

THE IX AGE

FANTASY BATTLES



HOBGOBLINS

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Hobgoblins

Infernal Dwarves Supplement Army Book

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The 9th Age: Fantasy Battles is a community-made miniatures wargame. All rules in this book are supplementary to the Core Rules of The 9th Age. They are produced by our teams and should be viable for use in any game, but you should seek permission from your opponent or tournament organiser to use, as they significantly increase the complexity of the game. All rules and feedback can be found and given at: the-ninth-age.com. Refer to the Rulebook for instructions on How to Read Unit Entries. Recent changes are marked in blue, and listed at the end of this document. Copyright Creative Commons license: the-ninth-age.com/license.html. Edited with L^AT_EX.

To our mighty Overlord of Karutab, undisputed master of the lands, the Shah of Papak sends humble greetings. In accordance with his wise proclamations, we hereby disclose our forces under arms. As you shall see, the Shah is careful to keep within the limits justly prescribed to the Vassals of the Citadel of Karutab, whatever reports to the contrary may have been sent by troublemakers from other settlements.

Additionally, the Shah wishes to assure the generous Overlord, to whom his life is owed, that the Hobgoblins of Papak are utterly loyal. To be Hobgoblin is to be loyal. We have forsaken the treachery and cunning of our lesser brethren, and seek only to emulate the nobility and warrior spirit of the mighty Infernal people, though of course we are but the palest of imitations.

Army Specific Rules

Warrior Vassals

The total Combat Score bonus **from** each player gained in Duels (from lost Health Points on enemy units and Overkill), is reduced by 1, to a minimum of 0.

Army Model Rules

Attack Attributes

Iron Rain – Shooting

Shooting Attacks made by the model while Located in the target's Flank or Rear Arc gain +1 to hit and +1 Armour Penetration.

Armoury

Infernal Armour – Armour Equipment

Plate Armour. The wearer gains **Aegis (5+, against Flaming Attacks)**.

Blunderbuss – Shooting Weapon

Range 12", Shots 1, Str 5, AP 3, **Accurate, March and Shoot, Quick to Fire**. Does not suffer the negative to-hit modifier from a Stand and Shoot Charge Reaction.

Flintlock Axe – Shooting Weapon

Range 18", Shots 1, Str 4, AP 2. Counts as a Close Combat Weapon with **Two-Handed** in close combat. Close Combat Attacks made with it gain +1 Strength. Can be enchanted like a Close Combat Weapon, but only Close Combat Attacks are affected by the Weapon Enchantment unless specifically stated otherwise. The model may shoot from the third rank (in addition to the first and second).

Hereditary Spell

| Casting Value | Range | Type | Duration | Effect |
|--|-------|--------------------|----------|---|
| H Chains of Pride {5+} {9+} | 18" | {Augment} {Hex} | One Turn | The target gains Unstable. {Targets with Supernal cannot take Break Tests.} |

Special Items

Weapon Enchantments

Wicked Serrations 50 pts

Enchantment: Great Weapon.

The wielder gains **Lightning Reflexes** while using this weapon. In addition, single model units that have suffered one or more Health Point losses due to attacks from this weapon suffer -1 Resilience and -1 Attack Value until the end of the Combat Phase.

Armour Enchantments

Elemental Plate 60 pts

Enchantment: Suit of Armour.

The wearer gains **Aegis (4+, against Close Combat Attacks)**. This Aegis Save cannot be used against Close Combat Attacks made with a Hand Weapon. In addition, the wearer gains **Aegis (4+, against Flaming Attacks)**.

Death's Head Aura 45 pts

Enchantment: Suit of Armour.

If on foot, the wearer gains +2 Armour. If mounted, the wearer gains +1 Armour instead. In addition, the wearer gains **Aegis (3+, against Special Attacks)**.

Banner Enchantments

Green Tide 45 pts

0-3 per Army.

The bearer's unit gains **Fight in Extra Rank**.

Predator Pennant 45 pts

Cannot be taken by units that count toward Core.

The bearer's unit gains **Devastating Charge (Distracting)**.

Artefacts

Breath of the Brass Bull 80 pts

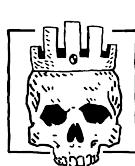
Cannot be taken by models with Towering Presence.

The bearer's model gains +1 Health Point and the bearer gains **Breath Attack (Toxic Attacks)**.

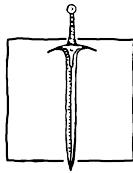
Zartosht's Chains 55 pts

Enemy units in base contact with the bearer's model suffer -2 Defensive Skill. The roll for Flee Distance of enemy units in base contact with the bearer's model is subject to Minimised Roll.

