



INFERNAL DWARVES

LIST INFERNAL DWARVES (v2021 BETA 1) #1 - 1 225 POINTS



235 pts (5.00 %) 990 pts (22.00 %) 0 pts (0.00 %) 0 pts (0.00 %)
Characters **Core** **Special** **Instruments of Destruction**
 (40 Max) (25 Least) (0 NoLimit) (25 Max)

Characters

OVERLORD

Overlord - Standard - Infantry - 20x20

235 POINTS

Global	Adv	Mar	Dis	Model Rules	
	3"	9"	10	Infernal Brand, Keys to the Citadel, Arrogance	
Defensive	HP	Def	Res	Arm	
	3	7	5	0	
Offensive	Att	Off	Str	Ap	Agi
Overlord	4	7	4	1	4

Hatred, Weapon Master, Paired Weapons, Great Weapon, Infernal Weapon, Spear, Flintlock Axe, Hand Weapon

Options	Shield • Blunderbuss (5+) • General
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Core

INFERNAL WARRIORS #1

Infernal Warriors x40 - Standard - Infantry - 20x20

990 POINTS

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

Options	Shield • Ziggurat Regulars and Great Weapon • Champion • Musician • Standard Bearer • Blunderbuss (5+) • Banner of Speed
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Magics

Racial Trait Spell

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

	Casting	Range	Type	Duration
<h3>Curse of Nezibkesh</h3>				
Mf	{6+} {7+}	{36"} {18"}	Translation missing: en.magic_spell.type_target.Hex	Permanent

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.

Magic banners

Banner of Speed: A unit with one or more Banners of Speed gains +1" Advance Rate and +2" March Rate.

Model Rules

Arrogance: Universal Rule.

The model's unit automatically passes Fear Tests.

Flintlock Axe: 0–60 R&F Models with Flintlock Axe or Blunderbuss or Pistol per Army.

Range 18", Shots 1, Str 4, AP 2. Counts as a Close Combat Weapon with Two-Handed in close combat. Close Combat Attacks made with it gain +1 Strength. Can be enchanted like a Close Combat Weapon, but only Close Combat Attacks are affected by the Weapon Enchantment unless specifically stated otherwise. The model may shoot from the third rank (in addition to the first and second).

Great Weapon: Attacks made with a Great Weapon gain +2 Strength, +2 Armour Penetration and always strike at Initiative Step 0 (regardless of the wielder's Agility). A model using this weapon cannot simultaneously use a Shield against Melee Attacks

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

Hatred: During the first Round of Combat, failed to-hit rolls from attacks with Hatred must be rerolled.

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.

Infernal Weapon: Close Combat Weapon

Attacks made with this weapon gain +1 Strength and +1 Armour Penetration.

Keys to the Citadel: Universal Rule.

The model must buy Weapon Enchantments for two of its mundane weapons.

Paired Weapons: The wielder gains +1 Attack Value when using Paired Weapons. Attacks made with Paired Weapons gain +1 Offensive Skill and ignore Parry. A model using this weapon cannot simultaneously use a Shield against Melee Attacks.

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.

Spear:

Weapon Master:

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.

Overlord



Infernal Warriors #1

