



INFERNAL DWARVES

LIST INFERNAL DWARVES (v2021 BETA 3 HOTFIX 1) #18 - 4 575 POINTS



1205 pts (27.00 %) 1150 pts (26.00 %) 1370 pts (30.00 %) 850 pts (19.00 %)
Characters **Core** **Special** **Instruments of Destruction**
 (40 Max) (25 Least) (0 NoLimit) (25 Max)

Characters



PROPHET #1
 Prophet - Standard - Infantry - 20x20

435 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
Prophet	2	4	4	1	2
Hand Weapon					

Options | Wizard Master • Pyromancy • General • Prophet of Nezibkesh • Flintlock Axe (2+)



VIZIER #1
 Vizier - Standard - Infantry - 20x20

395 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 | Battle Standard Bearer • Blunderbuss (5+) • Infernal Weapon • Taurukh Ritual • Aether Icon x1 • Onyx Core • Destiny's Call • Potion of Strength



LAMASSU SCHOLAR
 Lamassu Scholar - Large - Cavalry - 50x50

375 POINTS



Global	Adv	Mar	Dis	Model Rules	
	6"	12"	9	Not a Leader, Fly (6",12", 6",12"), Infernal Brand, Riddle of the Lamassu, Secrets of Nezibkesh, Solitary	
	6"	12"			
Defensive	HP	Def	Res	Arm	
	4	4	5	0	Fortitude (5+), Infernal Armour
Offensive	Att	Off	Str	Ap	Agi
Student	2	4	4	1	2
Infernal Weapon, Hand Weapon					
Lamassu	2	4	5	2	4
Harnessed, Magical Attacks, Hand Weapon					

Options | Book of Arcane Mastery

Core



INFERNAL WARRIORS #1
Infernal Warriors x20 - Standard - Infantry - 20x20

420 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 • Ziggurat Regulars and Great Weapon • Champion • Musician • Standard Bearer
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CITADEL GUARD #1
Citadel Guard x15 - Standard - Infantry - 20x20

405 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+)
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VASSAL LEVIES #1
Vassal Levies x35 - Standard - Infantry - 20x20

325 POINTS



Global	Adv	Mar	Dis	Model Rules	
	4"	8"	7	Scoring, Insignificant	
Defensive	HP	Def	Res	Arm	
	1	3	3	0	Light Armour
Offensive	Att	Off	Str	Ap	Agi
Vassal Levy	1	3	3	0	3 Oil Flasks

Options	Shield and Spear • Musician • Standard Bearer • Champion • Flaming Standard
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Special



VASSAL CAVALRY #2
Vassal Cavalry x5 - Standard - Cavalry - 25x50

190 POINTS



Global	Adv	Mar	Dis	Model Rules	
	8"	16"	7	Feigned Flight, Vanguard, Light Troops, Insignificant	
Defensive	HP	Def	Res	Arm	
	1	4	3	1	Light Armour, Shield
Offensive	Att	Off	Str	Ap	Agi
Vassal Rider	1	4	3	0	3 Lance, Bow, Oil Flasks
Vassal Steed	2	3	3	1	3 Harnessed



INFERNAL ARTILLERY #1

Infernal Artillery - Large - Construct - 75

280 POINTS



Global	Adv	Mar	Dis	Model Rules		
	3"	3"	9	War Machine, Fires of Industry (2, 2), Infernal Brand, Higher Calibre		
Defensive	HP	Def	Res	Arm		
	5	1	4	0	Infernal Armour	
Offensive	Att	Off	Str	Ap	Agi	
Crew	3	4	3	0	2	Move or Fire, Accurate

Options	Rocket Battery (4+)
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INFERNAL ARTILLERY #2

Infernal Artillery - Large - Construct - 75

265 POINTS



Global	Adv	Mar	Dis	Model Rules		
	3"	3"	9	War Machine, Fires of Industry (2, 2), Infernal Brand, Higher Calibre		
Defensive	HP	Def	Res	Arm		
	5	1	4	0	Infernal Armour	
Offensive	Att	Off	Str	Ap	Agi	
Crew	3	4	3	0	2	Move or Fire, Accurate

Options	Titan Mortar (4+)
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VASSAL SLINGSHOT #1

Vassal Slingshot - Standard - Construct - 60

125 POINTS



Global	Adv	Mar	Dis	Model Rules		
	4"	4"	7	War Machine, Insignificant, Fires of Industry (1, 1), Vassal Slingshot (4+)		
Defensive	HP	Def	Res	Arm		
	5	1	4	0	Flammable, Light Armour	
Offensive	Att	Off	Str	Ap	Agi	
Crew	3	3	3	0	3	Move or Fire