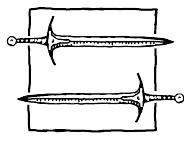
Army Organisation



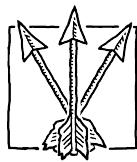
Characters
Max. 40%



Core
Min. 25%



Special
No limit



Blotting the Sun
Max. 35%

Characters (Max. 40%)



Satrap

105 pts

single model

Height Standard
Type Infantry
Base 20×20 mm

The Shah of Papak is unfailingly loyal to our glorious Overlord. Our rulers lead our people, and will happily dispatch as many troops as requested to the service of that most magnificent of Citadels, Karutab, whenever required. Naturally, there is no need for them to go to war themselves—it will serve your greatness better to keep them in the palace, supervising tax collection.

| Global | Adv | Mar | Dis | Model Rules | | |
|---------------------------------------|-----------|-----------|----------|-----------------------------|--|-----------|
| | 4" | 8" | 8 | | | |
| Defensive | HP | Def | Res | Arm | | |
| | 3 | 5 | 4 | 0 | Infernal Armour | |
| Offensive | Att | Off | Str | AP | Agi | |
| Satrap | 3 | 5 | 4 | 1 | 4 | Iron Rain |
| <i>Options</i> | | | | <i>Optional Model Rules</i> | | |
| Must choose (one choice only): | | | | | | |
| Archery Commander | | | | free | Archery Commander: Universal Rule. Units in Line Formation joined by one or more models with Archery Commander never count as having moved for the purpose of Volley Fire. | |
| Cavalry Commander | | | | 20 | | |
| Shah (General only) | | | | 50 | | |
| Battle Standard Bearer | | | | 50 | Cavalry Commander: Universal Rule. The Satrap model part gains +1 Offensive Skill and Weapon Master . The Satrap must take a mount. Cavalry units joined by one or more models with Cavalry Commander must reroll any natural rolls of '1' when rolling for Charge Range in the Charge Phase. | |
| Special Items | | | | up to 100 | | |
| Shield | | | | 5 | | |
| Paired Weapons | | | | 5 | Shah: Universal Rule. The Satrap model part gains +1 Agility, +1 Discipline, and +1 Attack Value, and its Special Item allowance is set to 200 pts. | |
| Lance | | | | 10 | | |
| Great Weapon | | | | 10 | | |
| Flintlock Axe (3+) | | | | 15 | | |
| <i>One choice only:</i> | | | | | | |
| Bow (2+) | | | | 5 | | |
| Blunderbuss (5+) | | | | 10 | | |
| <i>Mount Options</i> | | | | pts | | |
| Mountain Wolf | | | | 50 | | |
| Bear-Dog | | | | 70 | | |
| Plains Tusker | | | | 225 | | |
| Drum Gogyag | | | | 245 | | |



Hobgoblin Conjurer

130 pts

single model

Height Standard
Type Infantry
Base 20×20 mm

It is a fact of existence that the mystical arts are essential to victory on the field of battle. We are blessed to have dwarf-trained conjurers, and they are naturally loyal to the Masters. Should you require their assistance in battle, they will be made available in an instant. Attached are their specific credentials and accreditations.

| Global | Adv | Mar | Dis | Model Rules | |
|--|---|--|-----------|-------------------|----------|
| | 4" | 8" | 7 | Wizard Apprentice | |
| Defensive | HP | Def | Res | Arm | |
| | 3 | 3 | 3 | 0 | |
| Offensive | Att | Off | Str | AP | Agi |
| Hobgoblin Conjurer | 1 | 3 | 3 | 0 | 3 |
| <i>Magic Options</i> | | | | <i>pts-</i> | |
| One choice only: | | | | | |
| Wizard Adept | | | | 75 | |
| Wizard Master | | | | 225 | |
|  Pyromancy |  Shamanism |  Witchcraft | | | |
| <i>Options</i> | | | | <i>pts-</i> | |
| Infernal Lackey (Wizard Master only) | | | | | |
| | | | 35 | | |
| Special Items | | | up to 100 | | |
| If Wizard Master | | | up to 200 | | |
| Light Armour | | | 5 | | |
| <i>Mount Options</i> | | | | | |
| If Wizard Adept or Master: | | | | | |
| | Mountain Wolf | | | 45 | |
| | Plains Tusker | | | 180 | |
| <i>Optional Model Rules</i> | | | | | |
| Infernal Lackey: Universal Rule. | | | | | |
| The model gains Infernal Armour and Flintlock Axe (3+). Its Discipline is set to 8, and it must choose Pyromancy as its Path of Magic. | | | | | |

