



# INFERNAL DWARVES

## LUGARS UPDATED - 4 316 POINTS



895 pts (20.00 %) **1103 pts (25.00 %)** 1383 pts (31.00 %) 935 pts (21.00 %)  
**Characters** **Core** **Special** **Instruments of Destruction**  
 (40 Max) (25 Least) (0 NoLimit) (25 Max)

### Characters

#### PROFET

Prophet - Standard - Infantry - 20x20

## 550 POINTS

Global	Adv	Mar	Dis			Model Rules
	3"	9"	9			Wizard Apprentice, Infernal Brand, Prophet of Lugar, Secrets of Nezibkesh
Defensive	HP	Def	Res	Arm		
	3	4	5	0	Infernal Armour	
Offensive	Att	Off	Str	Ap	Agi	
<b>Prophet</b>	2	4	4	1	2	<b>Hand Weapon</b>

**Options** | Wizard Master • Occultism • Shield • General • Ring of Desiccation • Breath of the Brass Bull

#### VEZIER

Vizier - Standard - Infantry - 20x20

## 345 POINTS

Global	Adv	Mar	Dis			Model Rules
	3"	9"	9			Infernal Brand
Defensive	HP	Def	Res	Arm		
	3	6	5	0	Infernal Armour	
Offensive	Att	Off	Str	Ap	Agi	
<b>Vizier</b>	3	6	4	1	3	<b>Hand Weapon</b>

**Options** | Battle Standard Bearer • Shield • Infernal Weapon • Golden Idol of Shamut • Death Cheater

### Core

#### BLUNDERBEASTS

Infernal Warriors x36 - Standard - Infantry - 20x20

## 906 POINTS

Global	Adv	Mar	Dis			Model Rules
	3"	9"	9			Scoring, Infernal Brand
Defensive	HP	Def	Res	Arm		
	1	4	4	0	Infernal Armour	
Offensive	Att	Off	Str	Ap	Agi	
<b>Infernal Warrior</b>	1	4	3	0	2	

**Options** | Shield • Ziggurat Regulars and Great Weapon • Champion • Musician • Standard Bearer • Blunderbuss (5+) • Rending Banner



### SLAVES

Shackled Slaves **x39** - Standard - Infantry - 25x25

197 POINTS



Global	Adv	Mar	Dis	Model Rules	
	4"	8"	4	Insignificant, Enslaved Porters	
Defensive	HP	Def	Res	Arm	
	1	2	4	0	
Offensive	Att	Off	Str	Ap	Agi
Shackled Slave	1	2	3	0	1

#### Options

Paired Weapons

### Special



### LUGARS

Disciples of Lugar **x27** - Standard - Infantry - 20x20

706 POINTS



Global	Adv	Mar	Dis	Model Rules	
	4"	12"	9	Scoring, Ghost Step, Infernal Brand, Theocratic Litigators	
Defensive	HP	Def	Res	Arm	
	1	4	4	0 Aegis (2+, against Flaming Attacks)	
Offensive	Att	Off	Str	Ap	Agi
Disciple of Lugar	2	4	4	1	3 Lethal Strike, Magical Attacks, Flaming Attacks

#### Options

Standard Bearer • Great Weapon • Flaming Standard



### IMMORTALS

Immortals **x26** - Standard - Infantry - 20x20

677 POINTS



Global	Adv	Mar	Dis	Model Rules	
	3"	9"	9	Fear, Scoring, Bodyguard, Infernal Brand	
Defensive	HP	Def	Res	Arm	
	1	5	4	0 Aegis (5+, against Special Attacks), Parry, Shield, Infernal Armour	
Offensive	Att	Off	Str	Ap	Agi
Immortal	1	5	4	1	2 Battle Focus

#### Options

Infernal Weapon • Standard Bearer • Rending Banner

### Instruments of Destruction



### INFERNAL ENGINE

Infernal Engine - Gigantic - Construct - 60x100

460 POINTS



Global	Adv	Mar	Dis	Model Rules	
	6"	10"	9	Unbreakable, Fearless, Fires of Industry (2, 2), Infernal Brand, Full Steam Ahead!, Furnace Breach	
Defensive	HP	Def	Res	Arm	
	7	3	7	4	
Offensive	Att	Off	Str	Ap	Agi
Crew	3	4	3	0	2
Chassis			6	3	2 Harnessed, Impact Hits (D6+1, D6+1), Grind Attacks (D3, D3)

