laughing God 3 Sorcerous Emblem	The bearer gains the 'Terrifying' trait. All Living enemy warriors - including Fearless and frenzied warriors - must perform a VALOUR TEST when performing an Engagement reaction against (or when wishing to Engage) the bearer and any unit he has Joined.	7+M
1 Imago of Dis Sorcerous Finial	For Infernus: Diabolic warriors within 18" of the Imago of Dis (called the imago range) double the fated damage dice they cause. However, for each fated miss die a Diabolic warrior within imago range rolls on the strike dice it suffers 1 wound. Braggart only: only a host banner bearer may bear the Banner of Infernus.	14+M
Sigil of Tenebron Sorcerous Emblem	Swift Strikers: The bearer of the Sigil of Tenebron, and any unit he has Joined, gain +2D10 SKILL, rolled for in the battle rolls step of the Joining Battle Sequence.	11+M
Banner of the Flayed 6 Sorcerous Banner	Murderous: The bearer, and any unit he has Joined, gain +1 attack die on their primary combat weapons.	8+M
Signum of the Sands of Sorcerous Banner	Sulphurous Smoke: As soon as an enemy unit becomes engaged with or beset by the bearer (and any unit he has <i>Joined</i>) it gains +D5 fume effect tokens, and then a further D5 fume effect tokens at the end of each subsequent activation (friend or enemy) until disengaged with the bearer or his unit.	9+M
The Burning Gate Sorcerous Emblem 8	Through the Fire: The bearer, and any unit he has Joined, gain 'hellfire damage (+1)' on their primary combat weapon.	11+M
Standard of Tartarus Sorcerous Banner	Crazed Killers: The bearer of the Standard of Tartarus, and any unit he has Joined, become Feral and thus frenzied, each gaining +1 frenzied attack die on their primary combat weapon.	6+M
Acheron's Bliss Sorcerous Finial	The River Awaits: Enemy Living warriors within 12" of Acheron's Bliss must re-roll parried, evaded and sight avoided dice. The result of the second roll is binding.	7+M

ARTEFACT INSTRUMENT	Artefact Instrument Rules	Cost
Stygian Roar 1	Death Comes: If the bearer of the Stygian Roar successfully Roars all Living enemy units within roar range that fail their FRIGHT TEST instantly become shaken and afraid of all of the bearer's host. Rules: Stygian Roar may be mustered by any noble or mustered champion with the 'roarer' ability.	2+M
Soul Sight 2 Tune	We See your Souls: Living enemy warriors within instrument range are immediately seen by the bearer's host until the end of the current battle hour, regardless of any other artefact, trait, ability or any other rule, unless line of sight is blocked as normal.	2
1 Infernal Cornu 3 Sorcerous Instrument	Dis Commands: when Inspired by the bearer of the Infernal Cornu, one friendly non-Allied Demihuman unit becomes lively and may immediately perform a Walk, Run or Fly action, which can be an Engagement action. Demicornicen only: Only Demicornicens may bear the Infernal Cornu.	16+M
Doom of Acheron 4	The River Awaits: All Living enemy units within host instrument range must perform a DREAD TEST caused by the bearer's Daunt action, including Fearless and frenzied units. Any unit that fails their DREAD TEST as a result must immediately perform a Panic reaction, including Fearless and frenzied units.	8
1 Roar of Infernus 5 Roar	The Call of Dis: If the bearer successfully Roars, one enemy unit within roar range of the bearer or the unit he has Joined that has failed its FRIGHT TEST (chosen by the bearer's player) immediately suffers 2D10 soul damage, distributed randomly amongst its members. Rules: Roar of Infernus may be mustered by any noble or mustered champion with the 'roarer' ability.	6+M
Tartarus Awaits Tune	Destroy! : when this tune is played all friendly units that have been <i>Inspired</i> by the bearer immediately become frenzied, gaining +1 frenzied attack die on their primary combat weapon. Demicornicen only : Only Demicornicens may play this tune.	9
1 Horn of the Gate Sorcerous Instrument	We Endure: Friendly units <i>Inspired</i> by the Horn of the Gate instantly become exulted with D5 blood-lust tokens. Demicornicen only: Only Demicornicens may bear the Infernal Cornu.	2+M
1 War-Roar 8	Soul Hunger: If the bearer of the War-Roar successfully Roars both he and any unit he has Joined immediately change their orders to ATTACK orders and become exulted, gaining +D5 blood-lust tokens. If this is performed during an Engage and Inspire action, the Engagement action of the bearer's unit immediately becomes a Charge action if it was not already and any remaining Engagement Move must be a Direct Move. Rules: War-Roar may be mustered by any noble or mustered champion with the 'Roarer' ability.	1+M
Scream of Malacoda 9 Roar	Hunger for Souls: One friendly unit with the 'diabolic' trait within roar range (the Screaming unit) may immediately perform an Attack action upon any enemy unit they are engaged with or beset by, regardless of their current vigour, as long as the bearer has successfully passed his ROAR TEST. Once this Attack action has been performed, however, the Screaming unit suffers D5 damage, distributed randomly amongst its members. Rules: Scream of Malacoda may be mustered by any noble or mustered champion with the 'roarer' ability.	9+M
Cornu Igneum Sorcerous Instrument	Fires of Hell: D10 hellfire effect tokens are attached to all enemy units that fail a DREAD TEST caused by the bearer's Daunt action. Demicornicen only: Only Demicornicens may bear the Infernal Cornu.	10+M

TALISMAN ARTEFACT	Talisman Artefact Rules	Class	Cost
Soul Coin Sorcerous Pendant	1 1 2 3 4 5 6 7 8 9 10 Trapped: the wearer of the Soul Coin gains 2D5 soul wounds, rolled for in the Battle Rolls step of the Joining Battle Sequence. At any point in his activation or reactivation, the wearer may discard one soul wound to negate one point of damage he suffers. Rules: Add or Replace	Worn	3+M
Hide of the Pit	Burned in the Pits: the bearer gains the 'tough' trait and +4D10 Armour+ on any armour element of the type 'Hide', rolled for in the battle rolls step of the Joining Battle Sequence. 2 Additionally, the bearer gains the 'resistant (fire, hellfire)' trait but also the 'vulnerable (cold, freeze)' trait. Rules: Replace	Natural	4+M
Bone of Eresh Sorcerous Pendant	3 Hard to Kill: any parries, evades and sight avoids performed by the wearer of the Bone of Eresh gain a -1 modifier. Rules: Add	Worn	6+M
Maskim Mask Sorcerous Mask	Terrible Visage: the bearer gains the 'terrifying' trait, and any enemy unit that wishes to Attack the bearer must do so first by passing a VALOUR TEST, even if it any of its warriors a reterrifying themselves. Should the enemy unit's leader fail this VALOUR TEST, he and his unit immediately perform a Fiee reaction. Rules: Add or Replace	Worn	4+M
Stigma of Dis Sorcerous Stigma	Scalding: the bearer of the Stigma of Dis gains the 'aura parry' rule on all of his armour elements. Additionally, the wearer cannot become unconscious under any circumstances and 5 gains the 'focal limind' trait. Rules: Add	Natural	9+M
Orb of Gehenna Sorcerous Orb	6 The Mountain Speaks: The bearer of the Orb of Gehenna gains the 'allseeing' ability. Rules: Add	Borne	5+M
Crux Damnatorum Sorcerous Pendant	Cleansed: the wearer of the Crux Damnatorum gains the 'resistant (blessed)' trait and is no longer vulnerable to such damage, as well as no longer suffering damage from the 1 'diabolic' trait. Rules: Add	Worn	5+M
Breath of Charon Sorcerous Breath	Breath of Sulphur: enemies striking the bearer of the Breath of Charon do so with a +1 strike modifier. Additionally, at the end of each activation, any enemy warrior within 2" of the 8 bearer gains +1 time effect token. Rules: Add	Natural	9+M
Stygian Shard Sorcerous Brooch	g Black Glass: enemy warriors Invoking against the wearer of the Stygian Shard (or any unit he has Joined) do so with a +D5 modifier, rolled for with each Invoke action. Rules: Add	Worn	10+N
Burnt Speculum Sorcerous Pendant	Self-Reflection: Enemy warriors must re-roll all strike dice caused against the bearer of the Burnt Speculum, and enemy warriors suffer one damage for each fated miss die caused by 10 this re-roll. Rules: Add	Worn	11+M

ENCHANTED ARTEFACT	Enchanted Artefact Rules	Class	Cost
Aquila Igneus Sorcerous Pendant	Between Two Worlds: The wearer may muster artefacts and invocations from the Byzantii (Legio II Var) artefact and invocation lists. Humans and Demihumans only: only warriors of the kin humans and demihumans may bear this enchanted artefact. Rules: Add, Mundane artefact.	Worn	6+M
Scorched Grain Sorcerous Belt-Hung Pouch	Horn of Infernus: the bearer may consume the Black Grain at any point in his activation or reactivation. Should he do so, he gains +1 animus for the current battle hour. Rules: Add; One Use Only	Borne	15+M
Black Scroll of the Galla Sorcerous Belt-Hung Scroll	The World Beneath: The bearer of the Black Scroll of the Galla may read its contents at any point in his activation. When he does so, the centre of a Hell Pit area effect template is immediately placed within 2" of him, as per the Hell Pit invocation. Any warriors under the Hell Pit template suffer 1 invoked die for the immediate effect. Rules: Sorcere only; One use Only	Borne	11+M
1 Armillae Legionis 4 Sorcerous Torcs	Of the Legion: The wearer of the Armillae Legionis gains the 'Kinsman (Byzantii - Legio II Var)' trait. Demihumans only: only Demihumans may bear this enchanted artefact. Rules: Add; Mundane Artefact	Worn	2+M
Crown of Tantalus Sorcerous Crown	Deadly Fire: The TEMPER of the wearer of the Crown of Tantalus increases by +2D10 for all invocations that cause hellfire damage. Rules: Add; Jealous Artefact	Worn	8+M
1 Infernal Wings 6 Wings	Blessed Gift: the bearer of the Infernal Wings gains a FLIGHT attribute that is double his PACE, as well as +2 WOUNDS multiplied by his mass. This artefact cannot be borne by a warrior that already has a FLIGHT attribute. Rules: Add	Natural	10+M
Staff of the Tower 7 Sorcerous Staff	Farsight: The bearer's focus range is increased by +D5" at the end of each battle hour, in the hour rolls step of the An Hour Passes Sequence. Rules: Replace; Sorcere only	Borne	13+M
1 Withered Branch Sorcerous Pendant	From the Burning Sands: the wearer of the Withered Branch gains the [Infernii] Demonfire slaved invocation, using the bearer's SKILL as his TEMPER. Rules: Add	Worn	5+M
Burning Gem of Astaroth 9 Sorcerous Pendant	Scalding: the wearer of the Burning Gem of Astaroth gains the 'scalding' trait and causes hellfire damage (+1) on all of his combat weapons, shot weapons and invocations. Rules: Add or Replace	Worn	12+M
Stone of Dis Sorcerous Brooch	Angered: The wearer of the Stone of Dis becomes Feral and gains +1 frenzied attack die, as well as granting the bearer +D5 blood-lust tokens at the start of the battle (rolled for in the battle rolls step of the Joining Battle Sequence) and at the end of each battle hour (rolled for in the hour rolls step of the An Hour Passes Sequence). Additionally, the bearer may discard one blood-lust token attached to him to also discard 5D10 effect tokens of any type attached to him or any unit he has Joined. Rules: Add or Replace	Worn	14+M