Options	
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TAURUKH ENFORCERS #1

Taurukh Enforcers x5 - Standard - Beast - 25x50

220 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	Great Weapon
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TAURUKH ANOINTED #1

Taurukh Anointed x3 - Large - Beast - 50x75

290 POINTS



Global	Adv	Mar	Dis	Model Rules	
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<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>	
	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>
Taurukh Anointed	3	5	5	2	3
Impact Hits (1, 1)					

Options

Paired Weapons

Instruments of Destruction



KADIM TITAN #1

Kadim Titan - Gigantic - Infantry - 150x100

495 POINTS



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

Options

Walking Earthquake



CITIZEN GIANT #1

Citizen Giant - Gigantic - Infantry - 50x75

355 POINTS



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>	
	7"	14"	8	Giant See, Giant Do	
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	7	3	5	1	
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
Citizen Giant	5	3	5	2	3
Rage					

Options

Infernal Lash

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"} <small>en.magic_spell.type_target.Hex</small>	Translation missing: <small>en.magic_spell.type_target.Hex</small>	Permanent
<p><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></p>				



Pyromancy

		Casting	Range	Type	Duration	Effect
5	Scorching Salvo	8+	24"Aura	Hex Damage	Instant	The target suffers D3+1 hits with Strength 4, Armour Penetration 0, Flaming Attacks, and Magical Attacks.
4	Pyroclastic Flow	7+ [10+]	24" [12"]	Hex Missile Damage	Instant	The target suffers 2D6 [3D6] hits with Strength 4, Armour Penetration 0, Flaming Attacks and Magical Attacks.

		Casting	Range	Type	Duration	Effect
A	Blaze		18"	Hex Missile Damage	Instant	The target suffers 1 hit with Strength 6, Armour Penetration 2, Flaming Attacks, and Magical Attacks.
6	Enveloping Embers	10+	24"	Hex Damage Direct	Instant	Each model in the target unit suffers 1 hit with Strength 3, Armour Penetration 0, Flaming Attacks, and Magical Attacks.
3	Flaming Swords	8+ [11+]	18" [6"Aura]	Augment	One Turn	The target gains Flaming Attacks and Magical Attacks. In addition, the target's Melee and Shooting Attacks gain a +1 to-wound modifier.
1	Fireball	4+	36"	Hex Missile Damage	Instant	The target suffers D6 hits with Strength 4, Armour Penetration 0, Flaming Attacks and Magical Attacks.
2	Cascading Fire	5+ [8+]	24" [12"]	Hex	One Turn	The target suffers D6 [2D6] hits with Strength 4, Armour Penetration 0, Flaming Attacks, and Magical Attacks.

Magic items

Book of Arcane Mastery: The bearer's first Casting Attempt in each Magic Phase gains a +2 Casting Modifier. When using a single Magic Dice for this Casting Attempt, a natural roll of '1' or '2' on the Magic Dice is always a failed Casting Attempt, regardless of any modifiers.

Destiny's Call: The wearer gains Aegis (4+) and its Armour is set to 3 and can never be improved beyond this.

Onyx Core: Enchantment: Hand Weapon or Infernal Weapon.

Attacks made with this weapon become Flaming Attacks and Magical Attacks and gain Multiple Wounds (D3, against Flammable). In addition, their Strength is always set to 6.

Potion of Strength: One use only. May be activated at the start of any phase or Round of Combat. Until the end of the Player Turn the bearer gains Crush Attack.

Magic banners

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.

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

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.

Bow:

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.

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.

Feigned Flight: A unit consisting solely of models with Feigned Flight that voluntarily chooses to Flee as a Charge Reaction, and subsequently passes a Rally Test in its next Player Turn, doesn't become Shaken. Furthermore, the Reform that is made after Rallying in this case doesn't prevent the unit from moving nor from shooting (but it still counts as having moved for shooting purposes). This rule cannot be applied if a unit fails to rally on the next friendly Player Turn or involuntarily Flees, such as a result of a failed Panic Test or if it was already Fleeing when being charged.

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.

Flammable:

Fly: The model gains Light Troops and Swiftstride. Units composed entirely of models with Fly may make Flying Movements when performing a Move Chargers move, an Advance Move, or a March Move. When a unit makes a Flying Movement, substitute its models' Advance Rate with the first value given in brackets (X), and their March Rate with the second value given in brackets (Y). All modifiers to ground movement values are also applied to the flying values of a model. Units using Flying Movement ignore all Terrain Features and units during the Flying Movement (from their starting to their ending position), but must abide by the Unit Spacing rule at the end of the move (unless charging, when the normal exceptions to the Unit Spacing rule apply). They are still affected by the effects of the Terrain Features from which they take off and in which they land.

