

THE IX AGE FANTASY BATTLES



HOBGOBLINS

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Hobgoblins

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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.

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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

Hob War Cry!

One use only. May be activated at the start of any friendly Player Turn, provided the General is on the Battlefield and not Fleeing. Apply the following effects until the end of the Player Turn:

- All friendly units gain +1" Advance Rate, +2" March Rate, and Hold the Line.

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

Universal Rules

Hob Cohesion

For the purpose of receiving Commanding Presence and Rally Around the Flag from friendly models, the model counts as 6" closer to those models.

Attack Attributes

Iron Rain – Shooting

If one or more of the following conditions are met, the Shooting Attack gains +1 to hit and **always** has at least Armour Penetration 1 :

- The attacker is located in the target's Flank or Rear Arc.
- The target has suffered one or more hits from Slings earlier in the same Shooting Phase, and no other Shooting Attack has hit the unit since then.

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, Steady Aim.**

Flintlock Axe – Shooting Weapon

Range 18", Shots 1, Str 4, AP 2, Shoot in Extra Rank. Counts as a Halberd in close combat.

Hereditary Spell

Casting Value	Range	Type	Duration	Effect
H Chains of Pride <5+> {8+}	24"	<Augment> {Hex}	One Turn	The target gains Unstable and Fearless . {Targets with Supernal cannot take Break Tests.}

Special Items

Weapon Enchantments

Rocket Arrows 60 pts
 Enchantment: Bow.
 Shots 1, Str 3 [6], AP 2 [10], Area Attack (1×5), [Multiple Wounds (2)], Reload!

Wicked Serrations 50 pts
 Satraps with Shah only.
 Enchantment: Great Weapon.
 While using this weapon, the wielder gains **Lightning Reflexes** and +1 Attack Value. In addition, single model units that have suffered one or more hits from this weapon suffer -1 Resilience and -1 Attack Value until the end of the Combat Phase.

Armour Enchantments

pts

Banner Enchantments

Predator Pennant 45 pts
 Cannot be taken by units that count toward Core.
 The bearer's unit gains **Devastating Charge (Distracting)**.

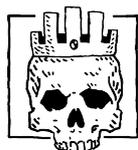
Baited Banner 35 pts
 Standard Height models only.
 Model parts with Harnessed in the bearer's unit gain **Hatred**.

Artefacts

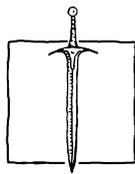
Breath of the Brass Bull 75 pts
 Cannot be taken by models with Towering Presence.
 The bearer's model gains +1 Health Point and the bearer gains **Breath Attack (Toxic Attacks)**.

Zartosht's Chains 50 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.

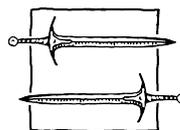
Army Organisation



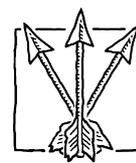
Characters
 Max. 40%



Core
 Min. 25%



Special
 No limit



Blotting the Sun
 Max. 35%

Characters (Max. 40%)

The Shah of Papak is unfailingly loyal to our glorious Overlord, as are the satraps. 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.



Satrap 125 pts

single model

Height Standard
Type Infantry
Base 20×20 mm

Global	Adv	Mar	Dis	Model Rules		
	4"	8"	8	Hob Cohesion		
Defensive	HP	Def	Res	Arm		
	3	5	4	0	Infernal Armour	
Offensive	Att	Off	Str	AP	Agi	
Satrap	3	5	4	1	5	Iron Rain, Weapon Master

Options		pts-	Mount Options		pts-
Must choose (one choice only):					
Cavalry Commander		free	Colossal Camel		40
Archery Commander		20	Mountain Wolf		50
Shah*		25	Bear-Dog		70
*Cannot be taken by the Battle Standard Bearer			Royal Gogyag		155
Battle Standard Bearer		50	Plains Tusker		180
Special Items		up to 100	— Optional Model Rules —		
Shield		5	Archery Commander: Universal Rule.		
Paired Weapons		5	The model's unit gains Quick to Fire .		
Lance		10	Cavalry Commander: Universal Rule.		
Great Weapon		10	The model must take a mount. The model's unit		
Flintlock Axe (3+)		15	must reroll any natural rolls of '1' when rolling for		
One choice only:			Charge Range in the Charge Phase.		
Bow (2+)		5	Shah: Universal Rule.		
Blunderbuss (5+)		10	The model part gains Hatred , its Special Item al-		
			lowance is increased to 200 pts, and its Discipline is		
			set to 9.		