BRAND ARTEFACT		Artefact Rules											Class	Cost
Scars of Malacodan Glass	1	Scarred Hide: The bear a unit, each warrior in t					UTION and +	D5 WOUNDS	rolled for in t	the battle roll	s step of the	Joining Battle Sequence. In the case of	Natural	3+UM
Red Skull of Tenebro	n 2	Quick: The bearers of	the Red Skull of	f Tenebron b	rand gain the	'Quick Strike'	rule on their	primary coml	oat weapon.				Natural	14+UM
Mark of Infernus Sorcerous Brand	3	From Hell: The bearer	of the Mark of	Infernus bra	nd gains hellf	ire damage (-	+1) on all of i	ts combat we	apons.				Natural	6+UM
Horns of Dis	4		nt and Bloody: the bearer gains +D5 attack dice on any combat weapon of the type 'horns', rolled for in the battle rolls step of the Joining Battle Sequence. Additionally, those scause hellfire damage (+1).											2+UM
Phlegethon's Fire Sorcerous Brand	5	Enflamed: The bearer (cold, freeze)' trait.	lamed: The bearer of Phlegethon's Fire gains the 'Scalding' trait but instead of causing fire damage, he causes hellfire damage (2). Additionally, the bearer gains the 'resistant d, freeze)' trait.											1+UM
Mark of Babel Sorcerous Brand	6	Calm: The bearer of th	lim: The bearer of the Mark of Babel reduces his AUTHORITY by 10 and, if he is Feral, becomes Wild.											2+UM
Erebus' Stigma Sorcerous Brand	7		alfurous: At the beginning of each of the bearer's activations, any warrior within 2" of the bearer gains D5 fume and corrosion effect tokens. In addition, all of the bearer's combat eapons of the class 'Natural' gain the 'fume damage' and 'corrosion damage' instead of any other type of effect damage.											6+UM
Taint of Ptolomea Sorcerous Brand	8	Mighty: the bearers of with a +1 parry modifie		olomea gain	+4D10 to the	ir MIGHT, the	roll for whic	n is performed	I during the b	attle rolls seq	juence, and e	enemies parry strikes from the bearer	Natural	4+UM
Chains of Tartarus Sorcerous Collar	9	for in the battle rolls ste	of the fortress: The wearer of the Chains of Tartarus becomes Feral and frenzied, gaining +D5 frenzied attack dice on his primary combat weapon in addition to the normal 1, rolled or in the battle rolls step of the Joining Battle Sequence. Additionally, the bearer gains +1 PACE (and if he has a FLIGHT attribute, +2 FLIGHT) but suffers D10 damage from the Diabolic trait instead of the usual D5.											8+UM
Hellclaws Sorcerous Claws	1		Born of Hell: the bearer gains Hellclaws shot weapon as shown below. Hands: the bearer must have a hands value of 1 or higher.											
SHOT WEAPON		Shoot Dice	Weapon+	M+W	Min Rge	Lth Rge	Eff Rge	Max Rge	Damage*	Hands	Class	Weapon Rules		7+M
Hellclaws Hellfire		1 2 3	47	+47	0"	0"	36"	48"	2	2	Natural	Combat Shot Weapon; No Lethal Rang Shoot; Hellfire Damage	e; Move and	

Kindred	Realm	k	(in	Cla	ss	Priv	ilege	Acui	ity	Ubiq	uity		nds 2	Unit Size	Cos	st
Infernii	Dis	Servi	le Lord	War	ord	No	ble	Wil	d	Leger	ndary	M	ass	Base Size	52	3
SERVILE LO	RD OF DIS	Pace	Flight	Sk	ill	Mid	ght	Constit	tution	Wou	ınds		itude	120mm Authority	Tem	ner
Diabolic; Gigantic; Insensate Tough; Fearles	; Resistant (Hellfire, Fire);	8	24	6			00	10		10			6	71	59	•
Abili	, , , ,	Bulk Charg	er; Roarer; S	oarer												
Wound	Track	1 2 3 4 5	6 7 8 9 10				26 27 28 29 30	31 32 33 34 35 3	6 37 38 39 40	41 42 43 44 45	46 47 48 49 50	51 52 53 54 55	56 57 58 59 60	61 62 63 64 65 66 67 68 69 70	71 72 73 74 75	76 77 78 79
COMBAT	WEAPON	Attac	k Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch		Damage*	Hands	Class	Weapon R	ules		
Axe o		1 2 3 4 5	6 7 8 9	21	121	3 "				2	1	Borne	Hellfire Dam	age; Terrible Damage		
Fist B		1 2 3 4 5	6 7 8 9	18	118	3 "				3	1	Borne	e Pierce; Parry; Terrible Damage			
Horn	Butt	1 2 3		20	120	0 "	40	160		1	0	Natural	Impact Migh	ity Strike; Charge+		
Trampling	Hooves	1 2 3 4 5	6	17	117	1 "				1	0	Natural	Sightless Str	ike; Stomp		
COMBAT WEAR	F	Attac	ck Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch		Damage*	Hands	Class	Weapon R	ules		Cost
Great Axe of	f Dis Great Axe	1 2 3 4 5 11 12 13 14 1	5 6 7 8 9 1 5	35	135	4 "				3	2	Borne		e of Dis and Fist Blade); He errible Damage	ellfire	0
Two Axes	of Dis Axe	1 2 3 4 5 11 12 13 14 1	5 6 7 8 9 1 5 16 17 18	21	121	3 "				2	2	Borne		e of Dis and Fist Blade); He errible Damage	ellfire	-38
ARM	OUR			Armour+	C+A						Hands	Class	Armour Ru	les		
Tough				8	109						0	Natural				
Armour Heavy A				15	124						0	Worn				
ARMOUR				Armour+	C+A	with	option				Hands	Class	Armour Ru	les		Cost
Helm of I	Dis Helmet			7	131						0	Worn	Add			8
Scutum o	f Dis Shield			26	142	+Helmet	157				1	Borne	Add: Parry			28

			SE	RV	ΙLΕ	SED well	EG	E O	F D	IS					
Kindred	Realm	Kin	Cla			ilege	Acı		Ubiq			nds	Unit Size	Co	st
Infernii	Dis	Servile Liege	War	ord	No	ble	W	ild	Ra	re	М	ass	Base Size	36	i 5
SERVILE LI	EGE OF DIS	Pace	Sk	ill	Mig	ght	Consti	tution	Wou	ınds		itude	Authority	Tem	per
	ate; Resistant (Hellfire, Fire); less; Terrifying	8	5	4	8	9	9	2	7	9	9	2	63	5	6
Abi	lities	Bulk Charger; Roarer													
Woun	d Track	1 2 3 4 5 6 7 8 9 10	11 12 13 14 15	16 17 18 19 20	21 22 23 24 25	26 27 28 29 30	31 32 33 34 35	36 37 38 39 40	41 42 43 44 45	46 47 48 49 50	51 52 53 54 55	56 57 58 59 60	61 62 63 64 65 66 67 68 69 70	71 72 73 74 75	76 77 78 79
COMBAT	WEAPON	Attack Dice	Weapon+	M+W	Attack Range	Charge+	M+W+Ch		Damage*	Hands	Class	Weapon R	ules		
1	of Dis	1 2 3 4 5 6 7 8 9	21	110	3 "				2	1	Borne	Hellfire Dam	nage; Terrible Damage		
1	Blade vord	1 2 3 4 5 6 7 8 9	16	105	3 "				2	1	Borne	Pierce; Parr	y; Terrible Damage		
2	Butt	1 2 3	18	107	0 "	36	143		1	0	Natural	Impact Migh	nty Strike; Charge+		
3 Tramplin	g Hooves	1 2 3 4 5 6	17	106	1 "				1	0	Natural	Sightless St	rike; Stomp		
	PON OPTIONS	Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch		Damage*	Hands	Class	Weapon R	ules		Cost
	xe of Dis at Axe	1 2 3 4 5 6 7 8 9 10 11 12 13 14 15	25	114	4"				3	2	Borne		e of Dis and Fist Blade); He errible Damage	ellfire	9
1	r es of Dis lxe	1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18	21	110	3 "				2	2	Borne		e of Dis and Fist Blade); He errible Damage	ellfire	-5
ARM	IOUR		Armour+	C+A						Hands	Class	Armour Ru	les		
	h Hide		8	100						0	Natural				
₂ Armou	r of Dis Armour		13	113						0	Worn				
	OPTIONS		Armour+	C+A						Hands	Class	Armour Ru	iles		Cost
3 Helm of	F Dis Helmet		7	120						0	Borne	Add	ļ.		8
4 Scutum	of Dis Shield		26	131	+Helmet	146				1	Borne	Add; Parry			24

INF-DIS-0101 - Ammon; INF-DIS-0105 - Damgron

					DEN		ECT	ΓOF	2							
Kindred	Realm	Kin	Cla	ss	Priv	ilege	Acı	ıitv	Ubiq	ıuitv		nds	Uni	t Size	C	ost
								•				2 ass	Ras	1 e Size		
Infernii	Dis	Demihuman	Warl	ord	No	ble	W	ild	Uncor	mmon		2		mm	5	9
DEMIF	ECTOR	Pace	Sk	ill	Mi	ght	Const	tution	Wou	ınds	Fort	itude	Auth	ority	Ten	nper
	; Fearsome; Vulnerable ssed)	5	79	•	5	6	4	7	1	2	8	32	8	36	2	25
Abil	ities	Bulk Charger; Demicer	nturia													
Wound	d Track	1 2 3 4 5 6 7 8 9	10 11 12													
COMBAT	WEAPON	Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch		Damage*	Hands	Class	Weapon R	ules			
Securis	Magna	1 2 3 4 5 6 7 8	10	66	1 "				1	1	Borne	Hellfire Dan	nage			
	Great Axe 1 2 3 4 5 6			76	1 "				2	2	Borne	Hellfire Dan	nage; Foot o	nly		
COMBAT WEA	PON OPTIONS	Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch		Damage*	Hands	Class	Weapon R	ules			Cos
Fuscin	a Trident	1 2 3 4 5 6 7 8	11	<i>67</i>	2 "	11	78		1	1	Borne	Add; Mount Mounted Cl		unted Impact S	trike;	-5
SHOT WEAP	ON OPTIONS	Shoot Dice	Weapon+	M+W	Min Rge	Lth Rge	Eff Rge	Max Rge	Damage*	Hands	Class	Shot Wea	oon Rules			Cost
Infernubal	llista Crossbow	1 2 3 4	85	<i>85</i>	0"	9"	54"	78"	2	2	Borne	Add; Foot o	only; Pierce;	Hellfire Damag	e	8
Infernu	arcus Bow	1 2 3 4	10	66	0"	6"	48"	60"	1	2	Borne	Add; Foot o	only; Hellfire	Damage		5
ARM	OUR		Armour+	C+A						Hands	Class	Armour Ru	ıles			
Segmentat			15	62						0	Worn					
ARMOUR	OPTIONS		Armour+	C+A						Hands	Class	Armour R	ıles			Cost
Scutum Re	emnant Shield		10	72						1	Borne	Add; Shield	wall; Parry			2
MOUNT	OPTIONS	Mount Option Rules											Mass	Mount+	C+A	Cost
Demiequi	IS Beast Mount	May ride a Demiequus,	Rider gains the	Flanker abi	ility								4			16
Hellhound	Ardent Mount	May ride a Hellhound;	Rider gains the I	Flanker abili	ity								4	9	<i>71</i>	39
Hellbeast	Ardent Mount	May ride a Hellbeast; I	Rider gains the F	lanker abilit	у								5	11	<i>73</i>	62
Behema	Ardent Mount	May ride a Behema											10	18	80	170

