

# INFERNII

## KINDRED MUSTER

VI.19



*last updated 1st October 2018*

**MIERCE**  
MINIATURES



# INFERNII MUSTER

version 1.19

	Au	Ub	GOLD EACH	equipment	eqp gd each	TOT GD EACH	qty	UNIT GOLD	unit options	option gold	TOT UNIT GOLD	St	Orders
<b>GENERAL:</b>													
UNIT 1:													
UNIT 2:													
UNIT 3:													
UNIT 4:													
UNIT 5:													
<b>COMMANDER:</b>													
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<b>COMMANDER:</b>													
UNIT 1:													
UNIT 2:													
UNIT 3:													
UNIT 4:													
UNIT 5:													

HOST GOLD \_\_\_\_\_

# SERVILE LORD OF DIS

SER-vyl LORD ov DIS

Kindred	Realm	Kin	Class	Privilege	Acuity	Ubiquity	Hands	Unit Size	Cost																																																																																										
							2	1																																																																																											
Infernii	Dis Legio II Var	Servile Lord	Warlord	Noble	Elite	Mythic + Rare	Strength	Base Size	1121																																																																																										
							12	120mm																																																																																											
SERVILLE LORD OF DIS			Pace	Flight	Skill	Might	Constitution	Fortitude	Authority	Temper																																																																																									
<i>Diabolic; Gigantic; Immune (Soul); Insensate; Resistant (Hellfire, Fire); Tough; Fearless; Terrifying; Bulk Charger; Roarer; Compel (Fiend of Dis); Soarer</i>			8	24	69	98	117	96	98	69																																																																																									
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	80	81	82	83	84	85	86	87	88	89	90	91	92	93	94	95	96	97	98	99	100
COMBAT WEAPON		Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch	Wound+	Hands	Class	Weapon Rules																																																																																								
1	<b>Axe of Dis</b> <i>Axe</i>	1 2 3 4 5 6 7 8 9	21	119	3"			1D10	1	Borne	Hellfire Damage																																																																																								
1	<b>Fist Blade</b> <i>Sword</i>	1 2 3 4 5 6 7 8	18	116	3"			1D10	1	Borne	Piercing; Parry; Vicious Strike																																																																																								
2	<b>Horn Butt</b> <i>Butt</i>	1 2 3	20	118	0"	40	158		0	Natural	Mighty Strike; Impact Strike																																																																																								
3	<b>Trampling Hooves</b> <i>Trample</i>	1 2 3 4 5 6	17	115	1"				0	Natural	Stomp; Sightless Strike																																																																																								
COMBAT WEAPON OPTIONS		Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch	Wound+	Hands	Class	Weapon Rules	Cost																																																																																							
1	<b>Great Axe of Dis</b> <i>Great Axe</i>	1 2 3 4 5 6 7 8 9 10 11 12 13 14 15	25	123	3"			2D10	2	Borne	Replacement (Axe of Dis and Fist Blade); Hellfire Damage	61																																																																																							
1	<b>Two Axes of Dis</b> <i>Axe</i>	1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18	21	119	3"			1D10	2	Borne	Replacement (Axe of Dis and Fist Blade); Hellfire Damage; Quick Strike	-31																																																																																							
ARMOUR		Armour+	C+A	Wound-	Hands	Class	Armour Rules																																																																																												
1	<b>Tough Hide</b> <i>Skin</i>	6	123		0	Natural																																																																																													
2	<b>Armour of Dis</b> <i>Heavy Armour</i>	15	138		0	Worn																																																																																													
ARMOUR OPTIONS		Armour+	C+A	Wound-	Hands	Class	Armour Rules	Cost																																																																																											
3	<b>Helm of Dis</b> <i>Helmet</i>	7	145		0	Borne	Additional	9																																																																																											

