



INFERNAL DWARVES

ESCALATION - 1 370 POINTS



205 pts (14.00 %) 415 pts (28.00 %) 750 pts (50.00 %) 0 pts (0.00 %)
Characters **Core** **Special** **Instruments of Destruction**
 (40 Max) (25 Least) (0 NoLimit) (25 Max)

Characters



VIZIER #1

Vizier - Standard - Infantry - 20x20

205 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 • Infernal Weapon • General • Ring of Desiccation • Willow's Ward

Core



CITADEL GUARD #1

Citadel Guard x20 - Standard - Infantry - 20x20

415 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 • Pistol (4+) • Flaming Standard

Special



KADIM CHARIOT #1

Kadim Chariot - Large - Construct - 50x100

240 POINTS



Global	Adv	Mar	Dis				Model Rules
	7"	7"	9				Fear, Swiftstride, Infernal Brand
Defensive	HP	Def	Res	Arm			
	4	4	5	2	Aegis (2+, against Flaming Attacks)		
Offensive	Att	Off	Str	Ap	Agi		
Champion of Lugar(2)	2	4	4	1	3	Magical Attacks, Flaming Attacks	
Kadim Beast	3	3	5	2	3	Harnessed, Volcanic Embrace	
Chassis			5	2	Inanimate, Impact Hits (D3+1, D3+1)		

Options | Paired Weapons • Great Weapon



TAURUKH ENFORCERS #1

Taurukh Enforcers x5 - Standard - Beast - 25x50

270 POINTS



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

Options	Shield • Infernal Weapon • Musician • Standard Bearer • Aether Icon
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KADIM CHARIOT #2

Kadim Chariot - Large - Construct - 50x100

240 POINTS



Global	Adv	Mar	Dis	Model Rules		
	7"	7"	9	Fear, Swiftstride, Infernal Brand		
Defensive	HP	Def	Res	Arm		
	4	4	5	2	Aegis (2+, against Flaming Attacks)	
Offensive	Att	Off	Str	Ap	Agi	
Champion of Lugar(2)	2	4	4	1	3	Magical Attacks, Flaming Attacks
Kadim Beast	3	3	5	2	3	Harnessed, Volcanic Embrace
Chassis			5	2		Inanimate, Impact Hits (D3+1, D3+1)

Options	Paired Weapons • Great Weapon
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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				
Mf	{6+} {7+}	{36"} {18"}	Translation missing: en.magic_spell.type_target.Hex	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>				

Magic items

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.

Willow's Ward: While using this Shield, the bearer cannot use Parry, gains +1 Armour, and Impact Hits distributed onto the bearer suffer -2 Armour Penetration.

Magic banners

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.

Aether Icon: The bearer gains Magic Resistance (1). If the unit contains a model with another instance of Magic Resistance, it increases that model's Magic Resistance value by 1 instead.

Model Rules

Aegis:

Cannot be Stomped:

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.

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

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.

Inanimate: Inanimate - Melee

Model parts with Inanimate cannot make Close Combat Attacks and cannot use Shooting Weapons. Shooting Weapons carried by model parts with Inanimate can be used by other model parts of the same model (as long as they do not have Harnessed or Inanimate).

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.

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).

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.

Swiftstride: When a unit composed entirely of models with Swiftstride rolls Charge Range, Flee Distance, Pursuit Distance or Overrun Distance, it rolls an additional D6 (normally this will lead to rolling 3D6) and discards the lowest D6 rolled.

Tall:

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.

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.

Vizier #1



Citadel Guard #1



Kadim Chariot #1



Taurukh Enforcers #1



Kadim Chariot #2

