



INFERNAL DWARVES

JACOB TEST ARMY - 865 POINTS



145 pts (17.00 %) 495 pts (57.00 %) 225 pts (26.00 %) 0 pts (0.00 %)
Characters **Core** **Special** **Instruments of Destruction**
 (40 Max) (25 Least) (0 NoLimit) (25 Max)

Characters



TARUK'S HERALD
Vizier - Standard - Infantry - 20x20


145 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		
Vizier	3	6	4	1	3	Hand Weapon	


Options	Shield • Blunderbuss (5+) • Infernal Weapon • General
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Core




SEAGUARDS
Citadel Guard x10 - Standard - Infantry - 20x20

260 POINTS




Global	Adv	Mar	Dis				Model Rules
	3"	9"	9				Scoring, Infernal Brand
Defensive	HP	Def	Res	Arm			
	1	4	4	0	Shield, Infernal Armour		
Offensive	Att	Off	Str	Ap	Agi		
Citadel Guard	1	4	4	1	2		

Options	Flintlock Axe (3+) • Pistol (4+)
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SEASTONE
Infernal Warriors x15 - Standard - Infantry - 20x20

235 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		
Infernal Warrior	1	4	3	0	2		

Options	Shield
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Special



BULLRIDERS

Taurukh Enforcers x5 - Standard - Beast - 25x50

225 POINTS



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>	
	7"	14"	9	Scoring, Tall, Infernal Brand	
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	1	4	5	0	Cannot be Stomped, Infernal Armour
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
Taurukh Enforcer	2	4	4	1	2
Impact Hits (1, 1)					

Options	Shield • Paired Weapons
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Magics

Racial Trait Spell

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

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

Model Rules

Cannot be Stomped:

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

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.

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.

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

Tall:

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.

Taruk's Herald	Seaguards	Seastone	Bullriders
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