Kindred	Realm	к	in	Cla	ss	Priv	ilege	Acuity	Ubiq	uity		2	1	Cost
Infernii	Dis	Servile (Champion	Ward	hief	No	ble	Wild	Ra	re	$\overline{}$		se Size 00mm	158
ERVILE CHAN	IPION OF DIS	Pace	Flight	Sk	ill	Mi	ght	Constitution	Wou	ınds	Fort	itude Aut	hority	Temper
Diabolic; Gigantic; Insensato Fearless;		6	18	5	5	7	7	80	4	1	ç	93	62	62
Abili	ties	Bulk Charge	er; Roarer; So	oarer										
Wound	Track	1 2 3 4 5	6 7 8 9 10	11 12 13 14 15	16 17 18 19 20	21 22 23 24 25	26 27 28 29 30	31 32 33 34 35 36 37 38 39	40 41					
COMBAT	WEAPON	Attac	k Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch	Damage*	Hands	Class	Weapon Rules		
Axe o		1 2 3 4 5	6 7 8 9 10	13	90	1 "			2	1	Borne	Hellfire Damage; Vicio	us Damage	
Horn Bu	t	1 2		16	93	0 "	32	125	1	0	Natural	Impact Mighty Strike;	Charge+	
Trampling Tran	ple	1 2 3 4 5		8	85	0 "			1	0	Natural	Stomp; Sightless Strik	е	
COMBAT WEAR		Attac	k Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch	Damage*	Hands	Class	Weapon Rules		Ca
Great Ax Great		1 2 3 4 5	6789	26	103	2"			2	2	Borne	Replace (Axe of Dis); Damage		
Scourge of	of Dis Whip	1 2 3 4 5	6 7 8 9 10	14	91	4"			1	1	Borne	Replace (Axe of Dis); Hellhound-Master	Hellfire Damage; Go	ad; -2
Scourge and		1 2 3 4 5			90	1 "			2	1	Borne	Replace (Axe of Dis); Hellfire Damage;	Vicious Damag	e .
Whip;	Axe	1 2 3 4 5	6 Whip	14	91	4 "			1	1	Borne	Hellhound-Master	Goad	
ARM	DUR			Armour+	C+A					Hands	Class	Armour Rules		
Tough				5	85					0	Natural			
Armour				10	95					0	Worn			
ARMOUR	OPTIONS			Armour+	C+A	with	option			Hands	Class	Armour Rules		Ca
Scutum o	f Dis Shield			18	113					1	Borne	Add; Parry		
Helm of	Dis Helmet			7	102	+Scutum	120			0	Borne	Add		
NOBLE C	PTIONS	Noble Opt	ion Rules											Co
Swaggart	Host Champion	Gains the F	lost Champio	n ability										2
Braggart Ho	st Banner Bearer	May bear ti	he Host's Ban	ner. Gains the	Host Banne	r Bearer abilit	y							1
Hellhound-Ma	Ster Roact Handler	Muster with	(Scourae of	Dis); Gains the	e Reast Hani	dler (Hellhour	nd) ability							

		S	EKV	/IL	E V	ER-vyl WAI	RRIO R-ri-or ov DIS	K U]	DI	S				
Kindred	Realm	Kin	Cla	iss	Priv	ilege	Acuity		Ubiq	uity		nds 2	Unit Size	Co	ost
Infernii	Dis	Servile Warrior	Ward	hief	No	ble	Wild		Uncon	nmon	М	ass	Base Size	13	22
	RRIOR OF DIS	Pace	Sk			ght	Constitutio			ınds		itude	80mm Authority		nper
	ant (Hellfire, Fire); Fearless;							·11 V					•		•
	some	6	48	8	7	'2	74		29	9	g	90	60	4	8
Abil	ities	Bulk Charger; Roarer													
Wound	d Track	1 2 3 4 5 6 7 8 9 10	11 12 13 14 15	16 17 18 19 20	21 22 23 24 25	26 27 28 29									
COMBAT	WEAPON	Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch	Dama	ige*	Hands	Class	Weapon Rule	es		
	of Dis	1 2 3 4 5 6 7 8 9 10	12	84	1 "			2		1	Borne	Hellfire Damag	ge; Vicious Damage		
	Butt _{utt}	1 2	14	86	0 "	28	114	1	.	0	Natural	Impact Mighty	Strike; Charge+		
Tramplin Trai	J	1 2 3 4 5	7	79	0 "			1		0	Natural	Stomp; Sightle	ess Strike		
COMBAT WEA	PON OPTIONS	Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch	Dama	age*	Hands	Class	Weapon Rule	es		Cost
Great Axe	of Dis Great Axe	1 2 3 4 5 6 7 8 9	24	96	2"			2		2	Borne	Replace (Axe of Damage	of Dis); Hellfire Damag	ne; Terrible	7
Scourge	of Dis Whip	1 2 3 4 5 6 7 8 9 10	13	<i>85</i>	4"			1		1	Borne	Hellhound-Mas		ne; Goad;	-15
	d Axe of Dis	1 2 3 4 5 6 Axe	12	84	1 "			2	_	1	Borne	Replace (Axe of Hellfire Damage	e vicious D	amage	4
	; Axe	1 2 3 4 5 6 Whip	13	<i>85</i>	4 "			1		1	Borne	Hellhound-Maste			<u> </u>
	OUR		Armour+	C+A						Hands	Class	Armour Rule	es .		
SI	ui i		4	78						0	Natural				
Armou Light	r of Dis Armour		9	87						0	Worn				
ARMOUR	OPTIONS		Armour+	C+A	with	option				Hands	Class	Armour Rule	es		Cost
Scutum o	of Dis Shield		18	105						1	Borne	Add; Parry			5
Helm of	Dis Helmet		7	94	+Scutum	112				0	Borne	Add			1
NOBLE (OPTIONS	Noble Option Rules													Cost
Swaggart	Host Champion	Gains the Host Champion	ability												17
Braggart H	ost Banner Bearer	May bear the Host's Bani	ner. Gains the	Host Banne	r Bearer abilit	ty									14
Hellhound-Ma	aster Beast Handler	Muster with (Scourge of	Dis); Gains the	e Beast Han	dler (Hellhour	nd) ability									10

			SE	RV	ΙLΕ	SER-vyl FE	END END ov DIS	0	FD	IS						
Kindred	Realm	Kin	Cla	ss	Priv	ilege	Acuity	,	Ubiq	uity		nds	Unit	Size	С	ost
							•	<u>'</u>				ass	Base	l e Size		
Infernii	Dis	Fiend	Ward	hief	No	ble	Wild		Com	mon		4		mm	•	58
SERVILE FI	END OF DIS	Pace	Sk	ill	Mig	ght	Constitu	ıtion	Wou	ınds	Fort	itude	Auth	ority	Ten	nper
	ant (Hellfire, Fire); Stubborn; rsome	6	4	5	6	55	64		1	6	7	1	5	3	3	35
Abil	lities	Bulk Charger; Roarer														
Wound	d Track	1 2 3 4 5 6 7 8 9 1	0 11 12 13 14													
СОМВАТ	WEAPON	Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch		Damage*	Hands	Class	Weapon R	ules			
	e of Dis	1 2 3 4 5 6 7	19	84	1.5 "				2	2	Borne	Hellfire Dam	age; Vicious	Damage		
2	Butt	1 2	10	75	0 "	20	95		1	0	Natural	Impact Migh	ity Strike; Ch	narge+		
COMBAT WEA	PON OPTIONS	Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch		Damage*	Hands	Class	Weapon R	ules			Cost
1 Axe of	F Dis Axe	1 2 3 4 5 6 7 8	9	74	1"				1	1	Borne	Replace (Po	leaxe of Dis)	; Hellfire Dan	nage	-12
	d Axe of Dis	1 2 3 4 5 Axe		74 77	0.5 "				1	1	Borne	Replace (Po.		; Hellfire Dam	age;	12
·	o; Axe of Dis Whip	1 2 3 4 5 6 7 8	12	77	3"				1	1	Borne Borne	,	leaxe of Dis)	; Hellfire Dam	age;	-5
ARM	IOUR		Armour+	C+A						Hands	Class	Armour Ru	les			
1 Tough	h Hide		4	68						0	Natural					
	r of Dis Armour		9	77						0	Worn					
ARMOUR	OPTIONS		Armour+	C+A						Hands	Class	Armour Ru	les			Cost
3 Scutum o	of Dis Shield		13	90						1	Borne	Add; Parry;	Shieldwall			3
NOBLE (OPTIONS	Noble Option Rules														Cost
Braggart H	ost Banner Bearer	May bear the Host's Bar	nner. Gains the	Host Banne	r Bearer abilit	ty										11
Hellhound-Ma	aster Beast Handler	Muster with (Scourge of	Dis or Scourge	e and Axe of	Dis); Gains t	he Beast Han	dler (Hellhound) a	ability								7
MOUNT	OPTIONS	Mount Option Rules											Mass	Mount+	C+A	Cost
Hellbeas	t Ardent Mount	May ride a Hellbeast; Ri	ider gains the F	lanker abilit	у								5			86

			SEF	RV1			GU Y-qus ov D)F [DIS)					
Kindred	Realm	Kin	Cla	ss	Priv	ilege	Acı	ıity	Ubio	uity		nds 2	Unit	Size	Co	st
Infernii	Dis	Fiend	Ward	chief	No	oble	w	ild	Ra	are		ass 4		e Size	8	6
SERVILE MA	GUS OF DIS	Pace	Sk	ill	Mi	ght	Const	tution	Wou	ınds	Fort	itude	Auth	ority	Ten	iper
Diabolic; Insensate; Immun Fears		6	3(6	5	52	5	5	1	6	e	59	3	0	5	8
Abili Wound		Bulk Charger; Roarer;		_	tiones]										Focus Ra	nge: 11"
COMBAT	WEAPON	Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch		Damage*	Hands	Class	Weapon R	ules			
Axe of Dis 1 2 3 4 5 9 61 1.5" 2 1								1	Borne	Hellfire Dan	nage					
Horn		1 2	8	60	0 "	16	76		1	0	Natural	Impact Migh	nty Strike; Ch	arge+		
Staff of 1		1 2 3	8	60	1 "				1	1	Borne	Staff of Infe	rnus artefact	; Hellfire Dam	age	
ARM	OUR		Armour+	C+A						Hands	Class	Armour Ru	iles			
Tough	Hide		3	58						0	Natural					
Mask He			5	63						0	Worn	Focal Mind				
Armoui			9	72						0	Worn					
ARTE	ACTS	Artefact Rules														
Staff of I		Conflagrator: While h	ne bears the Staf	f of Infernu	s, the Magus I	Infernum may	increase the	damage* and	d power of an	y invocation t	hat causes h	ellfire damage	by by +1 an	d 3D10 respec	tively.	
MOUNT (OPTIONS	Mount Option Rules											Mass	Mount+	C+A	Cost
Hellbeast	Ardent Mount	May ride a Hellbeast; i	Rider gains the F	lanker abilit	у								5			73
						INF-DIS	-1660 - ?									

