



# INFERNAL DWARVES

## LIST NAINS INFERNAUX (v2020) #4 COPY - 3 824 POINTS



675 pts (15.00 %) **1049 pts (23.00 %) Core** 1625 pts (36.00 %) **Special** 645 pts (14.00 %) **Instruments of Destruction**  
 (40 Max) (25 Least) (0 NoLimit) (25 Max)

### Characters



#### VIZIR #1

Vizier - Large - Cavalry - 50x50

405 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



#### MOUNT BULL OF SHAMUT

Global	Adv	Mar	Dis	Model Rules		
	7"	14"	C	Fear, Solitary, Fly (6", 12", 6", 12"), Light Troops, Fearless, Supernal		
	6"	12"				
Defensive	HP	Def	Res	Arm		
	4	C	5	C	Aegis (5+)	
Offensive	Att	Off	Str	Ap	Agi	
Bull of Shamut	4	4	5	2	3	Harnessed, Divine Attacks, Impact Hits (D3, D3), Flaming Attacks

#### Options

Battle Standard Bearer • Bull of Shamut • Destiny's Call



#### VASSAL CONJURER #1

Vassal Conjurer - Standard - Cavalry - 25x50

135 POINTS



Global	Adv	Mar	Dis	Model Rules		
	4"	8"	7	Wizard Apprentice, Not a Leader, Insignificant, Unbranded		
Defensive	HP	Def	Res	Arm		
	3	3	3	0		
Offensive	Att	Off	Str	Ap	Agi	
Vassal Conjurer	1	3	3	0	3	Hand Weapon



#### MOUNT VASSAL STEED

Global	Adv	Mar	Dis	Model Rules	
	8"	16"	C	Feigned Flight, Light Troops, Vanguard (6", 6")	
Defensive	HP	Def	Res	Arm	
	C	C	C	C+1	
Offensive	Att	Off	Str	Ap	Agi
Vassal Steed	2	3	3	1	3

#### Options

Vassal Steed • Pyromancy



**VASSAL CONJURER #2**  
Vassal Conjurer - Standard - Cavalry - 25x50

135 POINTS



Global	Adv	Mar	Dis	Model Rules	
	4"	8"	7	Wizard Apprentice, Not a Leader, Insignificant, Unbranded	
Defensive	HP	Def	Res	Arm	
	3	3	3	0	
Offensive	Att	Off	Str	Ap	Agi
Vassal Conjurer	1	3	3	0	3



**MOUNT VASSAL STEED**

Global	Adv	Mar	Dis	Model Rules	
	8"	16"	C	Feigned Flight, Light Troops, Vanguard (6", 6")	
Defensive	HP	Def	Res	Arm	
	C	C	C	C+1	
Offensive	Att	Off	Str	Ap	Agi
Vassal Steed	2	3	3	1	3

**Options**

Vassal Steed • Pyromancy

**Core**



**CERBERES DE LA CITADELLE #1**  
Citadel Guard x22 - Standard - Infantry - 20x20

601 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**

Champion • Musician • Standard Bearer • Flintlock Axe (3+) • Flaming Standard



**GUERRIERS INFERNAUX #1**  
Infernal Warriors x28 - Standard - Infantry - 20x20

448 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 • Champion • Musician • Standard Bearer • Banner of the Relentless Company

**Special**



**TAURUKHS SANCTIFIES #1**  
Taurukh Anointed x3 - Large - Beast - 50x75



320 POINTS



Global	Adv	Mar	Dis	Model Rules	
	7"	12"	9	Fear, Scoring, Bodyguard, Infernal Brand	

<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>		
	3	5	5	0	Infernal Armour	
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
<b>Taurukh Anointed</b>	3	5	5	2	3	Impact Hits (1, 1)

<b>Options</b>	Shield
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	<b>DISCIPLES OF LUGAR #1</b> Disciples of Lugar <b>x20</b> - Standard - Infantry - 20x20	<b>470 POINTS</b>	
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<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>		
	4"	12"	9	Scoring, Ghost Step, Infernal Brand, Theocratic Litigators		
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>		
	1	4	4	0	Aegis (2+, against Flaming Attacks)	
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
<b>Disciple of Lugar</b>	2	4	4	1	3	Lethal Strike, Magical Attacks, Flaming Attacks

<b>Options</b>	Champion • Musician • Standard Bearer • Paired Weapons
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	<b>INFERNAL ARTILLERY #1</b> Infernal Artillery - Large - Construct - 75	<b>280 POINTS</b>	
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<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>		
	3"	3"	9	War Machine, Fires of Industry (2, 2), Infernal Brand, Higher Calibre		
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>		
	5	1	4	0	Infernal Armour	
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
<b>Crew</b>	3	4	3	0	2	Move or Fire, Accurate