INF-DIS-0001 - Great Axe Krull; INF-DIS-0002 - Krull

# SERVILE LIEGE OF DIS

SER-vyl LEEJ ov DIS

Kindred	Realm	Kin	Class	Privilege	Acuity	Ubiquity	Hands	Unit Size	Cost																																																																																
							2	1																																																																																	
Infernii	Dis Legio II Var	Servile Liege	Warlord	Noble	Elite	Rare	Strength	Base Size	535																																																																																
							12	120mm																																																																																	
SERVILLE LIEGE OF DIS			Pace	Skill	Might	Constitution	Fortitude	Authority	Temper																																																																																
<i>Diabolic; Gigantic; Immune (Soul); Insensate; Resistant (Hellfire, Fire); Tough; Fearless; Terrifying; Bulk Charger; Compel (Fiend of Dis); Roarer</i>			8	58	88	90	92	88	65																																																																																
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	80	81	82	83	84	85	86	87	88	89	90
COMBAT WEAPON		Attack Dice	Weapon+	M+W	Att Range	Charge+	M+W+Ch	Wound+	Hands	Class	Weapon Rules																																																																														
1	<b>Axe of Dis</b> <i>Axe</i>	1 2 3 4 5 6 7 8 9	21	109	3"			1D10	1	Borne	Hellfire Damage																																																																														
1	<b>Fist Blade</b> <i>Sword</i>	1 2 3 4 5 6 7 8	16	104	3"			1D10	1	Borne	Piercing; Parry																																																																														
2	<b>Horn Butt</b> <i>Butt</i>	1 2 3	18	106	0"	36	142		0	Natural	Mighty Strike; Impact Strike																																																																														
3	<b>Trampling Hooves</b> <i>Trample</i>	1 2 3 4 5 6	17	105	1"				0	Natural	Stomp; Sightless Strike																																																																														
COMBAT WEAPON OPTIONS		Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch	Wound+	Hands	Class	Weapon Rules	Cost																																																																													
1	<b>Great Axe of Dis</b> <i>Great Axe</i>	1 2 3 4 5 6 7 8 9 10 11 12 13 14 15	25	113	3"			2D10	2	Borne	Replacement (Axe of Dis and Fist Blade); Hellfire Damage	32																																																																													
1	<b>Two Axes of Dis</b> <i>Axe</i>	1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18	21	109	3"			1D10	2	Borne	Replacement (Axe of Dis and Fist Blade); Hellfire Damage; Quick Strike	-13																																																																													
ARMOUR		Armour+	C+A	Wound-	Hands	Class	Armour Rules																																																																																		
1	<b>Tough Hide</b> <i>Skin</i>	6	96		0	Natural																																																																																			
2	<b>Armour of Dis</b> <i>Heavy Armour</i>	13	109		0	Worn																																																																																			
ARMOUR OPTIONS		Armour+	C+A	Wound-	Hands	Class	Armour Rules	Cost																																																																																	
3	<b>Helm of Dis</b> <i>Helmet</i>	7	116		0	Borne	Additional	5																																																																																	