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.



Hobgoblin Conjurer

115 pts

single model

Height Standard
Type Infantry
Base 20×20 mm

Global	Adv	Mar	Dis	Model Rules	
	4"	8"	8	Wizard Apprentice	

Defensive	HP	Def	Res	Arm	
	3	3	3	0	

Offensive	Att	Off	Str	AP	Agi
Hobgoblin Conjurer	1	3	3	0	3

— Magic Options — pts —

One choice only:

Wizard Adept
Wizard Master

95
265



Pyromancy



Shamanism



Witchcraft

— Options — pts —

Special Items

up to 100

If Wizard Master

up to 200

One choice only:

Light Armour

5

Infernal Armour (Wizard Master only)

25

— Mount Options — pts —

If Wizard Adept or Master:

Colossal Camel

40

Mountain Wolf

40

Plains Tusker

110

Hobgoblins are sworn to serve, and so we require strong leadership and a hierarchy that stretches below the Shah and the Satraps. Savarans lead our people in battle, in trade, and in training. Should you have new doctrines you wish to employ, simply send a message to a Savaran; it will be their honour to follow your commands.



Hob Savaran

40 pts

single model

Height Standard
Type Infantry
Base 20×20 mm

Global	Adv	Mar	Dis	Model Rules	
	4"	8"	7	Attached, Hob Cohesion, Loyal Lieutenant	

Defensive	HP	Def	Res	Arm	
	2	4	4	0	Infernal Armour, Shield

Offensive	Att	Off	Str	AP	Agi
Hob Savaran	3	4	4	1	3

— Model Rules —

Loyal Lieutenant: Universal Rule.

The model can only join units that contains at least one R&F model with the same Height and Type and that do not contain any other models with Loyal Lieutenant.

— Options — pts —

Paired Weapons

5

Lance

10

Great Weapon

10

Flintlock Axe (3+)

15

One choice only:

Blunderbuss (5+)

5

Bow (2+)

5

— Mount Options — pts —

Mountain Wolf

10

Colossal Camel

20

Bear-Dog

25

Plains Tusker

105

Character Mounts

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.



Mountain Wolf

Height Standard
Type Cavalry
Base 25×50 mm

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

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.



Bear-Dog

Height Standard
Type Cavalry
Base 25×50 mm

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)

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.



Plains Tusker

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

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

“Gogyag” is the Bwabatok name for any big and inspiring creature befriended by goblins, though of course we do not treat them with the same reverence as less enlightened goblins. As such, we technically list the personal mount and companions of some of our war-leaders, though naturally as pets they are not precisely true military assets. Still, we hope this scrupulous attention to detail shows our dedication to the regulations.



Royal Gogyag

Height Gigantic
Type Beast
Base 60×100 mm
0–3 Mounts/Army

The model also counts towards the maximum number of Regimental Gogyags allowed from Core.

Global	Adv	Mar	Dis	Model Rules		
	6"	10"	7	Attached, Exclusive (Hob Levies), War Platform		
Defensive	HP	Def	Res	Arm		
	5	3	6	3	Royal Gogyag Barding	
Offensive	Att	Off	Str	AP	Agi	
Drummer (4)	1	3	3	0	3	Bow (4+), Halberd, Iron Rain
Gogyag	4	3	5	2	2	Harnessed

— Model Rules —

Royal Gogyag Barding: Personal Protection.

When the model suffers a wound from an attack with Multiple Wounds (X) halve X, rounding fractions up.