Character Mounts



Mountain Wolf

Height Standard
Type Cavalry
Base 25×50 mm

The wolves of the Sky Mountains are strong and swift enough to bear the light frame of a hobgoblin. We find they are easier to feed than horses, and less prone to foolish deaths.

| Global | Adv | Mar | Dis | Model Rules | | |
|---------------|-----------|------------|----------|---|----------|-----------|
| | 8" | 16" | C | Feigned Flight, Light Troops, Vanguard (6") | | |
| Defensive | HP | Def | Res | Arm | | |
| | C | C | C | C+1 | | |
| Offensive | Att | Off | Str | AP | Agi | |
| Mountain Wolf | 2 | 3 | 3 | 1 | 3 | Harnessed |



Bear-Dog

Height Standard
Type Cavalry
Base 25×50 mm

As loyal as a dog, as savage as a mountain bear and as swift as a bull, the bear-dog is a noble mount. The Hobgoblins have domesticated these beasts for countless generations. Should our Masters wish, we would be happy to instruct others in their employment. We caution, however, that they do occasionally eat disliked riders.

| Global | Adv | Mar | Dis | Model Rules | | |
|-----------|-----------|------------|----------|-------------|----------|------------------------------|
| | 7" | 14" | C | | | |
| Defensive | HP | Def | Res | Arm | | |
| | C | C | C | C+2 | | |
| Offensive | Att | Off | Str | AP | Agi | |
| Bear-Dog | 2 | 3 | 4 | 1 | 2 | Harnessed, Stomp Attacks (1) |



Plains Tusker

Height Large
Type Cavalry
Base 50×100 mm
0-2 Mounts/Army

The ferocious tuskers of Augea make magnificent pets, and the Shah keeps several in the palace grounds. Some are sacred, while others are more like friends, and can barely bear to be parted from their master.

| Global | Adv | Mar | Dis | Model Rules | | |
|---------------|-----------|------------|----------|-------------|----------|-----------------------------|
| | 8" | 14" | C | Fear | | |
| Defensive | HP | Def | Res | Arm | | |
| | C | C | 5 | C+2 | | |
| Offensive | Att | Off | Str | AP | Agi | |
| Plains Tusker | 4 | 3 | 5 | 2 | 2 | Harnessed, Impact Hits (D3) |



Drum Gogyag

Height Gigantic
Type Beast
Base 60×100 mm
0–1 Mounts/Army

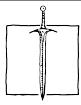
| Global | Adv | Mar | Dis | Model Rules | | |
|-------------|----------|----------|----------|-------------|----------|-----------|
| Defensive | HP | Def | Res | Arm | | |
| Offensive | Att | Off | Str | AP | Agi | |
| Drummer (4) | 1 | 3 | 3 | 0 | 3 | Halberd |
| Gogyag | 4 | 3 | 5 | 2 | 2 | Harnessed |

—Model Rules—

Giant Drum: Universal Rule.

The model must be deployed in, and can only join Blasted Plains Emissaries or Hob Levies units. The model can never voluntarily leave its unit. In addition, the range of the model's March to the Beat, and to enemy units that are required to take a March Test due to the Drum Gogyag's unit, are both extended to **18"**.

Core (Min. 25%)



Hob Levies

120 pts + 5 pts/extra model

20-40 models



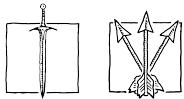
Height Standard
Type Infantry
Base 20×20 mm



Units with an upgrade marked with [BS] also count towards Blotting the Sun.

You know, oh great Overlord, that we train our soldiers to the standards set by the Masters. Levies comprise the heart of our own military forces, and are matched against such foes as it is appropriate for us to battle. Some few may deviate slightly from standard protocols, but we would not dream of wasting the Masters' time with them.

| Global | Adv | Mar | Dis | Model Rules | | |
|---------------------------------------|----------|----------|----------|-------------|---------------------------|-----------|
| Defensive | HP | Def | Res | Arm | Scoring | |
| Offensive | Att | Off | Str | AP | Agi | |
| Hob Levy | 1 | 3 | 3 | 0 | 3 | Iron Rain |
| — Options — | | | | pts- | — Command Group Options — | pts- |
| Bow (4+) [BS] | | | | 2/model | Champion | 10 |
| Must choose (one choice only): | | | | | Musician | 10 |
| Paired Weapons | | | | free | Standard Bearer | 10 |
| Shield | | | | free | Banner Enchantment | no limit |
| Spear and Shield | | | | 1/model | | |
| Halberd and Heavy Armour | | | | 2/model | | |



Hob Auxiliaries

125 pts + 6 pts/extr model

10-20 models

*Height Standard
Type Infantry
Base 20x20 mm*

The unit counts both towards Core and Blotting the Sun.