INF-DIS-0101 - Ammon

# SERVILE CHAMPION OF DIS

SER-vyl CHAM-pi-on ov DIS

Kindred	Realm	Kin	Class	Privilege	Acuity	Ubiquity	Hands	Unit Size	Cost																																																																																						
							2	1																																																																																							
Infernii	Dis	Servile Champion	Warchief	Noble	Elite	Rare	Strength	Base Size	341																																																																																						
							10	100mm																																																																																							
<b>SERVILE CHAMPION OF DIS</b>			<b>Pace</b>	<b>Flight</b>	<b>Skill</b>	<b>Might</b>	<b>Constitution</b>	<b>Fortitude</b>	<b>Authority</b>	<b>Temper</b>																																																																																					
<i>Diabolic; Gigantic; Immune (Soul); Insensate; Resistant (Hellfire, Fire); Tough; Fearless; Terrifying; Bulk Charger; Compel (Friend of Dis); Roarer; Soarer</i>			<b>6</b>	<b>18</b>	<b>52</b>	<b>77</b>	<b>85</b>	<b>93</b>	<b>85</b>	<b>54</b>																																																																																					
<table border="1"> <tr> <td>1</td><td>2</td><td>3</td><td>4</td><td>5</td><td>6</td><td>7</td><td>8</td><td>9</td><td>10</td><td>11</td><td>12</td><td>13</td><td>14</td><td>15</td><td>16</td><td>17</td><td>18</td><td>19</td><td>20</td><td>21</td><td>22</td><td>23</td><td>24</td><td>25</td><td>26</td><td>27</td><td>28</td><td>29</td><td>30</td><td>31</td><td>32</td><td>33</td><td>34</td><td>35</td><td>36</td><td>37</td><td>38</td><td>39</td><td>40</td><td>41</td><td>42</td><td>43</td><td>44</td><td>45</td><td>46</td><td>47</td><td>48</td><td>49</td><td>50</td><td>51</td><td>52</td><td>53</td><td>54</td><td>55</td><td>56</td><td>57</td><td>58</td><td>59</td><td>60</td><td>61</td><td>62</td><td>63</td><td>64</td><td>65</td><td>66</td><td>67</td><td>68</td><td>69</td><td>70</td><td>71</td><td>72</td><td>73</td><td>74</td><td>75</td><td>76</td><td>77</td><td>78</td><td>79</td><td>80</td><td>81</td><td>82</td><td>83</td><td>84</td><td>85</td> </tr> </table>											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	80	81	82	83	84	85
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	80	81	82	83	84	85											
<b>COMBAT WEAPON</b>			<b>Attack Dice</b>	<b>Weapon+</b>	<b>M+W</b>	<b>Att Rge</b>	<b>Charge+</b>	<b>M+W+Ch</b>	<b>Wound+</b>	<b>Hands</b>	<b>Class</b>	<b>Weapon Rules</b>																																																																																			
1	<b>Axe of Dis</b> <i>Axe</i>		1 2 3 4 5 6 7 8 9 10	22	99	2"			1 D10	1	Borne	Hellfire Damage																																																																																			
2	<b>Horn Butt</b> <i>Butt</i>		1 2	16	93	0"	32	125		0	Natural	Mighty Strike; Impact Strike																																																																																			
3	<b>Trampling Hooves</b> <i>Trample</i>		1 2 3 4 5	8	85	0"				0	Natural	Stomp; Sightless Strike																																																																																			
<b>COMBAT WEAPON OPTIONS</b>			<b>Attack Dice</b>	<b>Weapon+</b>	<b>M+W</b>	<b>Att Rge</b>	<b>Charge+</b>	<b>M+W+Ch</b>	<b>Wound+</b>	<b>Hands</b>	<b>Class</b>	<b>Weapon Rules</b>	<b>Cost</b>																																																																																		
1	<b>Great Axe of Dis</b> <i>Great Axe</i>		1 2 3 4 5 6 7 8 9	26	103	2"			2 D10	2	Borne	Replacement (Axe of Dis, Scutum of Dis); Hellfire Damage	43																																																																																		
<b>ARMOUR</b>				<b>Armour+</b>	<b>C+A</b>				<b>Wound-</b>	<b>Hands</b>	<b>Class</b>	<b>Armour Rules</b>																																																																																			
1	<b>Tough Hide</b> <i>Skin</i>			5	90					0	Natural																																																																																				
2	<b>Armour of Dis</b> <i>Light Armour</i>			9	99					0	Worn																																																																																				
3	<b>Scutum of Dis</b> <i>Shield</i>			18	117					1	Borne	Parry																																																																																			