Upon the border of Wasteland, a breed of camel has grown to surprising size. 'Docile' as any camel and less nimble than smaller ones, these best serve the Citadel as pack beasts, not cavalry. I am sure the honoured master who might read this has seen them making the treks to the Sky Mountains, burdened down with such trade goods as the masters see fit to send to the Khanates.



Colossal Camel

Height Large
Type Cavalry
Base 40×60 mm

Global	Adv	Mar	Dis	Model Rules		
	7"	14"	C			
Defensive	HP	Def	Res	Arm		
	C	C	C	C+1		
Offensive	Att	Off	Str	AP	Agi	
Colossal Camel	2	3	4	1	2	Harnessed

Core (Min. 25%)

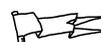
You know, oh great Overlord, that we train our soldiers to the standards set by the Masters. Levies comprise the heart of our own military forces, and are matched against such foes as it is appropriate for us to battle. Some few may deviate slightly from standard protocols, but we would not dream of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



Hob Levies

110 pts + 4 pts/extra model

20-40 models



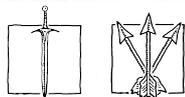
Height Standard
Type Infantry
Base 20x20 mm



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

Global	Adv	Mar	Dis	Model Rules			
	4"	8"	7	Scoring			
Defensive	HP	Def	Res	Arm			
	1	3	3	0	Light Armour		
Offensive	Att	Off	Str	AP	Agi		
Hob Levy	1	3	3	0	3	Iron Rain	
— Options —			pts—			— Command Group Options —	
Bow (4+) [BS]				2/model	Champion		10
Must choose (one choice only):					Musician		10
Paired Weapons				free	Standard Bearer		10
Halberd and Heavy Armour				1/model	Banner Enchantment		no limit
Shield				1/model			
Spear and Shield				1/model			

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.



Hob Auxiliaries

115 pts + 4 pts/extra model 10-20 models

Height Standard
Type Infantry
Base 20×20 mm

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

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
Iron Rain, Paired Weapons					
Options			pts-		
Must choose (one choice only):			pts-		
Disciples (0-2 Units/Army)			free		
Slings (0-2 Units/Army) [BS]			2/model		
Command Group Options			pts-		
Champion			10		
Musician			10		
Optional Model Rules					
Disciples: Universal Rule.					
The model gains Swiftstride. 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 +3 Armour Penetration.					
Sling: Shooting Weapon.					
Range 18", Shots 1, Str 3, AP 0. The attack gains +1 Strength when shooting from Short Range.					
Slings: Universal Rule.					
The model gains Hard Target (1) , Insignificant , Skirmisher , and Sling (3+) .					

Some hobgoblin regiments have magnificent miscellaneous mascots. 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.



Regimental Gogyag

190 pts

single model 0-3 Units/Army

Height Gigantic
Type Beast
Base 60×100 mm

Global	Adv	Mar	Dis	Model Rules	
	6"	10"	7	Attached, Deafening Clamour, Exclusive (Hob Levies), 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
Gogyag	4	3	5	2	2
Bow (4+), Halberd, Iron Rain					
Harnessed					

Special (No limit)

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.



Mountain Wolf Cavalry

170 pts + 10 pts/extra model

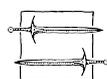
5-15 models

0-2 Units/Army

Height Standard
Type Cavalry
Base 25x50 mm

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
Command Group Options			pts-	Command Group Options		pts-
Champion			10	Standard Bearer		10
Musician			10	Banner Enchantment		no limit

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.



Hob Cataphracts

275 pts + 21 pts/extra model

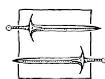
10-20 models

0-3 Units/Army

Height Standard
Type Cavalry
Base 25x50 mm

Global	Adv	Mar	Dis	Model Rules		
	7"	14"	8	Scoring		
Defensive	HP	Def	Res	Arm		
	1	4	3	2	Heavy Armour, Shield	
Offensive	Att	Off	Str	AP	Agi	
Veteran	1	4	3	0	3	Iron Rain, Bow (4+), Lance, Paired Weapons, Weapon Master
Bear-Dog	2	3	4	1	2	Harnessed, Stomp Attacks (1)
Command Group Options			pts-	Command Group Options		pts-
Champion			10	Standard Bearer		10
Musician			10	Banner Enchantment		no limit