<b>Options</b>	Rocket Battery (4+)
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	<b>INFERNAL ARTILLERY #2</b> Infernal Artillery - Large - Construct - 75	<b>280 POINTS</b>	
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<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>		
	3"	3"	9	War Machine, Fires of Industry (2, 2), Infernal Brand, Higher Calibre		
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>		
	5	1	4	0	Infernal Armour	
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
<b>Crew</b>	3	4	3	0	2	Move or Fire, Accurate

<b>Options</b>	Rocket Battery (4+)
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	<b>INFERNAL BASTION #1</b> Infernal Bastion - Gigantic - Construct - 60x100	<b>275 POINTS</b>	
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<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>
	3"	9"	9	Strider, Not a Leader, War Platform, Fires of Industry, Infernal Brand, Firing Platform, Wallbreaker, Mechanised Support
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>
	8	1	5	4



## Model Rules

### Accurate:

### Aegis:

**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.

### Crush Attack:

**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.

**Firing Platform:** Universal Rule.

The model can use Special Attacks only against enemy units Engaged in the model's Front Facing. All models in the same unit as the model are considered to be in Soft Cover. In addition, they may choose to draw Line of Sight as if they were Gigantic and from any point of the Infernal Bastion's Front Facing when shooting or casting spells. If so, as long as the unit has at least one Full Rank:

- A maximum of 20 models can shoot. These models can shoot regardless of the rank they are positioned in.
- Measure their range from the Infernal Bastion.

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

**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.

**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.

**Higher Calibre:** Universal Rule.

The maximum range of the model's Artillery Weapon is doubled. Enemy units hit by the weapon suffer -1" Advance Rate to a minimum of 3" and -2" March Rate to a minimum of 6" until the start of the next friendly Player Turn.

**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).

**Mechanised Support:** The model must be deployed in, and can only join, a unit that includes at least one R&F model with Infernal Brand. The model can never voluntarily leave its unit.

**Move or Fire:** The attack may not be used if the attacking model has made an Advance Move, March Move, Reform or Pivot during the current Player Turn.

**Not a Leader:** The model cannot be the General.

**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.

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

**Strider:** The model automatically passes Dangerous Terrain Tests taken due to Terrain.

If more than half of a unit's models have Strider, the unit never loses their Steadfast or Rank Bonus due to Terrain.

Sometimes Strider is linked to a specific type of Terrain, stated in brackets.

In this case, models with Strider are considered Striders only when interacting with such type of Terrain.

**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.

**Unbranded:** Universal Rule.

The model cannot take any Special Items from this Army Book and cannot cast Curse of Nezibkesh (Hereditary Spell). It cannot join units with more than half of their models with Infernal Brand or units of Shackled Slaves.

**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.

**Wallbreaker:** Universal Rule.

The Battering Ram can only use its Crush Attack against enemy units Engaged in the model's Front Facing. The model must be deployed in and can only join a unit that consists entirely of models with Infernal Brand, and it can never voluntarily leave its unit.

**War Machine:** The model cannot Pursue, Declare Charges or Declare Flee as Charge Reaction. Characters can never join units with War Machines, and Characters with War Machine cannot join units at all.

When a War Machine fails a Panic Test, instead of Fleeing it is Shaken until the end of the next Player Turn. War Machines that fail a Break Test are automatically destroyed. War Machines and units Engaged in Combat with them cannot make Combat Reforms.

When a unit charges a War Machine, it can move into base contact by having its Front Facing contact any point of the War Machine's base (it must still maximise the number of models in base contact, see subsection II.1.A "Bases and Base Contact", page 4 and Figure 1 page 4). No Align Move is allowed. Ignore the War Machine's Facing, as it does not have any due to its round base.

**War Platform:** Unless selected as a mount for a Character, a model with War Platform gains Not a Leader and Character, with the following exceptions:

- It does not count toward the Characters category (for Army List creation). - It cannot issue Duels, Accept Duels or Make Way.

- It can perform Swirling Melee.

- It does not count as a Character regarding Bodyguard and Multiple Wounds.

The model can join units even if it has Towering Presence, and having Chariot does not prevent it from joining units without Chariot. When joined to a unit, it must always be placed in the centre of the front rank, possibly pushing back other models with Front Rank, and must keep its position in the centre of the front rank at all times (as long as it is joined to the unit). If two positions are equally central (e.g. in a unit with an even number of models in the first rank and a War Platform replacing an uneven number of models per rank), the War Platform can be placed in either of these positions. If the War Platform cannot be placed in the centre of the front rank (e.g. due to Mismatching Bases or the front rank being too narrow), the model cannot join the unit. This means that a War Platform can never join a unit with Mismatching Bases and that only a single War Platform can be in the same unit unless noted otherwise.

**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

## Qr codes of your army

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

Vizir #1	Vassal Conjurer	Vassal Conjurer #2	Cerbères de la citadelle #1	Guerriers infernaux #1	Taurukhs sanctifiés #1	Disciples of Lugar #1	Infernal Artillery #1	Infernal Artillery #2	Titan kadim	Infernal Bastion #1