INF-DIS-1100 - Malacant; INF-DIS-1101 - Great Axe Malacant

# SERVILE WARRIOR OF DIS

SER-vyl WAR-ri-or ov DIS

Kindred	Realm	Kin	Class	Privilege	Acuity	Ubiquity	Hands	Unit Size	Cost																																																																												
							2	1																																																																													
Infernii	Dis	Servile Warrior	Warchief	Noble	Elite	Uncommon	Strength	Base Size	255																																																																												
							6	80mm																																																																													
<b>SERVILE WARRIOR OF DIS</b>			<b>Pace</b>	<b>Skill</b>	<b>Might</b>	<b>Constitution</b>	<b>Fortitude</b>	<b>Authority</b>	<b>Temper</b>																																																																												
<i>Diabolic; Immune (Soul); Insensate; Resistant (Hellfire, Fire); Tough; Fearless; Terrifying; Bulk Charger; Compel (Friend of Dis); Roarer</i>			<b>6</b>	<b>44</b>	<b>74</b>	<b>75</b>	<b>93</b>	<b>77</b>	<b>42</b>																																																																												
<table border="1"> <tr> <td>1</td><td>2</td><td>3</td><td>4</td><td>5</td><td>6</td><td>7</td><td>8</td><td>9</td><td>10</td><td>11</td><td>12</td><td>13</td><td>14</td><td>15</td><td>16</td><td>17</td><td>18</td><td>19</td><td>20</td><td>21</td><td>22</td><td>23</td><td>24</td><td>25</td><td>26</td><td>27</td><td>28</td><td>29</td><td>30</td><td>31</td><td>32</td><td>33</td><td>34</td><td>35</td><td>36</td><td>37</td><td>38</td><td>39</td><td>40</td><td>41</td><td>42</td><td>43</td><td>44</td><td>45</td><td>46</td><td>47</td><td>48</td><td>49</td><td>50</td><td>51</td><td>52</td><td>53</td><td>54</td><td>55</td><td>56</td><td>57</td><td>58</td><td>59</td><td>60</td><td>61</td><td>62</td><td>63</td><td>64</td><td>65</td><td>66</td><td>67</td><td>68</td><td>69</td><td>70</td><td>71</td><td>72</td><td>73</td><td>74</td><td>75</td> </tr> </table>											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
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											
<b>COMBAT WEAPON</b>			<b>Attack Dice</b>	<b>Weapon+</b>	<b>M+W</b>	<b>Att Rge</b>	<b>Charge+</b>	<b>M+W+Ch</b>	<b>Wound+</b>	<b>Hands</b>	<b>Class</b>	<b>Weapon Rules</b>																																																																									
1	<b>Axe of Dis</b> <i>Axe</i>		1 2 3 4 5 6 7 8 9 10	22	96	2"			1 D10	1	Borne	Hellfire Damage																																																																									
2	<b>Horn Butt</b> <i>Butt</i>		1 2	14	88	0"	28	116		0	Natural	Mighty Strike; Impact Strike																																																																									
3	<b>Trampling Hooves</b> <i>Trample</i>		1 2 3 4 5	7	81	0"				0	Natural	Stomp; Sightless Strike																																																																									
<b>COMBAT WEAPON OPTIONS</b>			<b>Attack Dice</b>	<b>Weapon+</b>	<b>M+W</b>	<b>Att Rge</b>	<b>Charge+</b>	<b>M+W+Ch</b>	<b>Wound+</b>	<b>Hands</b>	<b>Class</b>	<b>Weapon Rules</b>	<b>Cost</b>																																																																								
1	<b>Great Axe of Dis</b> <i>Great Axe</i>		1 2 3 4 5 6 7 8 9	26	100	2"			2 D10	2	Borne	Replacement (Axe of Dis, Scutum of Dis); Hellfire Damage	23																																																																								
<b>ARMOUR</b>				<b>Armour+</b>	<b>C+A</b>				<b>Wound-</b>	<b>Hands</b>	<b>Class</b>	<b>Armour Rules</b>																																																																									
1	<b>Tough Hide</b> <i>Skin</i>			4	79					0	Natural																																																																										
2	<b>Armour of Dis</b> <i>Light Armour</i>			9	88					0	Worn																																																																										
3	<b>Scutum of Dis</b> <i>Shield</i>			18	106					1	Borne	Parry																																																																									