		SE	RV	ILE		EM]			0	F D	IS				
Kindred	Realm	Kin	Cla	ss	Priv	ilege	Acı	uity	Ubiq	uity		nds 2	Unit Size	Co	st
Infernii	Dis	Demifiend	Ward	hief	No	bble	w	ild	Com	mon		ass 3	Base Size 50mm	4	7
SERVILE DEMI	FIEND OF DIS	Pace	Sk	ill	Mi	ght	Const	itution	Wou	ınds	Fort	itude	Authority	Tem	per
Diabolic; Insensate; Resista	nt (Hellfire, Fire); Fearsome	6	4:	3	5	4	5	5	1	1	6	7	50	2	8
Abil	Abilities Bulk Charger; Roarer Wound Track 1 2 3 4 5 6 7 8 9 10														
Wound	Wound Track 1 2 3 4 5 6 7 8 9 10														
COMBAT	WEAPON	Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch		Damage*	Hands	Class	Weapon R	ules		
1 Axe C		1 2 3 4 5 6	18	72	1 "				2	2	Borne	Hellfire Dan	nage		
2 Horn	Butt	1 2	9	63	0 "	18	81		1	0	Natural	Impact Mig	hty Strike; Charge+		
COMBAT WEA	PON OPTIONS	Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch		Damage*	Hands	Class	Weapon R	tules		Cost
1 Axe of	Dis Axe	1 2 3 4 5 6 7 8	9	<i>63</i>	1"				1	1	Borne	Replace (Po	oleaxe of Dis); Hellfire Dam	age	-3
ARM	OUR		Armour+	C+A						Hands	Class	Armour Ru	ıles		
	n Hide		3	58						0	Natural				
2 Armoul			9	67						0	Worn				
						INF-DIS	-1500 - ?								

		9	SER	VII	E	ER-vyl HEL	LION L-i-on ov DIS	OF	DI	S				
Kindred	Realm	Kin	Cla			ilege	Acuity	Ubic			nds	Unit Size	Cos	st
Infernii	Dis	Hellion	Ward	hief	No	ble	Wild	Uncor	mmon		ass 7	Base Size	11	.3
SERVILE HEL	LION OF DIS	Pace	Sk	ill	Mi	ght	Constitution	Wou	ınds		itude	Authority	Tem	per
Diabolic; Gigantic; Insensate Stubborn;		8	4(6	6	8	69	3	1	7	75	61	51	i
Abili	ties	Bulk Charger; Roarer												
Wound	Track	1 2 3 4 5 6 7 8 9 1	0 11 12 13 14 15	16 17 18 19 20	21 22 23 24 25	26 27 28 29 30	31							
COMBAT	WEAPON	Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch	Damage*	Hands	Class	Weapon R	ules		
. Axe o	f Dis	1 2 3 4 5 6 7 8 9	9	77	1 "			1	1	Borne	Hellfire Dan	nage		
1 Ax		1 2 3 4 5 6 7 8	18	86	2 "			2	2	Borne	Hellfire Dan	nage; Vicious Damage		
2 Horn		1 2 3	14	82	0 "	28	110	1	0	Natural	Impact Migh	nty Strike; Charge+		
3 Trampling		1 2 3 4 5	7	75	0"			1	0	Natural	Sightless St	rike; Stomp		
COMBAT WEAR		Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch	Damage*	Hands	Class	Weapon R	ules		Cost
1 Two Axes	of Dis Axe	1 2 3 4 5 6 7 8 9 1	9	77	1 "			1	2	Borne	Replace (Ax	re of Dis); Hellfire Damage		-10
ARM	OUR		Armour+	C+A					Hands	Class	Armour Ru	iles		
1 Tough			5	74					0	Natural				
2 Armour			10	84					0	Worn				
ARMOUR	OPTIONS		Armour+	C+A					Hands	Class	Armour Ru	iles		Cost
3 Scutum o	f Dis Shield		13	97					1	Borne	Add; Shield	wall; Parry		3
NOBLE O	PTIONS	Noble Option Rules												Cost
Braggart Ho.	st Banner Bearer	May bear the Host's Bai	nner. Gains the	Host Banne	r Bearer abilit	ty								15
					I	NF-DIS-17	01 - Tegroth							

					DE	MI	AR II-ark	CH								
Kindred	Realm	Kin	Cla	ss	Priv	ilege	Acı	uitv	Ubic	uity		nds	_	t Size	Co	ost
	1-2		-								_	2 lass		1 e Size		
Infernii	Dis	Demihuman	Ward	hief	No	ble	W	ild	Com	mon	$\overline{}$	2		mm	3	6
DEMI	IARCH	Pace	Sk	ill	Mig	ght	Consti	itution	Wou	ınds	Fort	itude	Auth	nority	Ten	nper
	e; Fearsome; Vulnerable	5	6	8	4	8	3	9	9	•	7	78	7	73	2	23
(ilities	Bulk Charger; Demicer	turia				<u> </u>							<u> </u>		
Woun	nd Track	1 2 3 4 5 6 7 8 9														
COMBAT	WEAPON	Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch		Damage*	Hands	Class	Weapon R	ules			
Securio	s Magna	1 2 3 4 5 6	10	58	1 "				1	1	Borne	Hook; Hellf	re Damage			
	at Axe	1 2 3 4 5	20	68	1 "				2	2	Borne	Hook; Hellf	re Damage;	Foot only		
COMBAT WEA	APON OPTIONS	Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch		Damage*	Hands	Class	Weapon R	ules			Cost
Fuscii	na Trident	1 2 3 4 5 6	11	<i>59</i>	2 "	11	70		1	1	Borne		red only; Mou narge+; Hellf	unted Impact Si fire Damage	rike;	-2
Flagel	lum Whip	1 2 3 4 5 6	9	<i>57</i>	3 "				1	1	Borne	Add; Goad				3
. Hast	ta Spear	1 2 3 4 5 6	9	<i>57</i>	2"	9	66		2	1	Borne	Add; Mounted only; Mounted Impact Strike; Mounted Charge+; Hellfire Damage			3	
SHOT WEAP	ON OPTIONS	Shoot Dice	Weapon+	M+W	Min Rge	Lth Rge	Eff Rge	Max Rge	Damage*	Hands	Class	Shot Wea	on Rules			Cost
Infernuba	llista Crossbow	1 2 3	85	85	0"	9"	54"	78"	2	2	Borne	Add; Foot o	only; Pierce;	Hellfire Damag	•	4
Infernu	IATCUS BOW	1 2 3	10	58	0"	6"	48"	60"	1	2	Borne	Add; Foot o	only; Hellfire	Damage		2
ARM	10UR		Armour+	C+A						Hands	Class	Armour Ru	ıles			
	ta Remnant		13	52						0	Worn					
ARMOUR	OPTIONS		Armour+	C+A						Hands	Class	Armour R	ıles			Cost
Parma Re	emnant Shield		7	<i>59</i>						1	Borne	Add; Shield	wall; Parry			2
	emnant Shield		10	62						1	Borne	Add; Foot o	nly; Shieldw	all; Parry		2
NOBLE	OPTIONS	Noble Option Rules														Cost
	rch Beast Handler	Muster with (Flagellum	,,													4
	ariarch Scout	Foot only; Muster with	, ,); Gains the	Scout and Sk	irmisher abili	ties and, if he	is a comman	der, the Mark	sman ability;	cannot be ti	he general				4
	OPTIONS	Mount Option Rules											Mass	Mount+	C+A	Cost
	US Beast Mount	May ride a Demiequus,	Rider gains the	Flanker abi	ility								4			16
	d Ardent Mount	May ride a Hellhound;	Rider gains the	Flanker abili	ity								4	5	<i>57</i>	24
	1 Ardent Mount	May ride a Hellhorn; R											5	9	61	38
	t Ardent Mount	May ride a Hellbeast; I	Rider gains the F	lanker abilit	y								6	11	63	62
	Ardent Mount	May ride a Behema											10	18	70	169
	OUR OPTIONS		Armour+	C+A						Hands	Class	Armour R				Cost
Equus Squ	Iamata Barding		9	61						0	Worn	Add; Demie	equus only			1

				DE	EMI		IM	AGI	ER							
Kindred	Realm	Kin	Cla	ss	Priv	ilege	Acı	iity	Ubio	uity		nds 2		Size	Co	ost
												z ass		Size		
Infernii	Dis	Demihuman	Ward	hief	No	ble	W	ild	Com	mon		2	40	mm	3	8
DEMIAN	IMAGER	Pace	Sk	ill	Mi	ght	Const	tution	Wou	ınds	Fort	itude	Auth	ority	Ten	nper
	; Fearsome; Vulnerable ssed)	5	50	6	4	5	3	4	7	7	8	32	2	23	2	21
	ities	Bulk Charger; Host Bann	er Bearer													
Woun	d Track	1 2 3 4 5 6 7													Earth Dice:	1 2 3 4
COMBAT	WEAPON	Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch		Damage*	Hands	Class	Weapon R	ules			
	uris «	1 2 3 4 5	12	57	0.5 "				2	1	Borne	Hook; Hellfi	re Damage			
COMBAT WEA	PON OPTIONS	Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch		Damage*	Hands	Class	Weapon R				Cost
Hast	Hasta Spear 1 2		9	54	2 "	9	63		2	1	Borne	Add; Mount Mounted Ch	ed only; Mou narge+; Hellf	inted Impact S ire Damage	trike;	2
ARM	ARMOUR		Armour+	C+A		*				Hands	Class	Armour Ru	iles			
	a Remnant		12	46						0	Worn					
	OPTIONS		Armour+	C+A	with	option				Hands	Class	Armour Ru	ıles			Cost
Parmula Re	emnant Shield		7	<i>53</i>						1	Borne	Add; Parry;	Shieldwall			1
Fiend H	elm Helmet		9	<i>55</i>	+Scutum	62				0	Worn	Add				1
ARTE	FACTS	Artefact Rules														
Ani Host	ma Banner	The Demihost: Only or The Emperor's Soul: P range of 18" and 5 earth	art of the Emp										emianimager	the Earther al	oility with an	earth
MOUNT	OPTIONS	Mount Option Rules											Mass	Mount+	C+A	Cost
Demiequi	IS Beast Mount	May ride a Demiequus; I	Rider gains the	Flanker abi	lity								4			13
Hellhoun	Ardent Mount	May ride a Hellhound; R.	ider gains the	Flanker abili	ty								4	5	51	24
Hellhorn	Ardent Mount	May ride a Hellhorn; Rid	er gains the Fl	anker ability	•								5	9	<i>55</i>	38
Hellbeas	Ardent Mount	May ride a Hellbeast; Rid	der gains the F	lanker abilit	у								6	11	<i>57</i>	61
	Ardent Mount	May ride a Behema											10	18	64	169
MOUNT ARM	OUR OPTIONS		Armour+	C+A						Hands	Class	Armour Ru	iles			Cost
Equue Sau	amata Barding		9	55						0	Worn	Add: Demie	auus onlv			1