In honour of the Masters, the finest warrior-nobles in Papak have taken to wearing steel masks in the style of the legendary Immortals. These worthy hobgoblins are hunters, however, not warriors—their knives are made for the bleeding of the beasts of the plains, not the foes of the Citadel. The presence of a Shah's hunting party near a battlefield is most likely an unintentional cause of any such battles, as defending their Masters is the only priority of all hobgoblins. Insinuations that such engagements might be engineered should be disregarded.



Eternals

270 pts + **22** pts/extra model

10–20 models



0–3 Units/Army

Height **Standard**
Type **Cavalry**
Base **25×50 mm**

Global	Adv	Mar	Dis	Model Rules		
	7"	14"	8	Scoring		
Defensive	HP	Def	Res	Arm		
	1	4	3	2	Infernal Armour	
Offensive	Att	Off	Str	AP	Agi	
Eternal	1	4	3	0	3 Cavalry), Hatred (against Beast, Iron Rain, Bow (4+), Great Weapon	
Bear-Dog	2	3	4	1	2 Harnessed, Stomp Attacks (1)	
— Command Group Options —		pts-		— Command Group Options —		pts-
Champion			10	Standard Bearer	10	
Musician			10	Banner Enchantment	no limit	

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).



Tusker Mahouts

370 pts + **105** pts/extra model

3–5 models



0–3 Units/Army

Height **Large**
Type **Cavalry**
Base **50×100 mm**

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)	
— Command Group Options —		pts-		— Command Group Options —		pts-
Champion			10	Standard Bearer	10	
Musician			10	Banner Enchantment	no limit	

Blotting the Sun (Max. 35%)

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.



Blasted Plains Emissaries

220 pts + 13 pts/extra model

15–30 models



Height Standard
Type Infantry
Base 20×20 mm

Global	Adv	Mar	Dis	Model Rules				
	4"	8"	8	Scoring				
Defensive	HP	Def	Res	Arm				
	1	3	3	0	Infernal Armour, Shield			
Offensive	Att	Off	Str	AP	Agi			
Emissary	1	3	3	0	3	Bow (3+), Iron Rain		
— Options —			pts —		— Command Group Options —		pts —	
Must choose (one choice only):					Champion		10	
Blunderbuss (5+)			free		Musician		10	
Flintlock Axe (4+)			1/model		Standard Bearer		10	

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.



Sky Mountain Emissaries

210 pts + 70 pts/extra model

3–8 models



Height Large
Type Cavalry
Base 40×60 mm

Global	Adv	Mar	Dis	Model Rules				
	7"	14"	8	Scoring				
Defensive	HP	Def	Res	Arm				
	2	3	4	1	Infernal Armour, Shield			
Offensive	Att	Off	Str	AP	Agi			
Emissary	1	3	3	0	3	Iron Rain, Saddle Cannon (4+)		
Colossal Camel	2	3	4	1	2	Harnessed		
— Model Rules —			pts —		— Command Group Options —		pts —	
Saddle Cannon: Shooting Weapon.					Champion		10	
Range 24", Shots D6, Str 4, AP 2, Quick to Fire.					Musician		10	
					Standard Bearer		10	

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.



Hob Ballista

95 pts

single model

0–2 Units/Army

Height Standard
Type Construct
Base 60 mm round

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 (1×5)**, [**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						Hob Cohesion
Standard, Infantry	HP	3	Def	5	Res	4	Arm	0				Infernal Armour
Satrap	Att	3	Off	5	Str	4	AP	1	Agi	5		Iron Rain, Weapon Master
Hobgoblin Conjurer	Adv	4"	Mar	8"	Dis	8						Wizard Apprentice
Standard, Infantry	HP	3	Def	3	Res	3	Arm	0				
Hobgoblin Conjurer	Att	1	Off	3	Str	3	AP	0	Agi	3		
Hob Savaran	Adv	4"	Mar	8"	Dis	7						Attached, Hob Cohesion, Loyal Lieutenant
Standard, Infantry	HP	2	Def	4	Res	4	Arm	0				Infernal Armour, Shield
Hob Savaran	Att	3	Off	4	Str	4	AP	1	Agi	3		Bow (4+), Iron Rain, Weapon Master