Options

Rocket Battery (4+)



**KADIM TITAN**  
Kadim Titan - Gigantic - Infantry - 150x100

475 POINTS



Global	Adv	Mar	Dis	Model Rules		
	7"	7"	7	Fearless, Supernal, Bound or Broken		
Defensive	HP	Def	Res	Arm		
	7	4	6	2	Aegis (5+   2+  ,   against Flaming Attacks  )	
Offensive	Att	Off	Str	Ap	Agi	
Kadim Titan	3	4	6	3	3	Volcanic Embrace (2D3, 2D3), Searing Heat

## Magics

### Racial Trait Spell

This spell can only be cast by models with Infernal Brand.

	Casting	Range	Type	Duration
<b>Curse of Nezibkesh</b>				
Mf	{6+} {7+}	{36"} {18"}	Hex	Permanent
The target suffers <b>-1 Offensive Skill and Defensive Skill</b> {and an additional <b>-1 for every Incendiary marker on the target (if the number of markers changes, so will the modifier)}</b> , up to a maximum of <b>-3</b> .				



Occultism

**The Sacrifice:** When casting a non-Bound Spell from this Path, immediately after the casting roll, but before any Dispelling Attempt, the Active Player may choose the Caster's unit or another friendly unengaged unit within 24".

A unit may only be chosen once per phase. The chosen unit suffers X hits that wound automatically with Armour Penetration 10 and Magical Attacks, and with no saves of any kind allowed, where X is determined by the Discipline value of the largest fraction of models in the unit, ignoring all Discipline modifiers. In case of a tie, use the lower value:

- 0 to 4: 3 hits
- 5 to 7: 2 hits
- 8 to 10: 1 hit

Any Health Point loss from The Sacrifice that would remove the last model of the chosen unit as a casualty is discarded.

These Health Points losses never cause Panic Tests.

If at least one Health Point loss was caused, the spell is cast with the **{amplified}** version. In that case, use any text marked with **{}**.

		Casting	Range	Type	Duration	Effect
<b>6</b>	The Grave Calls	11+	12"	Hex, Damage, Direct	Instant	The target suffers 2D6 hits with Strength 5, Armour penetration 2, and Magical Attacks. {The hits gain +1 Strength and +1 Armour Penetration.}
<b>2</b>	Hand of Glory	6+ [8+]	Caster [12"]	[Augment], Focused	Last one Turn	[This spell may only target Characters, Champions, and single model units.] The target {and all models in its unit} gain Aegis (6+) and Aegis (+1, max 3+).
<b>3</b>	The Rot Within	6+	18"	Hex	Permanent	The target suffers -1 Offensive Skill and -1 Defensive Skill. {The Caster gains +1 Offensive Skill and +1 Defensive Skill.}
<b>1</b>	Pentagram of Pain	5+[6+]	24"[12"Aura]	[Hex], [Direct], [Universal], [Damage]	Instant	The target suffers D6 hits with Strength 4, Armour Penetration 1, and Magical Attacks. {The Caster's unit is unaffected.} {If one or more unsaved wounds are caused with this spell, the Caster Recovers 1 Health Point.}
<b>5</b>	Marked for Doom	9+	24"	Hex, Damage, Direct	Instant	The target suffers 1 hit with Strength 10, Armour Penetration 10, Multiple Wounds (D3), and Magical Attacks. {If the target is within 12" of the Caster, the spell targets a single Character or Champion joined to the target unit.}
<b>4</b>	Breath of Corruption	6+ [9+]	Caster [12"]	[Augment], Focused	Last one Turn	The target gains Breath Attack (Magical Attacks, Toxic Attacks). {This spell may only target Characters, Champions, and single model units.} {If the Breath Attack is used as a Shooting Attack, its range is increased to 18".}

## Magic items

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

**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.

**Death Cheater:** The wearer gains +1 Armour and Fortitude (4+).

**Golden Idol of Shamut:** If the bearer's model is Infantry, its Advance Rate is **set** to 4" and its March Rate is **set** to 12". In addition, the bearer can cast Glory of Gold (Alchemy) as a Bound Spell with Power Level (4/8).