				DI	EM1		RN OR-ni-sen	ICI	EN							
Kindred	Realm	Kin	Cla	ec .	Drivi	lege	Acı	uity	Ubiq	wity	Ha	nds	Unit	t Size		ost
Killuleu	Realiii	Kill	Cia	155	PIIVI	lege	AU	iity	ODIQ	uity		2		1		JSL
Infernii	Dis	Demihuman	Ward	chief	No	ble	w	ild	Com	mon		ass 2		e Size	2	22
DEMICO	RNICEN	Pace	Sk	ill	Mic	ht	Consti	tution	Wou	ınds	Fort	itude		ority	Ten	nper
	; Fearsome; Vulnerable issed)	5	5	2	4	4	3	3	7	7	7	79	1	L9		2 1
,	lities	Bulk Charger; Host Her	ald													
Wound	d Track	1 2 3 4 5 6 7														
COMBAT	WEAPON	Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch		Damage*	Hands	Class	Weapon Ru	ıles			
	curis xe	1 2 3 4 5	12	57	0.5 "				2	1	Borne	Hook; Hellfir	e Damage			
COMBAT WEA	51.51.151.5					Weapon Ru	ules			Cost						
Hast	'a Spear	1 2 3 4 5	9	53	2"	9	62		2	1	Borne	Add; Mounte Mounted Cha	ed only; Mou arge+; Hellf	unted Impact Si ire Damage	rike;	1
ARM	IOUR		Armour+	C+A						Hands	Class	Armour Ru	les			
	ta Remnant		12	46						0	Worn					
ARMOUR	OPTIONS		Armour+	C+A	with o	option				Hands	Class	Armour Ru	les			Cost
Parmula Re	emnant Shield		7	52						1	Borne	Add; Parry;	Shieldwall			1
Fiend H	elm Helmet		9	54	+Scutum	61				0	Worn	Add				1
ARTE	FACTS	Artefact Rules														
	rnu strument	The Demihost: Only o	ne Demicornice	n may be m	ustered in an i	Infernii host į	per Demifecto	r present, an	d only if a Der	mifector is the	host's gene	ral.				
MOUNT	OPTIONS	Mount Option Rules											Mass	Mount+	C+A	Cost
Demiequi	US Beast Mount	May ride a Demiequus;	Rider gains the	Flanker abi	lity								4			12
Hellhound	d Ardent Mount	May ride a Hellhound; I	Rider gains the	Flanker abili	ty								4	5	50	24
Hellhorn	Ardent Mount	May ride a Hellhorn; Ri	der gains the Fi	lanker ability	,								5	9	54	38
Hellbeas	t Ardent Mount	May ride a Hellbeast; R	ider gains the F	Flanker abilit	у								6	11	<i>56</i>	61
Behema	Ardent Mount	May ride a Behema											10	18	63	169
MOUNT ARM	OUR OPTIONS		Armour+	C+A						Hands	Class	Armour Ru	les			Cost
Eauus Sau	amata Bardina		9	54						0	Worn	Add; Demied	quus only			1

				D	EM	IV(OCA OK-a-tor	TO	R							
Kindred	Realm	Kin	Cla	ee	Priv	ilege	Acı	iitv	Ubio	wity		nds	Unit	Size	C	ost
ranarca	Reum	Kiii	Ciu		•	ilege	AU	,	ODIC	laicy	_	2		1		,,,,
Infernii	Dis	Demihuman	Ward	hief	No	ble	W	ild	Uncor	mmon		ass 2		e Size	8	7
DEMIV	CATOR	Pace	Sk	ill	Mi	ght	Const	tution	Wou	ınds	Fort	itude	Auth	ority	Ten	nper
	e); Ignoble; Insensate; nerable (blessed)	5	40	6	4	- -3	4	4	-	7	7	'3	3	9	6	2
	ities	Bulk Charger; Dissipater	: Farther: Soro	erer (1) [Dia	abolic Devotic	nes1								-	Focus R	ange: 7"
Woun	d Track	1 2 3 4 5 6 7	,, ,	(-) [,										th Dice: 1 2
COMBAT	WEAPON	Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch		Damage*	Hands	Class	Weapon R	ules			
	uris	1 2 3 4	12	55	0.5 "				2	1	Borne	Hook; Hellfi	re Damage			
	of the Gate	1 2 3	9	52	1 "						Borne	C	[th = C=t= ==		D	
	us Staff	1 2 3 9 52 1 1 1 Done Septian of the Gate attention, retine barriage														
SHOT V	/EAPON	Shoot Dice	Weapon+	M+W	Min Rge	Lth Rge	Eff Rge	Max Rge	Damage*	Hands	Class	Shot Wear	on Rules			
	lfire	1 2 3	65	65	0"	0"	30"	40"	2	1	Natural	Combat Sho Hellfire Dam		o Lethal Rang	e; Move and	Shoot;
ARM	OUR		Armour+	C+A						Hands	Class	Armour Ru	iles			
	a Remnant		12	56						0	Worn					
ARTE	FACTS	Artefact Rules														
Sorcero	of the Gate us Staff te they come	The Gate Opens: while Anima of the Sceptrum									ke. The secor	d roll is bindir	ng.			
MOUNT	OPTIONS	Mount Option Rules											Mass	Mount+	C+A	Cost
Demiequi	IS Beast Mount	May ride a Demiequus; I	Rider gains the	Flanker abi	ility								4			12
Hellhoun	Ardent Mount	May ride a Hellhound; R.	ider gains the	Flanker abili	ity								4	5	61	24
Hellhorn	Ardent Mount	May ride a Hellhorn; Rid	er gains the Fl	anker ability	,								5	9	65	38
Hellbeas	Ardent Mount	May ride a Hellbeast; Rid	der gains the F	lanker abilit	ty								6	11	<i>67</i>	61
Behema	Ardent Mount	May ride a Behema											10	18	74	169
MOUNT ARM	OUR OPTIONS		Armour+	C+A						Hands	Class	Armour Ru	iles			Cost
Faunc Sau	amata Barding		9	65						0	Worn	Add; Demie	auus only			1

			DI	EM			TOF		NU	IS					
Kindred	Realm	Kin	Cla	ISS	Priv	ilege	Acuit	:у	Ubiq	uity		nds	Unit Size	Co	st
												2 ass	5+/8+/16 Base Size	_	
Infernii	Dis	Demihuman	Infa	ntry	Vas	ssal	Wild		Com	mon		2	40mm	1	8
DEMIPRAE	TORIANUS	Pace	Sk	ill	Mig	ght	Constitu	ution	Wou	ınds	Fort	itude	Authority	Ten	nper
	e; Fearsome; Vulnerable essed)	5	5	3	4	2	30		E	;	7	' 3	18	2	0
Abi	ilities	Bulk Charger; Bind (Igni	legionarius)												
1 2 3 4 5 6	Demi 1 1 2 3 4 5 6	Demi 2 1 2 3 4	5 6	Demi 3	2 3 4 5 6	Demi 4	1 2 3 4 5 6		Demi 5 1 2	3 4 5 6	Dem	i 6 1 2 3 4	5 6 Demi 7 1 2	3 4 5 6	Demi 8
1 2 3 4 5 6	Demi 9 1 2 3 4 5 6	Demi 10 1 2 3 4	5 6	Demi 11	2 3 4 5 6	Demi 12	1 2 3 4 5 6	D	emi 13 1 2	3 4 5 6	Demi	14 1 2 3 4	5 6 Demi 15 1 2	3 4 5 6	Demi 16
COMBAT	WEAPON	Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch		Damage*	Hands	Class	Weapon Ru	ules		
Securis	s Magna	1 2 3 4 5	9	51	1 "				1	1	Borne	Hook: Hellfir	ro Damago		
	at Axe	1 2 3 4	18	60	1 "				2	2	Borne	nook, neiiiii	e Damage		
ARM	10UR		Armour+	C+A						Hands	Class	Armour Ru	les		
	ta Remnant		12	42						0	Worn				
ARMOUR	R OPTIONS		Armour+	C+A						Hands	Class	Armour Ru	les		Cost
² Scutum Re	emnant Shield		10	52						1	Borne	Additional; S	Shieldwall; Parry		2
UNIT	OPTIONS	Unit Option Rules													Cost
Demideca	anus Champion	One Demipraetorianus b	ecomes the m	ustered chai	mpion, who ga	ains +1 attac	k die on his prim	nary comba	t weapon						4
						BYZ-VAR	2-2900 - ?								

				D	EM	ISI DE-mi-sik	CA c-AR-ee-us	RIL	JS						
Kindred	Realm	Kin	Cla	SS	Priv	ilege	Ac	uity	Ubiq	uity	На	nds	Unit Size 1+/3+/5	Co	st
Infernii	Dis	Demihuman	Infa	ntry	Va	ssal	W	/ild	Uncor	mmon	М	ass 2	Base Size 40mm	1	8
DEMISI	CARIUS	Pace	Sk	ill	Mi	ght	Const	itution	Wou	ınds	Fort	itude	Authority	Tem	ıper
Insensate; Loathsome, (ble:	: Fearsome; Vulnerable	5	5	1	3	8	2	. 7	•	5	7	' 5	18	2	0
Abil	ities	Bound (Demipraetorian	us); Scout; Skir	misher; Bull	k Charger									'	
1 2 3 4 5 6	Demisicarius 1	1 2 3 4 5 6	De	misicarius 2	1 2 3 4 5	6	D	emisicarius 3	1 2 3 4 5	6	С	emisicarius 4	1 2 3 4 5 6	De	emisicarius 5
COMBAT	WEAPON	Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch		Damage*	Hands	Class	Weapon R	ules		
1 Sect	Jrae Axes	1 2 3 4 5 6	9	47	1 "				1	2	Natural	Hook; Hellfi	re Damage		
SHOT W	/EAPON	Shoot Dice	Weapon+	M+W	Min Rge	Lth Rge	Eff Rge	Max Rge	Damage*	Hands	Class	Shot Weap	oon Rules		
	uarcus	1 2	9	47	0"	6"	48"	60"	1	2	Borne	Hellfire Dam	nage		
ARM	OUR		Armour+	C+A						Hands	Class	Armour Ru	iles		
1 Hamata Cors	Remnant selet		8	35						0	Worn				
UNIT O	PTIONS	Unit Option Rules													Cost
Sicarideca	nus Champion	One Demisicarius becor	mes the muster	ed champior	n, who gains	+1 shoot die	on his primar	y shot weapo	n						4
						BYZ-VAR	t-2990 - ?								

			I	GN:			TOI		NU	S					
Kindred	Realm	Kin	Cla	ss	Priv	ilege	Acı	iity	Ubic	uity		nds	Unit Size 1+/3+/5	Co	st
Infernii	Dis	Demihuman	Infa	ntry	Vas	ssal	w	ild	Uncor	nmon		ass 2	Base Size	1	5
IGNIPRAE"	TORIANUS	Pace	Sk	ill	Mig	ght	Consti	tution	Wou	ınds	Fort	itude	Authority	Tem	per
Insensate; Loathsome; (bles		5	4:	3	3	4	2	8	(5	7	1	17	1	9
Abili	ities	Bound (Demipraetorianu	ıs); Bulk Charg	er											
1 2 3 4 5 6	Ignipraetorianus 1	1 2 3 4 5 6	Ignipra	aetorianus 2	1 2 3 4 5	6	Ignipr	aetorianus 3	1 2 3 4 5	6	Ignip	raetorianus 4	1 2 3 4 5 6	Ignipr	aetorianus 5
COMBAT	WEAPON	Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch		Damage*	Hands	Class	Weapon R	ules		
1 Helli		1 2 3 4 5 6	16	50	0.5 "				1	2	Natural	Hellfire Dam	nage		
SHOT W	/EAPON	Shoot Dice	Weapon+	M+W	Min Rge	Lth Rge	Eff Rge	Max Rge	Damage*	Hands	Class	Shot Weap	oon Rules		
1 Hell		1 2 3 4	51	51	0"	0"	16"	24"	2	2	Natural	Combat Sho Hellfire Dam	ot Weapon; No Lethal Rang nage	je; Move and !	Shoot;
ARM	OUR		Armour+	C+A		*				Hands	Class	Armour Ru	iles		
1 Hamata I			8	36						0	Worn				
UNIT O	PTIONS	Unit Option Rules													Cost
Ignidecar	IUS Champion	One Ignipraetorianus be	comes the mu	stered cham	pion, who gai	ins +1 shoot	die on his prir	nary shot we	apon						4
						BYZ-VAR	R-2990 - ?								