INF-DIS-1201 - Choloch

# SERVILE FIEND OF DIS

SER-vyl FEEND ov DIS

Kindred	Realm	Kin	Class	Privilege	Acuity	Ubiquity	Hands	Unit Size	Cost																																																																		
							2	1																																																																			
Infernii	Dis	Servile Fiend	Warchief	Noble	Veteran	Common	Strength	Base Size	129																																																																		
							4	60mm																																																																			
<b>SERVILE FIEND OF DIS</b>			<b>Pace</b>	<b>Skill</b>	<b>Might</b>	<b>Constitution</b>	<b>Fortitude</b>	<b>Authority</b>	<b>Temper</b>																																																																		
<i>Diabolic; Hardy; Immune (Soul); Insensate; Resistant (Hellfire, Fire); Fearless; Fearsome; Bulk Charger; Compel (Friend of Dis); Roarer</i>			<b>6</b>	<b>43</b>	<b>65</b>	<b>64</b>	<b>71</b>	<b>73</b>	<b>31</b>																																																																		
<table border="1"> <tr> <td>1</td><td>2</td><td>3</td><td>4</td><td>5</td><td>6</td><td>7</td><td>8</td><td>9</td><td>10</td><td>11</td><td>12</td><td>13</td><td>14</td><td>15</td><td>16</td><td>17</td><td>18</td><td>19</td><td>20</td><td>21</td><td>22</td><td>23</td><td>24</td><td>25</td><td>26</td><td>27</td><td>28</td><td>29</td><td>30</td><td>31</td><td>32</td><td>33</td><td>34</td><td>35</td><td>36</td><td>37</td><td>38</td><td>39</td><td>40</td><td>41</td><td>42</td><td>43</td><td>44</td><td>45</td><td>46</td><td>47</td><td>48</td><td>49</td><td>50</td><td>51</td><td>52</td><td>53</td><td>54</td><td>55</td><td>56</td><td>57</td><td>58</td><td>59</td><td>60</td><td>61</td><td>62</td><td>63</td><td>64</td><td>65</td> </tr> </table>											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
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											
<b>COMBAT WEAPON</b>			<b>Attack Dice</b>	<b>Weapon+</b>	<b>M+W</b>	<b>Att Rge</b>	<b>Charge+</b>	<b>M+W+Ch</b>	<b>Wound+</b>	<b>Hands</b>	<b>Class</b>	<b>Weapon Rules</b>																																																															
1	<b>Poleaxe of Dis</b> <i>Great Axe</i>		1 2 3 4 5 6 7	19	84	2"			1 D10	2	Borne	Hellfire Damage																																																															
2	<b>Horn Butt</b> <i>Butt</i>		1 2	10	75	0"	20	95		0	Natural	Mighty Strike; Impact Strike																																																															
<b>COMBAT WEAPON OPTIONS</b>			<b>Attack Dice</b>	<b>Weapon+</b>	<b>M+W</b>	<b>Att Rge</b>	<b>Charge+</b>	<b>M+W+Ch</b>	<b>Wound+</b>	<b>Hands</b>	<b>Class</b>	<b>Weapon Rules</b>	<b>Cost</b>																																																														
1	<b>Axe of Dis</b> <i>Axe</i>		1 2 3 4 5 6 7 8	9	74	2"				1	Borne	Replacement (Poleaxe of Dis); Hellfire Damage	-25																																																														
<b>ARMOUR</b>				<b>Armour+</b>	<b>C+A</b>				<b>Wound-</b>	<b>Hands</b>	<b>Class</b>	<b>Armour Rules</b>																																																															
1	<b>Tough Hide</b> <i>Skin</i>			4	68					0	Natural																																																																
2	<b>Armour of Dis</b> <i>Light Armour</i>			9	77					0	Worn																																																																
<b>ARMOUR OPTIONS</b>				<b>Armour+</b>	<b>C+A</b>				<b>Wound-</b>	<b>Hands</b>	<b>Class</b>	<b>Armour Rules</b>	<b>Cost</b>																																																														
3	<b>Scutum of Dis</b> <i>Shield</i>			13	90					1	Borne	Additional; Parry; Shieldwall	8																																																														