Fortitude: Fortitude is a Special Save. Fortitude Saves cannot be taken against attacks with Lethal Strike that rolled a natural 6+ to wound, or against attacks with Flaming Attacks

Giant See, Giant Do: Universal Rule.

The model gains Infernal Armour and Infernal Brand

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 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.

Infernal Weapon: Close Combat Weapon

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

Insignificant:

Lance: Attacks made with a Lance and allocated toward models in the wielders' Front Facing gain Devastating Charge ($+2$ Strength, $+2$ Armour Penetration). Infantry cannot use Lances.

Light Armour: Armor $+1$

Light Troops: Units composed entirely of models with Light Troops are allowed to make any number of Reforms when performing Advance Moves or March Moves. They are allowed to shoot even if they Marched or Reformed. No model can end its movement with its centre further away than its March Rate from its starting position, around any obstructions (including the Unit Spacing rule). This means that when checking the distance travelled by a model, check the path the model would have taken if it was alone, with the exception that the unit as a whole cannot break the Unit Spacing rule while performing the move. If a model performed any action during the movement (such as a Sweeping Attack), the distance moved is counted from its starting position to the point on the Battlefield where it performed that action and then to its final position.

If more than half the models in a unit have Light Troops, the unit always counts as having 0 Full Ranks. Characters with Light Troops that are joined to units with one or more models without Light Troops, lose this rule for as long as they remain with the unit. An Infantry Character joined to an Infantry unit with both Light Troops and the same Size as the Character gains Light Troops for as long as it remains with the unit.

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).

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.

Oil Flasks: Close Combat, Shooting

If one or more simultaneous attacks with Oil Flasks hit, after resolving these attacks, the target unit gains one Incendiary marker.

Prophet of Lugal: 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

Rage: Attack Attribute - Close Combat.

Whenever the model loses a Health Point, it gains $+1$ Attack Value. Whenever it gains a Health Point, it suffers -1 Attack Value.

Riddle of the Lamassu: Universal Rule.

The model is a Wizard Adept that selects 2 spells from Word of Iron (Alchemy), Breath of Corruption (Occultism), Flaming Swords (Pyromancy), Deceptive Glamour (Witchcraft), and Curse of Nezibkesh (Hereditary Spell). This rule overrides the normal Spell Selection rules connected to being a Wizard Adept. Before Spell Selection (at the start of step 7 of the Pre-Game Sequence), the opponent must choose Power or Wisdom.

- If they choose Power, the Lamassu gains Channel (1) for the duration of the game.
- If they choose Wisdom, the model knows an additional spell that it selects immediately from the list of spells above.

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.

Solitary: The model may never join units or be joined by other Characters

Supernal:

Tall:

Vanguard: After Deployment (including units with Scout), models with Vanguard may perform a 12" move. The move is performed as an Advance Move in the Movement Phase, including any actions and restrictions the unit would normally have (such as Wheeling, Reforming, joining units, leaving units and so on). The 12" distance is used instead of the unit's Advance Rate and March Rate. This move cannot be used to move within 12" of enemy units. This is decreased to 6" for enemy units which have either Scouted or Vanguarded. Units that have moved in this way may not Declare Charges in the first Player Turn (if their side has the first turn). If both players have units with Vanguard, alternate moving units one at a time, starting with the player that finished deploying last. Instead of moving a unit, a player may declare to not move any more Vanguarding units.

Vassal Slingshot: Artillery Weapon.

This Artillery Weapon can be fired in two ways:

- Bolt Thrower: Range 48", Shots 1, Str 3 [6], AP 10, Area Attack (1x5), [Multiple Wounds (D3)].
- Oil Flask Thrower: Range 36", Shots 3, Str 1, AP 0. The target unit gains one Incendiary marker for every successful hit.

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.

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.

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 qrcode and cut them to stick them on your units, with them you can directly access to the unit's profil with your phone.

Vassal Cavalry #2	Prophet #1	Infernal Artillery #1	Vizier #1	Lamassu Scholar	Infernal Warriors #1	Infernal Artillery #2	Citadel Guard #1	Vassal Slingshot #1	Vassal Levies #1	Taurukh Enforcers #1	Taurukh Anointed #1	Kadim Titan #1	Citizen Giant #1
													