



# INFERNAL DWARVES

## CHAOS DWARF - 1 095 POINTS



1095 pts (24.00 %) 0 pts (0.00 %) 0 pts (0.00 %) 0 pts (0.00 %)  
**Characters** **Core** **Special** **Instruments of Destruction**  
 (40 Max) (25 Least) (0 NoLimit) (25 Max)

### Characters

**GENERALE**

Prophet - Standard - Infantry - 20x20

**430 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	Infernal Armour	
Offensive	Att	Off	Str	Ap	Agi
<b>Prophet</b>	2	4	4	1	2

<b>Options</b>	Wizard Master • Alchemy • General • Prophet of Nezibkesh
----------------	--

**OVERLORD**

Overlord - Standard - Infantry - 20x20

**470 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	Infernal Armour	
Offensive	Att	Off	Str	Ap	Agi
<b>Overlord</b>	4	7	4	1	4

<b>Options</b>	Shield • Taurukh Ritual • Destiny's Call • Breath of the Brass Bull
----------------	---

**VASSAL CONJURER #1**

Vassal Conjurer - Standard - Infantry - 20x20

**195 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
<b>Vassal Conjurer</b>	1	3	3	0	3

<b>Options</b>	Wizard Adept • Pyromancy
----------------	--------------------------

### Magics

**Racial Trait Spell**

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

Casting	Range	Type	Duration

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



		Casting	Range	Type	Duration	Effect
1	Quicksilver Lash	7+	24"	Hex Missile Damage	Instant	The target suffers D3+1 hits with Flaming Attacks, Magical Attacks, and Armour Penetration 10. These hits always wound on a roll equal to or greater than "7 minus the target's Armour". An unmodified '6' always wounds and an unmodified '1' always fails to wound.
2	Word of Iron	5+ [9+]	24"	Augment	One Turn	The target gains +1[+2] to its Armour.
6	Molter Copper	7+	24"	Hex Missile Damage	Instant	The target suffers D3+3 hits with Strength X, Armour Penetration 4, Flaming Attacks, and Magical Attacks, where X is equal to the target's Armour.
A	Alchemical Fire		18"	Hex	One Turn	The target gains Flammable against Melee Attacks.
5	Corruption of Tin	8+	36"	Hex	Permanent	The target suffers -1 Armour.
3	Glory of Gold	8+	18"	Augment	One Turn	The target gains +1 Armour Penetration, Flaming Attacks and Magical Attacks.
4	Silver Spike	(6+){9+}	(18"){36"}	Hex Missile Damage	Instant	The target suffers 1 hit with Strength 4 [6], Armour Penetration 10, Magical Attacks, [Multiple Wounds (D3)], and Area Attack (1x5).



		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.
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.
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.
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.
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.
A	Blaze		18"	Hex Missile Damage	Instant	The target suffers 1 hit with Strength 6, Armour Penetration 2, Flaming Attacks, and Magical Attacks.
1	Fireball	4+	36"	Hex Missile Damage	Instant	The target suffers D6 hits with Strength 4, Armour Penetration 0, Flaming Attacks and Magical Attacks.

### Magic items

**Breath of the Brass Bull:** The bearer's model gains +1 Health Point and the bearer gains **Breath Attack (Toxic Attacks)**.

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

### 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.

**Insignificant:**

**Keys to the Citadel:** Universal Rule.

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

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

**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.

**Prophet of Lugar:** 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

**Secrets of Nezibkesh:** When the model successfully casts Curse of Nezibkesh (Hereditary Spell), the target immediately gains 1 Incendiary marker.

**Spear:**

**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.

**Weapon Master:**

**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.

generale



Overlord



Vassal Conjurer #1