								RY UR-i								
Kindred	Realm	к	in	Cla	iss	Priv	ilege	Ac	uity	Ubio	uity		nds 2	Unit Size	Cos	it
Infernii	Dis	Maleb	ıranka	Infa	ntry	Va	ssal	Fe	eral	Unco	mmon		ass	1+/3+/5 Base Size	20	<u> </u>
-													2	40mm		
FU	RY	Pace	Flight	Sk	ill	Mig	ght	Const	itution	Wou	ınds	Fort	itude	Authority	Tem	per
Diabolic; Insensate; Resistar	nt (Hellfire, Fire); Terrifying	6	18	4	7	4	1	2	.9		7	6	64	24	26	5
Abili	ities	Bulk Charge	er; Flanker; H	loverer												
1 2 3 4 5 6 7	Fury 1	1 2 3 4 5	6 7		Fury 2	1 2 3 4 5	6 7		Fury 3	1 2 3 4 5	6 7		Fury 4	1 2 3 4 5 6 7		Fury 5
COMBAT	WEAPON	Attac	k Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch		Damage*	Hands	Class	Weapon R	ules		
Seci		1 2 3 4 5		11	52	0.5 "				2	1	Borne	Hook; Hellfi	ire Damage		
SHOT W	EAPON	Shoo	t Dice	Weapon+	M+W	Min Rge	Lth Rge	Eff Rge	Max Rge	Damage*	Hands	Class	Shot Wear	pon Rules		
Chain Grap		1 2 3		9	50	0"	3″	12"	15"	1	0	Borne	Shoot and I	Orag		
ARM	OUR			Armour+	C+A						Hands	Class	Armour Ru	ıles		
Tough		3	32						0	Natural						
Armour				8	40						0	Worn				
UNIT O	PTIONS	Unit Optio	n Rules													Cost
Obeisant Fury	of Dis Champion	One Fury be	ecomes the n	nustered cham	npion, who g	gains +1 attac	k die on his p	rimary comba	at weapon							4

						G	AR	GO 2-gol	L								
Kindred	Realm		Kin	Cla	iss	Priv	ilege	Acı	ity	Ubiq	uity		nds 2	Unit S 1+/3+		Co	st
Infernii	Dis	G	argol	Infa	ntry	Va	ssal	W	ild	Com	mon	М	ass 1	Base S	ize	1	2
GAR	GOL	Pace	Flight	Sk	ill	Mi	ght	Const	tution	Wou	ınds	Fort	itude	Autho	rity	Tem	per
Diabolic; Insensate; Resistan Strength in		5	14	3	1	3	3	2	2	4	1	6	57	11		1	1
Abili	ities	Flanker; F	loverer; Scout														
1 2 3 4 Gargol 1	1 2 3 4 Gargol 2	1 2 3 4	Gargol 3	1 2 3 4	Gargol 4	1 2 3 4	Gargol 5	1 2 3 4	Gargol 6	1 2 3 4	Gargol 7	1 2 3 4	Gargol 8	1 2 3 4	Gargol 9	1 2 3 4	Gargol 10
COMBAT	WEAPON	Atta	ck Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch		Damage*	Hands	Class	Weapon R	tules			
1 Raking		1 2 3 4	5 6	8	41	0.5 "				1	2	Natural	Quick Strike	2			
SHOT W	/EAPON	Sho	ot Dice	Weapon+	M+W	Min Rge	Lth Rge	Eff Rge	Max Rge	Damage*	Hands	Class	Shot Wear	pon Rules			
1 Piercing		1 2		8	41	0"	3″	12"	15"	2	0	Borne	1 2 Shots	(2); Pierce			
ARM	OUR			Armour+	C+A					Wound-	Hands	Class	Armour Ru	ules			
	Tough Hide Skin				25						0	Worn					
UNIT O	PTIONS	Unit Opt	ion Rules	·									·				Cost
Obeisant Gargo	ol of Dis Champion	One Garg	ol becomes the	e mustered ch	ampion, who	gains +1 att	ack die on his	primary com	bat weapon								3
						INF-DIS-	2920 - Cov	ardly Garg	ols of Dis								

							ND								
Kindred	Realm	Kin	Cla	iss	Priv	ilege	Acı	iity	Ubic	uity		nds 2	Unit Size 1+/3+/5	Cos	it
Infernii	Dis	Fiend	Monstrous	Tofonto	Vas	non!	W	ild	Com	mon	_	ass	Base Size	37	
		riella	Monsuous	5 IIIIdiiu y	Va	55dl	VV	ııu	Com	IIIOII		4	60mm	3/	
FIE	ND	Pace	Sk	ill	Mig	ght	Consti	tution	Wou	ınds	Fort	itude	Authority	Tem	per
Diabolic; Insensate; Resistar Fears		6	3:	1	5	4	5	2	1	2	6	6	26	32	2
Abili	ities	Bind (Firefiend); Bulk Ch	arger; Roarer												
1 2 3 4 5 6 7 8 9 10	11 12 Fiend 1	1 2 3 4 5 6 7 8 9 10	11 12	Fiend 2	1 2 3 4 5	6 7 8 9 10	11 12	Fiend 3	1 2 3 4 5	6 7 8 9 10	11 12	Fiend 4	1 2 3 4 5 6 7 8 9 10	11 12	Fiend 5
COMBAT	WEAPON	Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch		Damage*	Hands	Class	Weapon R	ules		
. Axe o	of Dis	1 2 3 4 5 6	8	62	1 "				1	1	Borne	Hellfire Dam	age		
Ax	ke	1 2 3 4 5	17	71	1.5 "				2	2	Borne	Hellfire Dam	age; Vicious Damage		
2 Horn		1	10	64	0 "	20	84		1	0	Natural	Impact Migh	nty Strike		
ARM	OUR		Armour+	C+A					Wound-	Hands	Class	Armour Ru	les		
1 Tough			3	55						0	Natural				
2 Armour			8	63						0	Worn				
ARMOUR	OPTIONS		Armour+	C+A					Wound-	Hands	Class	Armour Ru	les		Cost
3 Scutum o	of Dis Shield		13	76						1	Borne	Add; Parry;	Shieldwall		2
UNIT O	PTIONS	Unit Option Rules													Cost
Obeisant Fiend		One Fiend becomes the	mustered char	mpion, who g	gains +1 atta	ck die on his	primary comb	at weapon							7
Braggart Fiend	of Dis Banner Bearer	One Fiend becomes the	mustered banı	ner bearer											5
					INF-DIS	S-3660 - C	raven Fiend	s of Dis							

					FI		FEEND	ND							
Kindred	Realm	Kin	Cla	iss	Priv	ilege	Acı	uity	Ubio	juity		nds 2	Unit Size 1+/2+/3	Co	ost
Infernii	Dis	Fiend	Monstrous	s Infantry	Va	ssal	w	ild	Unco	mmon		ass 4	Base Size	3	3
FIREF	IEND	Pace	Sk	aill	Mi	ght	Const	tution	Wot	ınds	Fort	itude	Authority	Tem	ıper
Diabolic; Insensate; Resistar Fears		6	3	8	4	7	4	8	1	2	6	52	27	2	9
Abili	ities	Bulk Charger; Roarer													
													Firefiend 3		
COMBAT	WEAPON	Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch		Damage*	Hands	Class	Weapon R	ules		
1 Hellf		1 2 3 4 5 6 7	16	63	0.5 "				1	2	Natural	Hellfire Dan	nage		
2 Horn		1	10	57	0 "	20	77		1	0	Natural	Impact Migh	nty Strike; Charge+		
SHOT W	EAPON	Shoot Dice	Weapon+	M+W	Min Rge	Lth Rge	Eff Rge	Max Rge	Damage*	Hands	Class	Shot Wear	oon Rules		
1 Hell		1 2	71	71	0"	0"	30"	40"	2	2	Natural	Combat Sho Hellfire Dam	ot Weapon; No Lethal Rang nage	e; Move and !	Shoot;
ARM	OUR		C+A					Wound-	Hands	Class	Armour Ru	iles			
1 Tough			51						0	Natural					
UNIT O	PTIONS	Unit Option Rules													Cost
Obeisant Firefie	nd of Dis Champion	One Firefiend becomes	the mustered o	champion, wi	ho gains +1 a	nttack die on	his primary co	mbat weapoi	7						6
					INF-DIS-	3690 - Cra	ven Firefie	nds of Dis							

					DE		FIE i-feend	ND							
Kindred	Realm	Kin	Cla	ess	Priv	ilege	Acı	iity	Ubio	uity		nds 2	Unit Size	Cos	st
											_	ass	3+/5+/10 Base Size		_
Infernii	Dis	Demifiend	Monstrou	s Infantry	Va	ssal	W	ild	Com	imon		3	50mm	24	+
DEMI	FIEND	Pace	Sk	till	Mi	ght	Consti	tution	Wou	ınds	Fort	itude	Authority	Tem	per
Diabolic; Insensate; Resista	ant (Hellfire, Fire); Fearsome	6	3	4	4	ŀ 6	4	1	1	3	5	56	21	20	6
Abil	lities	Bulk Charger; Roarer													
1 2 3 4 5 6 7 8	Demifiend 1	1 2 3 4 5 6 7 8		Demifiend 2	1 2 3 4 5	6 7 8	I	Demifiend 3	1 2 3 4 5	6 7 8		Demifiend 4	1 2 3 4 5 6 7 8	D	emifiend 5
1 2 3 4 5 6 7 8	Demifiend 5	1 2 3 4 5 6 7 8		Demifiend 6	1 2 3 4 5	6 7 8		Demifiend 7	1 2 3 4 5	6 7 8		Demifiend 8	1 2 3 4 5 6 7 8	D	emifiend 9
COMBAT	WEAPON	Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch		Damage*	Hands	Class	Weapon R	ules		
	of Dis	1 2 3 4	17	63	1 "				2	2	Borne	Hellfire Dan	nage		
Horn	Butt	1	8	54	0 "	16	70		1	0	Natural	Impact Migh	nty Strike; Charge+		
	OUR		Armour+	C+A				,	Wound-	Hands	Class	Armour Ru	iles		
	1 Hide		3	44						0	Natural				
Armou	r of Dis Armour		8	52						0	Worn				
UNIT O	PTIONS	Unit Option Rules													Cost
Obeisant Demifi	end of Dis Champion	One Demifiend becomes	the mustered	d champion, v	vho gains +1	attack die or	his primary o	combat weapo	on						6
raggart Demifie	nd of Dis Banner Bear	One Demifiend becomes	the mustered	l banner bear	rer										4
					INF-D	IS-3210 -	Demifiends	of Dis							