Left to our devices, it is notable and shameful that we Hobgoblins are forced to adopt a less forceful approach to confrontations. Shepherds throwing stones are our own levy, troops as far below our own trained warriors as our warriors are below the Masters. Naturally, this leads to them being categorised as auxiliary adjuncts to standard forces.

| Global | Adv | Mar | Dis | Model Rules | |
|----------------------|-----------|-----------|----------|-----------------------------|----------|
| | 4" | 8" | 7 | Light Troops, Vanguard (6") | |
| Defensive | HP | Def | Res | Arm | |
| | 1 | 3 | 3 | 0 | |
| Offensive | Att | Off | Str | AP | Agi |
| Hob Auxiliary | 1 | 3 | 3 | 0 | 3 |

—Model Rules—

Boiling Oil: Attack Attribute – Shooting.

If one or more simultaneous attacks with Boiling Oil hit, after resolving these attacks, the target unit gains one Boiling Oil marker. If a unit with one or more Boiling Oil markers is targeted by Shooting Attacks with Iron Rain, the shooting models are considered to be Located in the target's Rear Arc for the purpose of Iron Rain (not for the purpose of other rules like Area Attack). Remove all markers from a unit when it is hit by one or more attacks with Iron Rain or at the end of the Shooting Phase, whichever comes first.

—Options—

pts –

Must choose (one choice only):

Slingers(0-2 Units/Army)

free

Disciples(0-2 Units/Army)

1/model

Boiling Oil, Iron Rain, Paired Weapons

—Optional Model Rules—

Disciples: Universal Rule.

Units fully composed of models with Disciples gain **Swiftstride** for the Charge Range roll if they are Located in the Charged unit's Flank or Rear Arc when rolling their Charge Range in the Charge Phase. In addition, while the model's unit is Engaged with an enemy unit's Flank or Rear Facing, the model's Close Combat Attacks gain +1 to hit and +1 Armour Penetration.

Sling: Shooting Weapon.

Range 18", Shots 1, Str 3, AP 0. The attack gains +1 Strength when shooting from Short Range.

Slingers: Universal Rule.

The model gains **Hard Target (1), Insignificant, Skirmisher, and Sling (4+).**

Special (No limit)



Mountain Wolf Cavalry

170 pts + 12 pts/extra model

5-15 models

0-2 Units/Army

*Height Standard
Type Cavalry
Base 25x50 mm*

The flower of our youth and the pinnacle of wolfmanship, our riders should be a familiar sight to our glorious Masters. Trained in bow and spear, it is the swiftness of the mountain wolf that is most prized. These are excellent warriors and we understand the constant demand for their training from our superiors. Pursuant to section 287, we would like to apply for an expansion of the wolf breeding program, to better supply the Masters with well-trained riders.

| Global | Adv | Mar | Dis | Model Rules | | |
|--------------------------------|-----------|------------|----------|---|--------------------------------|----------------------------|
| | 8" | 16" | 7 | Feigned Flight, Light Troops, Vanguard (6") | | |
| Defensive | HP | Def | Res | Arm | | |
| | 1 | 4 | 3 | 1 | Light Armour, Shield | |
| Offensive | Att | Off | Str | AP | Agi | |
| Hobgoblin Rider | 1 | 4 | 3 | 0 | 3 | Iron Rain, Bow (4+), Lance |
| Mountain Wolf | 2 | 3 | 3 | 1 | 3 | Harnessed |
| <i>—Command Group Options—</i> | | | | pts- | <i>—Command Group Options—</i> | |
| Champion | | | | 10 | Standard Bearer | 10 |
| Musician | | | | 10 | Banner Enchantment | no limit |



Hob Cataphracts

280 pts + 22 pts/extra model

10-20 models

0-3 Units/Army



*Height Standard
Type Cavalry
Base 25x50 mm*

Among the more notable of our specialist levies are the bear-dog riding Cataphracts. Skilled in bow and spear, most are veterans of glorious service to the Masters. Should the Masters ever feel the need to call upon older, slower cavalry to supplement their forces, the Cataphracts stand ready to answer the call.