INF-DIS-1600 - Covering Sceccchus; INF-DIS-1601 - Sceccchus

# FIEND

FEEND

Kindred	Realm	Kin	Class	Privilege	Acuity	Ubiquity	Hands	Unit Size	Cost																																											
							2	1+/3+/5																																												
Infernii	Dis	Fiend	Monstrous Infantry	Vassal	Drilled	Common	Strength	Base Size	72																																											
							4	60mm																																												
<b>FIEND</b>			<b>Pace</b>	<b>Skill</b>	<b>Might</b>	<b>Constitution</b>	<b>Fortitude</b>	<b>Authority</b>	<b>Temper</b>																																											
<i>Diabolic; Hardy; Immune (Soul); Insensate; Resistant (Hellfire, Fire); Fearless; Fearsome; Bulk Charger; Roarer</i>			<b>6</b>	<b>34</b>	<b>54</b>	<b>52</b>	<b>66</b>	<b>29</b>	<b>29</b>																																											
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	Fiend Warrior I
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	Fiend Warrior II
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	Fiend Warrior III
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	Fiend Warrior IV
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	Fiend Warrior V
<b>COMBAT WEAPON</b>		<b>Attack Dice</b>		<b>Weapon+</b>	<b>M+W</b>	<b>Att Rge</b>	<b>Charge+</b>	<b>M+W+Ch</b>	<b>Wound+</b>	<b>Hands</b>	<b>Class</b>	<b>Weapon Rules</b>																																								
1	<b>Axe of Dis</b> <small>Axe</small>		1 2 3 4 5 6	8	62	1"				1	Borne	Hellfire Damage																																								
	<b>Horn Butt</b> <small>Butt</small>		1 2 3 4 5	17	71	2"			1D10	2	Borne	Hellfire Damage																																								
2	<b>Horn Butt</b> <small>Butt</small>		1	10	64	0"	20	84		0	Natural	Mighty Strike; Impact Strike																																								
<b>ARMOUR</b>				<b>Armour+</b>	<b>C+A</b>				<b>Wound-</b>	<b>Hands</b>	<b>Class</b>	<b>Armour Rules</b>																																								
1	<b>Tough Hide</b> <small>Skin</small>			3	55					0	Natural																																									
2	<b>Armour of Dis</b> <small>Light Armour</small>			8	63					0	Worn																																									
<b>ARMOUR OPTIONS</b>				<b>Armour+</b>	<b>C+A</b>				<b>Wound-</b>	<b>Hands</b>	<b>Class</b>	<b>Armour Rules</b>	<b>Cost</b>																																							
3	<b>Scutum of Dis</b> <small>Shield</small>			13	76					1	Borne	<i>Additional; Parry; Shieldwall</i>	6																																							
<b>UNIT OPTIONS</b>		<b>Unit Option Rules</b>											<b>Cost</b>																																							
<b>Obeisant Fiend of Dis</b>		<i>One Fiend becomes the mustered champion, who gains +1 attack dice (Axe of Dis)</i>											18																																							
<b>Braggart Fiend of Dis</b>		<i>One Fiend becomes the mustered banner bearer</i>											14																																							