				D	EM		AUF TOR-i-us	RIU	S						
Kindred R	tealm	Kin	Cla	ess	Priv	ilege	Ac	uity	Ubiq	uity		ands 2	Unit Size	C	ost
Lea	io II Var								_		_	lass	3+/3+/5 Base Size		
Byzantii	Dis	Demihuman	Cav	alry	Va	ssal	W	/ild	Ra	are		5	70x40mm	8	33
DEMITAURI	US	Pace	Sk	till	Mi	ght	Const	itution	Wou	ınds	Fort	itude	Authority	Ten	nper
Diabolic; Resistant (Hellfire, Fire), Loathsome; Fearsome; Vulnerab		5	5	6	4	3	3	0	7	7	7	75	19	3	31
Abilities		Bulk Charger; Flanker													
2 3 4 5 6 7	Demitaurius 1	1 2 3 4 5 6 7	De	mitaurius 2	1 2 3 4 5	6 7	De	emitaurius 3	1 2 3 4 5	6 7	D	emitaurius 4	1 2 3 4 5 6 7	De	emitaurius 5
HELLHORN		8	2	3	5	1	4	4	1	.3	(54	30	4	13
Hellhorn Traits & Abii	lities	Diabolic; Insensate; Res	sistant (Hellfire	, Fire); Toug	h; Fearsome;	Beast Handle	er or Mount o	only; Bulk Cha	rger; Roarer						
2 3 4 5 6 7 8 9 10 11 12 13	Hellhorn 1	1 2 3 4 5 6 7 8 9 1	11 12 13	Hellhorn 2	1 2 3 4 5	6 7 8 9 10	11 12 13	Hellhorn 3	1 2 3 4 5	6 7 8 9 10	11 12 13	Hellhorn 4	1 2 3 4 5 6 7 8 9 10	11 12 13	Hellhorn 5
COMBAT WEAP	ON	Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch		Damage*	Hands	Class	Weapon R	ules		
Securis Axe		1 2 3 4	11	54	0.5 "				2	1	Borne	Hook; Hellfi	re Damage		
COMBAT WEAPON OF	PTIONS	Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch		Damage*	Hands	Class	Weapon R			Cost
Bident Bident		1 2 3 4	9	52	2"	9	61		2	1	Borne	Add; Muster w Mounted Impa Damage	ith (Parma Remnant); Mounted oct Strike; Mounted Charge+; He	only; Ilfire	2
ARMOUR			Armour+	C+A						Hands	Class	Armour Ru	les		
Segmentata Ren	nnant		13	43						0	Worn				
Hellhorn Ardent Mount			10	53						0	Mount				
ARMOUR OPTIO	NS		Armour+	C+A						Hands	Class	Armour Ru	iles		Cost
Parma Remnant	Shield		9	62						1	Borne	Additional;	Muster with (Hasta); Parry		1
UNIT OPTIONS	S	Unit Option Rules													Cost
Demidecanus Char	mpion	One Demitaurius becom	es the muster	ed champion,	who gains +	1 attack die	on his primar	y combat wea	pon						9
						BYZ-VAR	R-4xxx - ?								

					Н		IO	N							
Kindred	Realm	Kin	Cla	ss	Priv	ilege	Acı	iitv	Ubiq	uitv		nds	Unit Size	Cos	
Milarca	Keami	Kiii	Ciu			licge	Acc	iicy	ODIQ	uicy		2	1+/2+/3		
Infernii	Dis	Hellion	Monstrous	Cavalry	Vas	ssal	w	ild	Uncor	mmon		ass 7	Base Size 110x60mm	72	2
HELL	ION	Pace	Sk	ill	Mi	ght	Consti	tution	Wou	ınds	Fort	itude	Authority	Tem	per
Diabolic; Gigantic; Insensat Stubborn;	e; Resistant (Hellfire, Fire); Terrifying	8	3!	5	6	3	6	5	2	5	7	1	39	43	\$
Abil	ities	Bulk Charger; Roarer													
2 3 4 5 6 7 8 9 10	11 12 13 14 15 16 17 18 19 20	21 22 23 24 25	Hellion 1 1 2	3 4 5 6 7	8 9 10 11 12	13 14 15 16 17	18 19 20 21 22	23 24 25	Helli	on 2 1 2 3	4 5 6 7 8	9 10 11 12 13	14 15 16 17 18 19 20 21 22 23	24 25	Hellion :
COMBAT	WEAPON	Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch		Damage*	Hands	Class	Weapon R	ules		
Axe o	of Dis	1 2 3 4 5 6 7	9	72	1 "				1	1	Borne	Hellfire Dan	nage		
A	(e	1 2 3 4 5 6	18	81	2 "				2	2	Borne	Hellfire Dan	nage; Vicious Damage		
Horn		1 2	12	75	0 "	24	99		1	0	Natural	Impact Migl	hty Strike; Charge+		
Tramplin		1 2 3 4	6	69	0"				1	0	Natural	Sightless St	rike; Stomp		
ARM	OUR		Armour+	C+A						Hands	Class	Armour Ru	ıles		
Tough			6	71						0	Natural				
Armoui			7	78						0	Worn				
ARMOUR	OPTIONS		Armour+	C+A						Hands	Class	Armour Ru	ıles		Cost
Scutum o	of Dis Shield		13	91						1	Borne	Add; Parry			2
UNIT O	PTIONS	Unit Option Rules													Cost
Obeisant Hellio	on of Dis Champion	One Hellion becomes th	ne mustered cha	ampion, who	gains +1 att	ack die on his	primary com	bat weapon							12
Braggart Hellion	of Dis Banner Bearer	One Hellion becomes th	ne mustered bai	nner bearer											9

				V	VR		4FI I-feend	ENI)						
Kindred	Realm	Kin	Cla	iss	Priv	ilege	Ac	uity	Ubiq	uity		ands	Unit Size 1+/2+/3	Co	st
Infernii	Dis	Fiend	Monstrou	s Cavalry	Va	ssal	v	/ild	Uncor	mmon		lass	Base Size	10	10
-		_										7	90x50mm		
WRATH		Pace	Sk	ill	Mi	ght	Const	itution	Wou	ınds	Fort	itude	Authority	Tem	iper
Diabolic; Insensate; Resistar Fears		6	3	4	5	4	5	2	1	2	•	59	31	4	1
Abili		Bulk Charger; Roarer;	Flanker												
1 2 3 4 5 6 7 8 9 10	11 12	Wra	thfiend 1 1 2	3 4 5 6 7	8 9 10 11 12				Wrathfier	nd 2 1 2 3	4 5 6 7 8	9 10 11 12		W	rathfiend 3
HELLE	BEAST	8	3	0	6	2	5	3	1	6	(58	31	4	4
Hellbeast Tra	its & Abilities	Diabolic; Insensate; Re	esistant (Hellfire,	, Fire); Stub	born; Terrifyii	ng; Tough; B	east Handler	or Mount only							
1 2 3 4 5 6 7 8 9 10	11 12 13 14 15	He	ellbeast 1 1 2	3 4 5 6 7	8 9 10 11 12	13 14 15			Hellbea	st 2 1 2 3	4 5 6 7 8	9 10 11 12 13	14 15		Hellbeast 3
COMBAT	WEAPON	Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch		Damage*	Hands	Class	Weapon R	ules		
Spear Spear		1 2 3 4 5 6	8	62	2 "	8	70		2	1	Borne	Mounted Im Damage	pact Strike; Mounted Char	ge+; Pierce; F	Hellfire
2 Horn		1	10	64	0 "	20	84		1	0	Natural	Impact Migl	nty Strike; Foot only		
ARM	OUR		Armour+	C+A						Hands	Class	Armour Ru	lles		
1 Tough			3	55						0	Natural				
2 Armoui			8	63						0	Worn				
Parma Shi			9	72						1	Borne	Add; Parry			
UNIT O	PTIONS	Unit Option Rules													Cost
Obeisant Fiend	d of Dis Champion	One Wrathfiend becon	nes the mustered	d champion,	who gains +.	1 attack die o	on his primary	combat weap	on						11
Braggart Fiend	of Dis Banner Bearer	One Wrathfiend becon	nes the mustered	d banner bea	arer										9
						INF-DIS	S-5xxx - ?								

					HEI		Ollownd	ND						
Kindred	Realm	Kin	Cla	iss	Priv	ilege	Acı	iity	Ubic	uity		nds 0	Unit Size 1+/2+/3	Cost
Infernii	Dis Legio II Var	Hellhound	Bea Ardent		Ве	ast	Fe	Feral		mmon	Mass 4		Base Size 70x40mm	22
HELLH	IOUND	Pace	Sk	ill	Mig	ght	Consti	tution	Wou	ınds	Fort	itude	Authority	Temper
	esistant (Hellfire, Fire); some	8	3	2	4	0	2	7	9	9	8	80	24	33
Abil	ities	Bulk Charger; Roarer												
1 2 3 4 5 6 7 8 9		Hell	hound 1 1 2	3 4 5 6 7	8 9				Hellhou	nd 2 1 2 3	4 5 6 7 8	9		Hellhound 3
COMBAT	WEAPON	Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch		Damage*	Hands	Class	Weapon R	ules	
	ng Jaws	1 2 3 4 5	10	50	0.5"				2	0	Natural	Pierce		
2 Horn	-Butt	1 2	7	47	0"	14	61		1	0	Natural	Impact Mig	hty Strike; Charge+	
3 Tran	nple	1 2	4	44	0"				1	0	Natural	Sightless St	rike	
ARM			Armour+	C+A					Wound-	Hands	Class	Armour Ru	ıles	
	n Hide		4	31						0	Natural			
						INF-DIS	-7150 - ?							

					HE		HOI-horn	RN						
Kindred	Realm	Kin	Cla	ss	Priv	ilege	Acu	ity	Ubiq	uity		nds 0	Unit Size 1+/2+/3	Cost
Infernii	Dis	Hellhorn	Bea Ardent		Ве	east	Fe	ral	Uncomn		М	lass 5	Base Size 90x50mm	36
HELLI	HORN	Pace	Sk	ill	Mi	ght	Consti	tution	Wou	ınds	Fort	itude	Authority	Temper
Diabolic; Insensate; Resist Fear:	tant (Hellfire, Fire); Tough; some	8	2:	3	5	1	4	4	1	3	(54	30	43
Abil	ities	Beast Handler or Mount	only; Bulk Cha	rger; Roarei	r									
1 2 3 4 5 6 7 8 9 10	11 12 13	He	llhorn 1 1 2	3 4 5 6 7	8 9 10 11 12	13			Hellho	rn 2 1 2 3	4 5 6 7 8	9 10 11 12 13		Hellhorn 3
COMBAT	WEAPON	Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch		Damage*	Hands	Class	Weapon R	ules	
1 Horn	Butt	1 2 3 4 5 6 7 9	10	61	1 "	20	81		1	0	Natural	Impact Migh	nty Strike; Charge+	
2 Tramplin	g Hooves	1 2 3 4	5	56	0 "				1	0	Natural	Sightless Str	rike	
ARM	OUR		Armour+	C+A					Wound-	Hands	Class	Armour Ru	les	
	n Hide		5	49						0	Natural			
						INF-DIS	-7xxx - ?							