| Global | Adv | Mar | Dis | Model Rules | | |
|---------------------------------------|-----------|------------|----------|-------------|---|------------------------------|
| | 7" | 14" | 8 | Scoring | | |
| Defensive | HP | Def | Res | Arm | | |
| | 1 | 4 | 3 | 2 | | |
| Offensive | Att | Off | Str | AP | Agi | |
| Veteran | 1 | 4 | 3 | 0 | 3 | Iron Rain, Bow (4+) |
| Bear-Dog | 2 | 3 | 4 | 1 | 2 | Harnessed, Stomp Attacks (1) |
| <i>—Options—</i> | | | | pts- | <i>—Optional Model Rules—</i> | |
| Must choose (one choice only): | | | | | | |
| Cataphractii | | | | free | Cataphractii: Universal Rule. | |
| Eternals | | | | 1/model | The model gains Lance, Paired Weapons, Heavy Armour, Shield, and Weapon Master . | |
| <i>—Command Group Options—</i> | | | | pts- | Eternals: Universal Rule. | |
| Champion | | | | 10 | The model gains Great Weapon , Infernal Armour , and Hatred (against Beast, Cavalry) . | |
| Musician | | | | 10 | | |
| Standard Bearer | | | | 10 | | |
| Banner Enchantment | | | | no limit | | |



Tusker Mahouts

400 pts + **110** pts/extra model

3-5 models



0-3 Units/Army

Height Large
Type Cavalry
Base 50×100 mm

Construction projects never fail to benefit from the might of a tamed tusker. Such beasts are an asset in forestry, agriculture and transport. The occasional presence of a herd of tuskers near an army can generally be explained as part of the supply train. Any sightings of particularly large beasts, bred from ogre stock and equipped with giant war platforms are likely cases of mistaken identity—we would not militarily employ such creatures in excess of standard regulations on military forces (per 322D).

| Global | Adv | Mar | Dis | Model Rules | | |
|-------------------------------|-----------|------------|----------|---------------|-------------------------------|-----------------------------|
| | 8" | 14" | 8 | Fear, Scoring | | |
| Defensive | HP | Def | Res | Arm | | |
| | 3 | 4 | 5 | 2 | Heavy Armour | |
| Offensive | Att | Off | Str | AP | Agi | |
| Hobgoblin Mahout (3) | 1 | 4 | 3 | 0 | 3 | Halberd |
| Plains Tusker | 4 | 3 | 5 | 2 | 2 | Harnessed, Impact Hits (D3) |
| <hr/> —Command Group Options— | | | | pts- | <hr/> —Command Group Options— | |
| Champion | | | | 10 | Standard Bearer | 10 |
| Musician | | | | 10 | Banner Enchantment | no limit |



Drum Gogyag

200 pts

single model

0-3 Units/Army

Height Gigantic
Type Beast
Base 60×100 mm

Magnificent miscellaneous mascots for the regiments, “gogyag” is our ancient name for any big and inspiring pet befriended by the goblins. With training and care, such creatures can often carry, and sometimes even play, the great hob-drums of war. Per section 647D, unit mascots are, of course, not counted as soldiers under arms or cavalry. The recent trend of adopting the largest and fiercest beasts of the Blasted Plains as mascots was initiated by the soldiers, who seem to take it as a point of pride to find the most majestic mascot. All to honour the Masters, of course.

| Global | Adv | Mar | Dis | Model Rules | | |
|-------------------------------|-----------|------------|----------|--|----------|-----------|
| | 6" | 12" | 7 | Giant Drum , Musician, Not a Leader, War Platform | | |
| Defensive | HP | Def | Res | Arm | | |
| | 5 | 3 | 6 | 3 | | |
| Offensive | Att | Off | Str | AP | Agi | |
| Drummer (4) | 1 | 3 | 3 | 0 | 3 | Halberd |
| Gogyag | 4 | 3 | 5 | 2 | 2 | Harnessed |
| <hr/> —Command Group Options— | | | | pts- | | |
| Standard Bearer | | | | 20 | | |

Model Rules

Giant Drum: Universal Rule.

The model must be deployed in, and can only join Blasted Plains Emissaries or Hob Levies units. The model can never voluntarily leave its unit. In addition, the range of the model's March to the Beat, and to enemy units that are required to take a March Test due to the Drum Gogyag's unit, are both extended to **18"**.

Blotting the Sun (Max. 35%)



Blasted Plains Emissaries

230 pts + **14** pts/extra model

20-30 models



Height Standard
Type Infantry
Base 20×20 mm

The finest of our people are, of course, those honoured with permission to visit the great Citadels. These universally admired hobgoblins are invariably enlightened by the company and generosity of the Masters. To us, they seem to return with some measure of dwarven discipline and battle-vigour, as well as fine arms and armour. Still, weapons are not the warrior, so claims that dwarven-trained soldiers should count double towards levy limits should clearly be dismissed.