## Magic banners

**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.

**Flaming Standard:** One use only. May be activated at the start of a Round of Combat or before shooting with the bearer's unit. The bearer's unit gains Flaming Attacks. If activated when Engaged in Combat, the effect lasts until the bearer's unit is no longer Engaged in Combat. If activated before shooting with the bearer's unit, the effect lasts until the end of the phase.

## Model Rules

**Aegis:**

**Battle Focus:** If the attack hits with a natural to-hit roll of '6', the attack causes two hits instead of one.

**Bodyguard:** When a Character is joined to a unit in which at least one model has Bodyguard, that Character gains Stubborn. When Characters or Character types are stated in brackets, Bodyguard only works for the specified Characters or Character types.

**Bound or Broken:** The model cannot take any Special Items from this Army Book and cannot cast Curse of Nezibkesh (Hereditary Spell). In addition, if the model's unit is within 6" of a friendly non-Fleeing model with Infernal Brand, the model:

- Gains Battle Focus.
- Must reroll failed Charge Range rolls in the Charge Phase.

**Enslaved Porters:** Universal Rule.

Shackled Slaves do not cause Panic Tests in other friendly units. At start of the First Game Turn and at the start of each friendly Player Turn, if the Shackled Slaves unit is not Fleeing, Shaken, or Engaged, choose a single friendly Standard Height unit with more than half of its models with Infernal Brand within 6":

- If the Shackled Slaves unit is equipped with Shields, the chosen unit gains Soft Cover.
- If the Shackled Slaves unit is equipped with Paired Weapons, the chosen unit must reroll natural to hit rolls of '1' with its Close Combat Attacks.

The effects last until the start of the next friendly Player Turn.

**Fear:** Units in base contact with one or more enemy models with Fear suffer -1 Discipline. At the start of each Round of Combat, such units must take a Discipline Test, called a Fear Test. If this test is failed, the models in the unit are Shaken until the end of the Round of Combat. Models that have Fear themselves are immune to the effects of Fear.

**Fearless:** If more than half of a unit's models are Fearless, the unit automatically passes Panic Tests and Decimated Tests and cannot declare a Flee Charge Reaction (unless already Fleeing). Models that are Fearless are also immune to the effects of Fear.

**Fires of Industry:** The sum of the Fires of Industry values stated in brackets of all models in the army is restricted to 1 per 750 Army Points, rounding fractions up.

**Flaming Attacks:** The attack doesn't have any special effect. However, it interacts with other rules, such as Flammable and Regeneration.

**Full Steam Ahead!:** Universal Rule.

The model may only perform a single Pivot or Wheel during a March Move. If the model is Charging, it must Pursue or Overrun if possible. If the model is not Charging, it always passes Restrain Pursuit Tests and its Pursuit Distance is always 0".

**Furnace Breach:** Universal Rule.

Instead of rolling on the Misfire Table as normal, apply the following Misfire Effects:

- 2 or less: The model may not shoot its Artillery Weapon until the end of the game. In addition, the model's Grind Attacks become Flaming Attacks and Magical Attacks.
- 3+: The model loses 1 Health Point with no saves of any kind allowed.

**Ghost Step:** The model treats all Terrain Features as Open Terrain for movement purposes, but must abide by the Unit Spacing rule upon the completion of its moves.

**Grind Attacks:** A model part with Grind Attacks resolves these attacks at its own Agility. It must choose an enemy unit in base contact with it. The chosen enemy unit suffers a number of hits equal to the value stated in brackets (X). These hits are resolved with the model part's own Strength and Armour Penetration.

If a model has both Grind Attacks and Impact Hits

, it may only use one of these rules in the same Round of Combat

(its controlling player may choose which). When several model parts in the same unit have Grind Attacks and when

X is a random number (e.g. Grind Attacks (2D3)), roll for the number of hits separately for each model part.

**Hand Weapon:** All models come equipped with a Hand Weapon as their default equipment. If a model has any Close Combat Weapon other than a Hand Weapon, it cannot choose to use the Hand Weapon (unless specifically stated). Hand Weapons wielded by models on foot can be used alongside a Shield, then giving Parry

**Harnessed:** Model parts with Harnessed cannot make Supporting Attacks and cannot use Weapons. Shooting Weapons carried by model parts with Harnessed can be used by other model parts of the same model (as long as they do not have Harnessed or Inanimate). A model with with at least one model part with Harnessed is considered to be mounted.