					HE		BEA	ST						
Kindred	Realm	Kin	Cla	iss	Priv	Privilege		Acuity		uity	Ha	nds	Unit Size	Cost
								,		,		0	1+/2+/3	
Infernii	Dis	Hellbeast	Monstroi Ardent		Ве	east	Feral		Uncommon		M	ass 5	Base Size 90x50mm	59
HELLI	BEAST	Pace	Sk	ill	Mi	ght	Consti	tution	Wou	ınds	Fort	itude	Authority	Temper
	Resistant (Hellfire, Fire); rrifying; Tough	8	3	0	6	2	5	3	1	6	6	8	31	44
Abi	lities	Beast Handler or Moun	t only; Bulk Cha	arger; Roare	r									
1 2 3 4 5 6 7 8 9 10	11 12 13 14 15 16	He	lbeast 1 1 2	3 4 5 6 7	8 9 10 11 12	13 14 15 16			Hellbea	ast 2 1 2 3	4 5 6 7 8	9 10 11 12 13	14 15 16	Hellbeast 3
COMBAT	WEAPON	Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch		Damage*	Hands	Class	Weapon R	ules	
	ng Jaws	1 2 3 4 5 6	18	80	0.5"				2	0	Natural	Pierce; Vicio	ous Damage	
2	-Butt	1 2 3 4	11	73	0"	22	95		1	0	Natural	Impact Migh	nty Strike; Charge+	
₃ Trai	mple mple	1 2 3 4	6	68	0"				1	0	Natural	Sightless Str	rike	
	IOUR		Armour+	C+A					Wound-	Hands	Class	Armour Ru	les	
	h Hide kin		4	57						0	Natural			
						INF-DIS	-8xxx - ?							

							B	be-h	EM	A							
Kindred	Realm		Kin		Cla	ss	Priv	ilege	Acı	iity	Ubic	juity	Ha	nds n	Unit Size	Co	st
Infernii	Dis		Behema		Monstrou Ardent		Ве	east	W	ild	Uncor	mmon		lass 12	Base Size	16	57
BEH	EMA		Pace		Sk	ill	Mi	ght	Consti	tution	Wou	ınds	Fort	itude	Authority	Tem	per
Diabolic; Gigantic; Insensa Tough; Stubb	te; Resistant (Hellfire, Fire); oorn; Terrifying		8		2	4	8	37	8	8	5	1	5	54	39	5	1
Abil	lities	Bulk	Charger; Ro	arer											<u>'</u>		
Wound	d Track	1 2 3	3 4 5 6 7	8 9 10	11 12 13 14 15	16 17 18 19 20	21 22 23 24 25	26 27 28 29 30	31 32 33 34 35	36 37 38 39 40	41 42 43 44 45	46 47 48 49 50	51				
COMBAT	WEAPON	-	Attack Di	ce	Weapon+	M+W	Att Rge	Charge+	M+W+Ch		Damage*	Hands	Class	Weapon R	ules		
	Butt	1 2 3	3 4 5 6		18	105	0 "	36	141		1	0	Natural	Impact Migh	hty Strike; Charge+		
	ng Jaws	1 2 3	3 4 5 6		27	114	0 "				2	0	Natural	Pierce; Vicio	ous Damage		
	g Hooves	1 2 3	3 4 5		9	96	0"				1	0	Natural	Sightless St	rike		
ARM	IOUR				Armour+	C+A					Wound-	Hands	Class	Armour Ru	ıles		
	h Hide				8	96						0	Natural				
2	r of Dis Armour				9	105						0	Worn				
ARMOUR	OPTIONS				Armour+	C+A					Wound-	Hands	Class	Armour Ru	ıles		Cost
2 Heavy Armour	of Dis Heavy Armour				16	112						0	Worn	Replace (Ar	mour of Dis); Parry		1

				SL/	AUG	SLOR-to	ER P-FEEND	3 [:	ND					
Kindred	Realm	Kin	Cla	ss	Priv	ilege	Acu	iity	Ubic	uity		nds	Unit Size	Cost
Infernii	Dis	Slaughterfiend	Monstrou <i>Solit</i>		Beast		Feral		Rare		Mass 10		Base Size	175
SLAUGHT	TERFIEND	Pace	Sk	ill	Mi	ght	Consti	tution	Wot	ınds	Fort	itude	Temper	
	nte; Resistant (Hellfire, Fire); Terrifying	7	3:	3	7	' 8	7	5	4	1	6	55	46	51
Abi	lities	Bulk Charger; Roarer	_											
Woun	d Track	1 2 3 4 5 6 7 8 9 1	0 11 12 13 14 15	16 17 18 19 20	21 22 23 24 25	26 27 28 29 30	31 32 33 34 35	36 37 38 39 40	41					
COMBAT	WEAPON	Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch		Damage*	Hands	Class	Weapon R		
	terclaws	1 2 3 4 5 6 7 8 9 1 11 12 13	16	94	1 "				2	2	Natural	Mighty Strik	e; Pierce; Hellfire Damage	Vicious Damage
	Butt	1 2 3	16	94	0 "	32	126		1	0	Natural	Impact Migh	nty Strike; Charge+	
	ng Jaws	1 2 3	24	102	0 "				1	0	Natural	Pierce		
	mple mple	1 2 3 4 5	8	86	0 "				1	0	Natural	Sightless Str	rike	
ARM	IOUR		Armour+	C+A					Wound-	Hands	Class	Armour Ru	les	
	h Hide ^{kin}		4	79						0	Natural			
	Dis Remnant Armour		9	88						0	Worn			

					GO	RE	FIE	ND						
Kindred	Realm	Kin	Cla	iss	Priv	ilege	Acu	ity	Ubio	uity	На	nds	Unit Size	Cost
			Monstro	ıs Reast			_	<u> </u>		•	2 Mass		Base Size	
Infernii	Dis	Gorefiend	Soli		Вє	ast	Fer	al	Ra	are		13	120mm	302
GORE	FIEND	Pace	Sk	ill	Mi	ght	Consti	tution	Wou	ınds	Forti	itude	Authority	Temper
	te; Resistant (Hellfire, Fire); g; Tough	8	3	2	8	37	80	0	5	6	5	2	56	61
Abil	lities	Bulk Charger; Earther;	Roarer											
Wound	d Track	1 2 3 4 5 6 7 8 9	0 11 12 13 14 15	16 17 18 19 20	21 22 23 24 25	26 27 28 29 30	31 32 33 34 35 3	36 37 38 39 40	41 42 43 44 45	46 47 48 49 50	51 52 53 54 55	56		
COMBAT	WEAPON	Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch		Damage*	Hands	Class	Weapon R	ules	
	claws	1 2 3 4 5 6 7 8 9 11 12 13 14 15 16 17	18	105	2 "				3	2	Natural	Mighty Strik	e; Pierce; Hellfire Damage	; Terrrible Damage
	Butt	1 2 3 4	18	105	0 "	36	141		1	0	Natural	Impact Mig	hty Strike; Charge+; Pierce	; Vicious Damage
	nple	1 2 3 4 5 6	9	96	0 "				1	0	Natural	Stomp; Sigl	ntless Strike	
ARM	OUR		Armour+	C+A					Wound-	Hands	Class	Armour Ru	iles	
	1 Hide		6	86						0	Natural			
	Dis Remnant Armour		8	94						0	Worn			
WARRIO	R RULES	Rules												
Earth	blood	The blood-soaked ea attached to him before			iend has no b	lood-lust toke		t <i>Éarth</i> .	or all blood-lu	st tokens att	ached to him	as earth dice	with an earth range of 3" p	er blood-lust token

					FLA		FIE	:ND							
Kindred	Realm	Kin	Cla	ss	Priv	ilege	Ac	uity	Ubiq	juity	На	nds 2	Unit Size	Cost	
Infernii	Dis	Flashfiend	Monstrou Solit		Ве	ast	w	/ild	Ra	are		ass 10	Base Size 100mm	141	
FLASH	FIEND	Pace	Sk	ill	Mig	ght	Const	itution	Wou	ınds	Fort	itude	Authority	Temper	
Diabolic; Gigantic; Insensat Terrifying	te; Immune (Hellfire, Fire); n; Tough	8	3:	2	7	8	6	7	3	9	6	58	40	50	
Abili	ities	Bulk Charger													
Wound	Track	1 2 3 4 5 6 7 8 9 1	0 11 12 13 14 15	16 17 18 19 20	21 22 23 24 25	26 27 28 29 30	31 32 33 34 35	36 37 38							
COMBAT	WEAPON	Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch		Damage*	Hands	Class	Weapon Rules			
1 Hellf		1 2 3 4 5 6 7 8 9 1 11 12	12	90	1 "				2	2	Natural	Mighty Strik	e; Hellfire Damage (2)		
₂ Horn		1 2 3	16	94	0 "	32	126		1	0	Natural	Impact Migh	nty Strike; Charge+; Pierce	; Vicious Damage	
3 Tran		1 2 3 4 5	9	87	0 "				1	0	Natural	Stomp; Sigh	ntless Strike		
SHOT W	EAPON	Shoot Dice	Weapon+	M+W	M+SW	Min Rge	Eff Rge	Max Rge	Damage*	Hands	Class	Shot Wear	oon Rules		
1 Hellf		1 2 3 4 5	16	94	47	6"	72"	98"	2	2	Natural	Throw; 6" H Damage (2)	lellfire Crush Template; Mig	hty Shot; Hellfire	
ARM	OUR		Armour+	C+A					Wound-	Hands	Class	Armour Ru	iles		
1 Tough			6	73						0	Natural				
2 Armour of D Light A			8	81						0	Worn				
						INF-DIS	-8xxx - ?								

					RA	GE	-feend	ND								
Kindred	Realm	Kin	Cla	iss	Priv	ilege	Acui	ty	Ubiq	uity		nds	Unit Size	Cost		
Infernii	Dis	Ragefiend	Monstroi <i>Soli</i>		Be	east	Feral		Rare		2 Mass 14		Base Size	319		
RAGE	RAGEFIEND		Sk	all	l Mi		Constit	ution	Wou	nds Fort		itude	Authority	Temper		
	te; Resistant (Hellfire, Fire); g; Tough	8	3	2	9	1	88	3	6	4	5	6	56	62		
Abil	lities	Bulk Charger; Roarer														
Wound	d Track	1 2 3 4 5 6 7 8 9 10	0 11 12 13 14 15	16 17 18 19 20	21 22 23 24 25	26 27 28 29 30	31 32 33 34 35 3	6 37 38 39 40	41 42 43 44 45	46 47 48 49 50	51 52 53 54 55	56 57 58 59 60	61 62 63 64			
COMBAT	WEAPON	Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch		Damage*	Hands	Class	Weapon R	ules			
	of Dis	1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17	18	109	2 "				3	2	Natural	Mighty Strik	e; Pierce; Hellfire Damage;	Terrrible Damage		
	Butt	1 2 3	18	109	0 "	36	145		1	0	Natural	Impact Migl	hty Strike; Charge+			
	g Hooves	1 2 3 4 5 6	17	108	1 "				1	0	Natural	Stomp; Sigh	ntless Strike			
ARM	OUR		Armour+	C+A					Wound-	Hands	Class	Armour Ru	iles			
	1 Hide		6	94						0	Natural					
	r of Dis Armour		12	106						0	Worn					