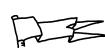
| Global | Adv | Mar | Dis | Model Rules | |
|---------------------------------------|-----------|-----------|-----------------|------------------------------|----------|
| | 4" | 8" | 8 | Scoring | |
| Defensive | HP | Def | Res | Infernal Armour, Shield | |
| | 1 | 3 | 3 | 0 | |
| Offensive | Att | Off | Str | AP | Agi |
| Emissary | 1 | 3 | 3 | 0 | 3 |
| <i>Options</i> | | | pts- | <i>Command Group Options</i> | |
| Must choose (one choice only): | | | | pts- | |
| Bow (3+) | | | free | Champion | 10 |
| Blunderbuss (5+) | | | 4 /model | Musician | 10 |
| Flintlock Axe (4+) | | | 4 /model | Standard Bearer | 10 |
| | | | | Banner Enchantment | no limit |



Sky Mountain Emissaries

260 pts + **75** pts/extra model

3-8 models



Height Large
Type Cavalry
Base 40×60 mm

Finally, reports may have circulated as to the inclusion of camel-based cavalry squadrons equipped with export grade firearms that would exceed our allowance of powder and ammunition. These are utterly unfounded; the incident in question occurred when the Red Ridge Consortium's envoys were swept into a conflict on the Steel Road through simple misfortune. They fought bravely to protect their dwarven Master's investment, not for the Shah.

| Global | Adv | Mar | Dis | Model Rules | |
|---|-----------|------------|----------|------------------------------|----------|
| | 6" | 12" | 7 | Scoring | |
| Defensive | HP | Def | Res | Infernal Armour | |
| | 2 | 3 | 4 | 1 | |
| Offensive | Att | Off | Str | AP | Agi |
| Emissary | 1 | 3 | 3 | 0 | 3 |
| Colossal Camel | 2 | 3 | 4 | 1 | 2 |
| <i>Model Rules</i> | | | | <i>Command Group Options</i> | |
| Saddle Cannon: Shooting Weapon. Range 24", Shots D6, Str 4, AP 2, Quick to Fire. | | | | Champion | 10 |
| | | | | Musician | 10 |
| | | | | Standard Bearer | 10 |
| | | | | Banner Enchantment | no limit |



Hob Ballista

100 pts

single model

0–2 Units/Army

Height Standard
Type Construct
Base 60 mm round

Pursuant to section 743B, the maintenance and operation of torsion-powered supplementary artillery is continued, but restricted in operation and design to senior engineers who have served as clerks and apprentices to the Temple of Nezibkesh.

| Global | Adv | Mar | Dis | Model Rules | | |
|-----------|-----------|-----------|----------|-------------|--------------|---|
| | 4" | 4" | 7 | War Machine | | |
| Defensive | HP | Def | Res | Arm | | |
| | 5 | 1 | 4 | 0 | Light Armour | |
| Offensive | Att | Off | Str | AP | Agi | |
| Crew | 3 | 3 | 3 | 0 | 3 | Iron Rain, Move or Fire, Ballista (4+) |

—Model Rules—

Ballista: Artillery Weapon.

Range 48", Shots 1, Str 3 [6], AP 10, **Area Attack (1x5)**, [**Multiple Wounds (D3)**].

Thus concludes this report on the disposition of the military forces of Papak, both actual forces and wild-eyed accusations from jealous rival vassals. We hope that our glorious Overlord will find it useful. May your tyranny rain down upon us for ten thousand years.

I, Kleptiko, accountant to the Shah of Papak, inscribed these words.

—Tablet found in the ruins of Manash, a former city of the Blasted Plain

Quick Reference Sheet

Characters

| | | | | | | | | | | | | | | | |
|---------------------------|-----|-----------|-----|-----------|-----|----------|-----|----------|-----|----------|--|--|--|--|-------------------|
| Satrap | Adv | 4" | Mar | 8" | Dis | 8 | | | | | | | | | |
| Standard, Infantry | HP | 3 | Def | 5 | Res | 4 | Arm | 0 | | | | | | | Infernal Armour |
| Satrap | Att | 3 | Off | 5 | Str | 4 | AP | 1 | Agi | 4 | | | | | Iron Rain |
| Hobgoblin Conjurer | Adv | 4" | Mar | 8" | Dis | 7 | | | | | | | | | Wizard Apprentice |
| Standard, Infantry | HP | 3 | Def | 3 | Res | 3 | Arm | 0 | | | | | | | |
| Hobgoblin Conjurer | Att | 1 | Off | 3 | Str | 3 | AP | 0 | Agi | 3 | | | | | Iron Rain |