INF-DIS-3660 - Craven Fiends of Dis

# BEHEMA

be-HE-ma

Kindred	Realm	Kin	Class	Privilege	Acuity	Ubiquity	Hands	Unit Size	Cost																																																																																						
							0	1																																																																																							
Infernii	Dis	Behema	Monstrous Beast <i>Ardent Mount</i>	Beast	Wild	Uncommon	<b>Strength</b> 10	<b>Base Size</b> 100mm	279																																																																																						
<b>BEHEMA</b>			<b>Pace</b>	<b>Skill</b>	<b>Might</b>	<b>Constitution</b>	<b>Fortitude</b>	<b>Authority</b>	<b>Temper</b>																																																																																						
<i>Diabolic; Gigantic; Immune (Soul); Insensate; Resistant (Hellfire, Fire); Tough; Fearless; Terrifying; Bulk Charger; Roarer</i>			<b>8</b>	<b>24</b>	<b>87</b>	<b>96</b>	<b>54</b>	<b>39</b>	<b>52</b>																																																																																						
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	80	81	82	83	84	85	86	87	88	89	90	91	92	93	94	95	96
<b>COMBAT WEAPON</b>			<b>Attack Dice</b>	<b>Weapon+</b>	<b>M+W</b>	<b>Att Rge</b>	<b>Charge+</b>	<b>M+W+Ch</b>	<b>Wound+</b>	<b>Hands</b>	<b>Class</b>	<b>Weapon Rules</b>																																																																																			
1	<b>Horn Butt</b> <i>Horns</i>		1 2 3 4 5	18	105	0"	36	141	1 D 10	0	Natural	Mighty Strike; Impact Strike																																																																																			
1	<b>Crushing Jaws</b> <i>Bite</i>		1 2 3 4 5	27	114	0"			1 D 10	0	Natural	Piercing																																																																																			
2	<b>Trampling Hooves</b> <i>Trample</i>		1 2 3 4 5	9	96	0"				0	Natural	Sightless Strike																																																																																			
<b>ARMOUR</b>				<b>Armour+</b>	<b>C+A</b>				<b>Wound-</b>	<b>Hands</b>	<b>Class</b>	<b>Armour Rules</b>																																																																																			
1	<b>Tough Hide</b> <i>Skin</i>			8	104					0	Natural																																																																																				
2	<b>Armour of Dis</b> <i>Light Armour</i>			9	113					0	Worn																																																																																				
<b>ARMOUR OPTIONS</b>				<b>Armour+</b>	<b>C+A</b>				<b>Wound-</b>	<b>Hands</b>	<b>Class</b>	<b>Armour Rules</b>	<b>Cost</b>																																																																																		
2	<b>Heavy Armour of Dis</b> <i>Heavy Armour</i>			16	120					0	Worn	Replacement (Armour of Dis); Parry	4																																																																																		