**Impact Hits:** At Initiative Step 10, a charging model part with Impact Hits must choose an enemy unit that is in base contact with the attacking model's Front Facing. This unit suffers a number of hits equal to the value stated in brackets (X). These hits are resolved with the attacking model part's Strength and Armour Penetration.

If a model has both Grind Attacks and Impact Hits, it may only use one of these rules in the same Round of Combat (its controlling player may choose which). In multipart models, only model parts that also have Harnessed or Inanimate can use their Impact Hits. When several models in the same unit have Impact Hits, and when X is a random number (e.g. Impact Hits (D6)), roll for the number of hits separately for each model part.

**Infernal Armour:** Armour Equipment

Follows the rules for Plate Armour (can be enchanted as if it was Plate Armour). The wearer gains Aegis (5+, against Flaming Attacks).

**Infernal Brand:** The model gains Commanding Presence with the following restrictions: it has a range of 6" and can only benefit Insignificant models. In addition, Standard Height units with more than half of their models with Infernal Brand double their number of Full Ranks for the purpose of Steadfast in the First Round of Combat unless Charging.

**Insignificant:**

**Lethal Strike:** If the attack wounds with a natural to-wound roll of 6+, its Armour Penetration is set to 10 and the target of the attack cannot take a Regeneration save against it.

**Magical Attacks:** The attack doesn't have any special effects. However, it interacts with other rules, such as Otherworldly. Model parts with Magical Attacks apply it also to their Special Attacks (such as Stomp Attacks, Impact Hits and Breath Attack).

**Parry:**

**Prophet of Lugar:** Universal Rule.

The model gains Aegis (4+) and loses Infernal Armour. The model part gains Volcanic Embrace (1). If on foot, the model gains Feigned Flight, +1" Advance Rate, and +3" March Rate. The model gains access to the options below

**Scoring:** Units with at least one model with Scoring are considered to be Scoring Units, which are used for winning Secondary Objectives (see section XVI.2 "Scoring Secondary Objectives", page 67). Every army needs a few Scoring units to be able to complete Secondary Objectives, which is why units with Scoring are marked in the Army Books with a special pennant icon:

Scoring can be lost during the game:

- A unit that is Fleeing loses Scoring for as long as it is Fleeing.
- An Ambushing unit that enters the Battlefield on Game Turn 4 or later loses Scoring.
- A unit that has performed a Post-Combat Reform loses Scoring until the start of the following Player Turn.

**Searing Heat:** Attack Attribute.

The model's Grind Attacks from Volcanic Embrace gain +1 to wound. In addition, enemy units suffer -1 Armour while in base contact with the model.

**Secrets of Nezibkesh:** When the model successfully casts Curse of Nezibkesh (Hereditary Spell), the target immediately gains 1 Incendiary marker.

**Shield:** +1 Armour Hand Weapons wielded by models on foot can be used alongside a Shield, then giving Parry.

**Supernal:**

**Theocratic Litigators:** Universal Rule.

The bearer's unit and enemy units in base contact with the bearer's unit gain **Magic Resistance (2)** that is also applied to friendly spells. This Magic Resistance value cannot be increased.

**Unbreakable:** The model gains Fearless and its unit automatically passes all Break Tests. Characters with Unbreakable can only join units consisting entirely of models with Unbreakable. Units with one or more models with Unbreakable can only be joined by Characters with Unbreakable.

**Volcanic Embrace:** The model part gains Magical Attacks. All Melee Attacks (including Special Attacks) made by model parts with Volcanic Embrace become Flaming Attacks. In addition, at Initiative Step 0, all enemy models in base contact with one or more model parts with Volcanic Embrace suffer a hit with Strength 4, Armour Penetration 0, and Flaming Attacks.

Models with Volcanic Embrace automatically fail all Fortitude Saves.

**Wizard Apprentice:** - Knows 1 spell.

- Can select between the Learned Spell 1 of its chosen Path and the Hereditary Spell of its army.

The Wizard selects its spells as described in Spell Selection

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## Qr codes of your army

You can print this page to have all your army's units qrcode and cut them to stick them on your units, with them you can directly access to the unit's profil with your phone.

Profet



Vezier



Blunderbeasts



Slaves



Lugars



Imortals



Infernal Engine



Kadim Titan