Character Mounts

| | | | | | | | | | | | | | | | |
|----------------------|-----|-----------|-----|------------|-----|----------|-----|------------|-----|----------|--|--|--|--|---|
| Mountain Wolf | Adv | 8" | Mar | 16" | Dis | C | | | | | | | | | Feigned Flight, Light Troops, Vanguard (6") |
| Standard, Cavalry | HP | C | Def | C | Res | C | Arm | C+1 | | | | | | | |
| Mountain Wolf | Att | 2 | Off | 3 | Str | 3 | AP | 1 | Agi | 3 | | | | | Harnessed |
| Bear-Dog | Adv | 7" | Mar | 14" | Dis | C | | | | | | | | | |
| Standard, Cavalry | HP | C | Def | C | Res | C | Arm | C+2 | | | | | | | |
| Bear-Dog | Att | 2 | Off | 3 | Str | 4 | AP | 1 | Agi | 2 | | | | | Harnessed, Stomp Attacks (1) |
| Plains Tusker | Adv | 8" | Mar | 14" | Dis | C | | | | | | | | | Fear |
| Large, Cavalry | HP | C | Def | C | Res | 5 | Arm | C+2 | | | | | | | |
| Plains Tusker | Att | 4 | Off | 3 | Str | 5 | AP | 2 | Agi | 2 | | | | | Harnessed, Impact Hits (D3) |
| Drum Gogyag | Adv | 6" | Mar | 10" | Dis | C | | | | | | | | | Giant Drum, Musician, War Platform |
| Gigantic, Beast | HP | 5 | Def | 3 | Res | 6 | Arm | 3 | | | | | | | |
| Drummer (4) | Att | 1 | Off | 3 | Str | 3 | AP | 0 | Agi | 3 | | | | | Halberd |
| Gogyag | Att | 4 | Off | 3 | Str | 5 | AP | 2 | Agi | 2 | | | | | Harnessed |

Core

| | | | | | | | | | | | | | | | |
|------------------------|-----|-----------|-----|-----------|-----|----------|-----|----------|-----|----------|--|--|--|--|--|
| Hob Levies | Adv | 4" | Mar | 8" | Dis | 7 | | | | | | | | | Scoring |
| Standard, Infantry | HP | 1 | Def | 3 | Res | 3 | Arm | 0 | | | | | | | Light Armour |
| Hob Levy | Att | 1 | Off | 3 | Str | 3 | AP | 0 | Agi | 3 | | | | | Iron Rain |
| Hob Auxiliaries | Adv | 4" | Mar | 8" | Dis | 7 | | | | | | | | | Light Troops, Vanguard (6") |
| Standard, Infantry | HP | 1 | Def | 3 | Res | 3 | Arm | 0 | | | | | | | |
| Hob Auxiliary | Att | 1 | Off | 3 | Str | 3 | AP | 0 | Agi | 3 | | | | | Boiling Oil, Iron Rain, Paired Weapons |

Special

| | | | | | | | | | | | | | | | |
|------------------------------|-----|-----------|-----|------------|-----|----------|-----|----------|-----|----------|--|--|--|--|--|
| Mountain Wolf Cavalry | Adv | 8" | Mar | 16" | Dis | 7 | | | | | | | | | Feigned Flight, Light Troops, Vanguard (6") |
| Standard, Cavalry | HP | 1 | Def | 4 | Res | 3 | Arm | 1 | | | | | | | Light Armour, Shield |
| Hobgoblin Rider | Att | 1 | Off | 4 | Str | 3 | AP | 0 | Agi | 3 | | | | | Iron Rain, Bow (4+), Lance |
| Mountain Wolf | Att | 2 | Off | 3 | Str | 3 | AP | 1 | Agi | 3 | | | | | Harnessed |
| Hob Cataphracts | Adv | 7" | Mar | 14" | Dis | 8 | | | | | | | | | Scoring |
| Standard, Cavalry | HP | 1 | Def | 4 | Res | 3 | Arm | 2 | | | | | | | |
| Veteran | Att | 1 | Off | 4 | Str | 3 | AP | 0 | Agi | 3 | | | | | Iron Rain, Bow (4+) |
| Bear-Dog | Att | 2 | Off | 3 | Str | 4 | AP | 1 | Agi | 2 | | | | | Harnessed, Stomp Attacks (1) |
| Tusker Mahouts | Adv | 8" | Mar | 14" | Dis | 8 | | | | | | | | | Fear, Scoring |
| Large, Cavalry | HP | 3 | Def | 4 | Res | 5 | Arm | 2 | | | | | | | Heavy Armour |
| Hobgoblin Mahout (3) | Att | 1 | Off | 4 | Str | 3 | AP | 0 | Agi | 3 | | | | | Halberd |
| Plains Tusker | Att | 4 | Off | 3 | Str | 5 | AP | 2 | Agi | 2 | | | | | Harnessed, Impact Hits (D3) |
| Drum Gogyag | Adv | 6" | Mar | 12" | Dis | 7 | | | | | | | | | Giant Drum, Musician, Not a Leader, War Platform |
| Gigantic, Beast | HP | 5 | Def | 3 | Res | 6 | Arm | 3 | | | | | | | |
| Drummer (4) | Att | 1 | Off | 3 | Str | 3 | AP | 0 | Agi | 3 | | | | | Halberd |
| Gogyag | Att | 4 | Off | 3 | Str | 5 | AP | 2 | Agi | 2 | | | | | Harnessed |