INF-DIS-8585 - Brontull

# SLAUGHTERFIEND

SLOR-to-FEEND

Kindred	Realm	Kin	Class	Privilege	Acuity	Ubiquity	Hands	Unit Size	Cost																																																																														
							2	1																																																																															
Infernii	Dis	Slaughterfiend	Monstrous Beast <i>Solitary</i>	Beast	Feral	Rare	<b>Strength</b> 10	<b>Base Size</b> 100mm	382																																																																														
<b>SLAUGHTERFIEND</b>			<b>Pace</b>	<b>Skill</b>	<b>Might</b>	<b>Constitution</b>	<b>Fortitude</b>	<b>Authority</b>	<b>Temper</b>																																																																														
<i>Diabolic; Hardy; Immune (Soul); Insensate; Resistant (Hellfire, Fire); Fearless; Terrifying; Bulk Charger; Roarer</i>			<b>7</b>	<b>33</b>	<b>78</b>	<b>87</b>	<b>70</b>	<b>46</b>	<b>52</b>																																																																														
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	80	81	82	83	84	85	86	87	88
<b>COMBAT WEAPON</b>			<b>Attack Dice</b>	<b>Weapon+</b>	<b>M+W</b>	<b>Att Rge</b>	<b>Charge+</b>	<b>M+W+Ch</b>	<b>Wound+</b>	<b>Hands</b>	<b>Class</b>	<b>Weapon Rules</b>																																																																											
1	<b>Slaughterclaws</b> <i>Claws</i>		1 2 3 4 5 6 7 8 9 10 11 12 13	16	107	1"			1 D 10	2	Natural	Hellfire Damage; Piercing; Mighty Strike; Quick Strike																																																																											
2	<b>Horn Butt</b> <i>Horns</i>		1 2 3	16	94	0"	32	126	1 D 10	0	Natural	Mighty Strike; Impact Strike																																																																											
3	<b>Crushing Jaws</b> <i>Bite</i>		1 2 3	24	102	0"			1 D 10	0	Natural	Piercing																																																																											
4	<b>Trample</b> <i>Trample</i>		1 2 3 4 5	8	86	0"				0	Natural	Sightless Strike																																																																											
<b>ARMOUR</b>				<b>Armour+</b>	<b>C+A</b>				<b>Wound-</b>	<b>Hands</b>	<b>Class</b>	<b>Armour Rules</b>																																																																											
1	<b>Tough Hide</b> <i>Skin</i>			4	91					0	Natural																																																																												
2	<b>Armour of Dis Remnant</b> <i>Light Armour</i>			9	100					0	Worn																																																																												

INF-DIS-8615 - Xet

# RAGEFIEND

RAYJ-feend

Kindred	Realm	Kin	Class	Privilege	Acuity	Ubiquity	Hands	Unit Size	Cost																																																																														
							2	1																																																																															
Infernii	Dis	Ragefiend	Monstrous Beast <i>Solitary</i>	Beast	Feral	Rare	<b>Strength</b> 12	<b>Base Size</b> 120mm	451																																																																														
<b>RAGEFIEND</b>			<b>Pace</b>	<b>Skill</b>	<b>Might</b>	<b>Constitution</b>	<b>Fortitude</b>	<b>Authority</b>	<b>Temper</b>																																																																														
<i>Diabolic; Gigantic; Immune (Soul); Insensate; Resistant (Hellfire, Fire); Tough; Fearless; Terrifying; Bulk Charger; Roarer</i>			<b>8</b>	<b>46</b>	<b>91</b>	<b>88</b>	<b>96</b>	<b>65</b>	<b>63</b>																																																																														
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	80	81	82	83	84	85	86	87	88
<b>COMBAT WEAPON</b>			<b>Attack Dice</b>	<b>Weapon+</b>	<b>M+W</b>	<b>Att Rge</b>	<b>Charge+</b>	<b>M+W+Ch</b>	<b>Wound+</b>	<b>Hands</b>	<b>Class</b>	<b>Weapon Rules</b>																																																																											
1	<b>Claws of Dis</b> <i>Claws</i>		1 2 3 4 5 6 7 8 9 10 11 12 13 14 15	18	109	2"			1 D 10	2	Natural	Hellfire Damage; Piercing; Mighty Strike																																																																											
2	<b>Horn Butt</b> <i>Butt</i>		1 2 3	18	109	0"	36	145		0	Natural	Mighty Strike; Impact Strike																																																																											
3	<b>Trampling Hooves</b> <i>Trample</i>		1 2 3 4 5 6	17	108	1"				0	Natural	Stomp; Sightless Strike																																																																											
<b>ARMOUR</b>				<b>Armour+</b>	<b>C+A</b>				<b>Wound-</b>	<b>Hands</b>	<b>Class</b>	<b>Armour Rules</b>																																																																											
1	<b>Tough Hide</b> <i>Skin</i>			6	94					0	Natural																																																																												
2	<b>Armour of Dis</b> <i>Heavy Armour</i>			12	106					0	Worn																																																																												

INF-DIS-8600 - Zhull