

1190 - Characters															
Name	Hgt	Type	Adv	Mar	Dis	HP	Def	Res	Arm	Spe	Att	Off	Str	AP	Agi
565 - Overlord	Sta	Bea	3	9	10	3	7	5	0		4	7	4	1	4
	General, Onyx Core, Shield Breaker, Death Cheater, Ring of Desiccation, Taurukh Ritual <ul style="list-style-type: none"> • Onyx Core: Attacks made with this weapon become Flaming Attacks and Magical Attacks and gain Multiple Wounds (D3, against Flammable). In addition, their Strength is always set to 6. • Shield Breaker: Attacks made with this enchanted weapon gain +6 Armour Penetration, become Magical Attacks, and can never wound on to-wound rolls better than 3+. • Death Cheater: The wearer gains +1 Armour and Fortitude (4+). • Ring of Desiccation: At the start of every Round of Combat, every enemy unit in base contact with the bearer's model gains one Incendiary marker. 														
Overlord (Impact Hits)											4	7	4	1	4
330 - Prophet	Sta	Inf	3	9	9	3	4	5	0		2	4	4	1	2
	Prophet of Nezibkesh, Wizard Adept, Alchemy, Magical Heirloom <ul style="list-style-type: none"> • Magical Heirloom: The bearer gains the Hereditary Spell during Spell Selection, always knows it in addition to its other spells, cannot select it during Spell Selection, and cannot replace or otherwise lose it. 														
295 - Vizier	Sta	Inf	3	9	9	3	6	5	0		3	6	4	1	3
	Battle Standard Bearer, Destiny's Call, Flintlock Axe (2+), Hand Weapon (Flame of the East) <ul style="list-style-type: none"> • Destiny's Call: The wearer gains Aegis (4+) and its Armour is set to 3 and can never be improved beyond this. • Flame of the East: The wielder gains Volcanic Embrace (D3) while using this weapon. 														
752 - Core															
Name	Hgt	Type	Adv	Mar	Dis	HP	Def	Res	Arm	Spe	Att	Off	Str	AP	Agi
414 - 16 Citadel Guard	Sta	Inf	3	9	9	1	4	4	0		1	4	4	1	2
	Pistol (4+) and Spear, Standard Bearer (Rending Banner), Musician, Champion <ul style="list-style-type: none"> • Rending Banner: One use only. May be activated at the start of a Round of Combat. Close Combat Attacks from R&F models in the bearer's unit gain +1 Armour Penetration until the bearer's unit is no longer Engaged in Combat. A model can only be affected by a single Rending Banner at the same time. 														
338 - 22 Vassal Levies	Sta	Inf	4	8	7	1	3	3	0		1	3	3	0	3
	Shield, Bow (4+), Musician, Standard Bearer (Banner of the Twice-Branded), Vassal Chieftain <ul style="list-style-type: none"> • Banner of the Twice-Branded: The bearer's unit does not suffer the -1 to-hit modifier for Stand and Shoot Charge Reactions. In addition, at the end of the Charge Phase, immediately after all Charge Moves have been resolved, the bearer's unit may perform a Combat Reform (following the normal rules for Combat Reforms) if all of the following conditions are met: The bearer's unit consists entirely of Infantry models and/or Gunnery Teams. The bearer's unit performed a Stand and Shoot Charge Reaction during this phase. The bearer's unit was successfully Charged during this phase. 														
700 - Special															
Name	Hgt	Type	Adv	Mar	Dis	HP	Def	Res	Arm	Spe	Att	Off	Str	AP	Agi
265 - Infernal Artillery	Lar	Con	3	3	9	5	1	4	0		3	4	3	0	2
	Titan Mortar (4+) and Fires of Industry (2)														
230 - 5 Vassal Cavalry	Sta	Cav	8	16	7	1	4	3	1		1	4	3	0	3
	Vassal Chieftain on Vassal Steed														
Vassal Steed											2	3	3	1	3
205 - 5 Taurukh Enforcers	Sta	Bea	7	14	9	1	4	5	0		2	4	4	1	2
	Paired Weapons														

Taurukh Enforcer (Impact Hits)												2	4	4	1	2
355 - Instruments of Destruction																
	Name	Hgt	Type	Adv	Mar	Dis	HP	Def	Res	Arm	Spe	Att	Off	Str	AP	Agi
355 - Citizen Giant	Gig	Inf	7	14	8	7	3	5	1			5	3	5	2	3
	Infernal Lash															
Citizen Giant (Stomp Attacks)												5	3	5	2	3