Blotting the Sun

| | | | | | | | | | | | | | | | |
|-------------------------|-----|-----------|-----|-----------|-----|----------|-----|----------|-----|----------|--|--|--|--|-------------------------|
| B. P. Emissaries | Adv | 4" | Mar | 8" | Dis | 8 | | | | | | | | | Scoring |
| Standard, Infantry | HP | 1 | Def | 3 | Res | 3 | Arm | 0 | | | | | | | Infernal Armour, Shield |
| Emissary | Att | 1 | Off | 3 | Str | 3 | AP | 0 | Agi | 3 | | | | | Iron Rain |

| | | | | | | | | | |
|-------------------------|-----|-----------|-----|------------|-----|----------|-----|----------------|---|
| S. M. Emissaries | Adv | 6" | Mar | 12" | Dis | 7 | | Def | Scoring |
| Large, Cavalry | HP | 2 | Def | 3 | Res | 4 | Arm | 1 | Infernal Armour |
| Emissary | Att | 1 | Off | 3 | Str | 3 | AP | 0 | Agi 3 Saddle Cannon (4+) |
| Colossal Camel | Att | 2 | Off | 3 | Str | 4 | AP | 1 | Agi 2 Harnessed |
| Hob Ballista | Adv | 4" | Mar | 4" | Dis | 7 | | | War Machine |
| Standard, Construct | HP | 5 | Def | 1 | Res | 4 | Arm | 0 | Light Armour |
| Crew | Att | 3 | Off | 3 | Str | 3 | AP | 0 | Agi 3 Iron Rain, Move or Fire, Ballista (4+) |

Shooting Weapons

| Name | Artillery | Range | Str | AP | Shots | Rules |
|---------------|-----------|-------|-------|----|-------|---|
| Blunderbuss | - | 12" | 5 | 3 | 1 | Accurate March and Shoot Quick to Fire No Stand and Shoot modifier |
| Flintlock Axe | - | 18" | 4 | 2 | 1 | Shoot from third rank |
| Sling | - | 18" | 3 | 0 | 1 | Str 4 on Short Range |
| Saddle Cannon | - | 24" | 4 | 2 | D6 | Quick to Fire |
| Hob Ballista | - | 48" | 3 [6] | 10 | 1 | Area Attack (1×5) [Multiple Wounds (D3)] |

Aim Table

| Name | Aim | Shooting Model |
|---------------|-----|------------------------------------|
| Bow | 2+ | Satrap |
| | 3+ | Emissary |
| | 4+ | Hob Levy, Hobgoblin Rider, Veteran |
| Sling | 4+ | Slingers |
| Flintlock Axe | 3+ | Shah, Hobgoblin Conjurer |
| | 4+ | Emissary |
| Saddle Cannon | 4+ | Emissary |
| Blunderbuss | 5+ | Emissary |

Changelog

2021 beta 2 hotfix 1

- Drum Gogyag mount AP corrected from 3 to 2
- Hob Auxiliaries removed general 0-2 Units/Army limit and added it for [Slingers](#) and [Disciples](#)

2021 beta 2

- A few wording adjustments

Design Changes

- Shah and Hobgoblin Chief merged to Satrap
- Alpha Karkadan replaced by Drum Gogyag
- Hob Slingers renamed Hob Auxiliaries and added [Disciples](#) option
- Eternals merged into Hob Cataphracts
- Tyrannical Disciples removed

Balance Changes

- Wicked Serrations, 45 ↗ 50
- Elemental Plate, 65 ↘ 60
- Death's Head Aura, 50 ↘ 45
- Hob Levies, Base cost, 125 ↘ 120
- Drum Gogyag, Base cost, 220 ↘ 200
- Blasted Plains Emissaries
 - Base cost 235 ↘ 230
 - Additional models 13 ↗ 14
- Sky Mountain Emissaries, Additional models 77 ↘ 75