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	3	Def	C	Res	5	Arm	C+2				
Plains Tusker	Att	4	Off	3	Str	5	AP	2	Agi	2		Harnessed, Impact Hits (D3)
Royal Gogyag	Adv	6"	Mar	10"	Dis	7						Attached, Exclusive (Hob Levies), War Platform
Gigantic, Beast	HP	5	Def	3	Res	6	Arm	3				Royal Gogyag Barding
Drummer (4)	Att	1	Off	3	Str	3	AP	0	Agi	3		Bow (4+), Halberd, Iron Rain
Gogyag	Att	4	Off	3	Str	5	AP	2	Agi	2		Harnessed
Colossal Camel	Adv	7"	Mar	14"	Dis	C						
Large, Cavalry	HP	C	Def	C	Res	C	Arm	C+1				
Colossal Camel	Att	2	Off	3	Str	4	AP	1	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		Iron Rain, Paired Weapons
Regimental Gogyag	Adv	6"	Mar	10"	Dis	7						Attached, Deafening Clamour, Exclusive (Hob Levies), 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		Bow (4+), Halberd, Iron Rain
Gogyag	Att	4	Off	3	Str	5	AP	2	Agi	2		Harnessed

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				Heavy Armour, Shield
Veteran	Att	1	Off	4	Str	3	AP	0	Agi	3		Iron Rain, Bow (4+), Lance, Paired Weapons, Weapon Master
Bear-Dog	Att	2	Off	3	Str	4	AP	1	Agi	2		Harnessed, Stomp Attacks (1)

Eternals	Adv	7"	Mar	14"	Dis	8				Scoring	
Standard, Cavalry	HP	1	Def	4	Res	3	Arm	2		Infernal Armour	
Eternal	Att	1	Off	4	Str	3	AP	0	Agi	3	Cavalry), Hatred (against Beast, Iron Rain, Bow (4+), Great Weapon
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)

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	Bow (3+), Iron Rain
S. M. Emissaries	Adv	7"	Mar	14"	Dis	8					Scoring
Large, Cavalry	HP	2	Def	3	Res	4	Arm	1			Infernal Armour, Shield
Emissary	Att	1	Off	3	Str	3	AP	0	Agi	3	Iron Rain, 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 (1x5) [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

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- Hereditary Spell: Casting Value (boosted) 9+ ↘ 8+
- Baited Banner: Base cost 45 ↘ 35
- Breath of the Brass Bull: Base cost 90 ↘ 75
- Zartosht's Chains: Base cost 55 ↘ 50
- Satrap Colossal Camel: 60 ↘ 40
- Satrap Plains Tusker: 200 ↘ 180
- Satrap Royal Gogyag: 175 ↘ 155
- Hobgoblin Conjuror Plains Tusker: 125 ↘ 110
- Hob Savaran Mountain Wolf: 15 ↘ 10
- Hob Savaran Colossal Camel: 30 ↘ 20
- Hob Savaran Plains Tusker: 120 ↘ 105
- Hob Levies Halberd and Heavy Armour: 2 ↘ 1
- Hob Auxiliaries: Base cost 125 ↘ 115
- Hob Auxiliaries: Additional models 5 ↘ 4
- Hob Auxiliaries Slingers: 1 ↗ 2
- Tusker Mahouts: Base cost 385 ↘ 370
- Eternals: Base cost 295 ↘ 270
- Eternals: Additional models 24 ↘ 22
- Blasted Plains Emissaries: Base cost 230 ↘ 220
- Blasted Plains Emissaries: Additional models 14 ↘ 13
- Sky Mountain Emissaries: Base cost 220 ↘ 210
- Sky Mountain Emissaries: Additional models 71 ↘ 70