



INFERNAL DWARVES

ID BETA 2 - 4 455 POINTS



1660 pts (37.00 %) 1130 pts (25.00 %) 1145 pts (25.00 %)
Characters **Core** **Special**
 (40 Max) (25 Least) (0 NoLimit)

Characters

OVERLORD #1

Overlord - Large - Cavalry - 50x50

585 POINTS

| Global | Adv | Mar | Dis | Model Rules | | |
|-----------|-----|-----|-----|-------------------------------------|-----------------|---|
| | 3" | 9" | 10 | Infernal Brand, Keys to the Citadel | | |
| Defensive | HP | Def | Res | Arm | | |
| | 3 | 7 | 5 | 0 | Infernal Armour | |
| Offensive | Att | Off | Str | Ap | Agi | |
| Overlord | 4 | 7 | 4 | 1 | 4 | Hatred, Weapon Master, Great Weapon, Hand Weapon, Paired Weapons, Spear, Flintlock Axe, Infernal Weapon |

MOUNT BULL OF SHAMUT

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

Options | Shield • Bull of Shamut • Ring of Desiccation • Lugar's Dice • Basalt Infusion • Hero's Heart • Onyx Core

PROPHET #1

Prophet - Standard - Infantry - 20x20

590 POINTS

| Global | Adv | Mar | Dis | Model Rules | | |
|-----------|-----|-----|-----|-----------------------------------|-----------------|-------------|
| | 3" | 9" | 9 | Wizard Apprentice, Infernal Brand | | |
| 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 | General • Prophet of Ashuruk • Shield • Occultism • Wizard Master • Alchemist's Alloy • Willow's Ward • Tablet of Vezodinezh

VIZIER #1

Vizier - Large - Cavalry - 50x50

485 POINTS

| Global | Adv | Mar | Dis | Model Rules | | |
|-----------|-----|-----|-----|----------------|--|--|
| | 3" | 9" | 9 | Infernal Brand | | |
| Defensive | HP | Def | Res | Arm | | |

| | | | | | |
|------------------|------------|------------|------------|------------|------------------------|
| <i>Defensive</i> | <i>HP</i> | <i>Def</i> | <i>Res</i> | <i>Arm</i> | |
| | 3 | 6 | 5 | 0 | Infernal Armour |
| <i>Offensive</i> | <i>Att</i> | <i>Off</i> | <i>Str</i> | <i>Ap</i> | <i>Agi</i> |
| Vizier | 3 | 6 | 4 | 1 | 3 Hand Weapon |



MOUNT BULL OF SHAMUT

| | | | | | |
|-----------------------|------------|------------|------------|---|--|
| <i>Global</i> | <i>Adv</i> | <i>Mar</i> | <i>Dis</i> | <i>Model Rules</i> | |
| | 7" | 14" | C | Fly, Light Troops, Fear, Fearless, Supernal, Exclusive | |
| | 6" | 12" | | | |
| <i>Defensive</i> | <i>HP</i> | <i>Def</i> | <i>Res</i> | <i>Arm</i> | |
| | 4 | C | 5 | C | Aegis |
| <i>Offensive</i> | <i>Att</i> | <i>Off</i> | <i>Str</i> | <i>Ap</i> | <i>Agi</i> |
| Bull of Shamut | 4 | 4 | 5 | 2 | 3 Harnessed, Impact Hits, Divine Attacks, Flaming Attacks |

| | |
|----------------|--|
| Options | Battle Standard Bearer • Great Weapon • Blunderbuss (5+) • Bull of Shamut • Aether Icon x1 • Dragonfire Gem • Essence of Mithril • Flame of the East |
|----------------|--|

Core



CITADEL GUARD #2

Citadel Guard x30 - Standard - Infantry - 20x20

610 POINTS



| | | | | | |
|----------------------|------------|------------|------------|--------------------------------|--------------------------------|
| <i>Global</i> | <i>Adv</i> | <i>Mar</i> | <i>Dis</i> | <i>Model Rules</i> | |
| | 3" | 9" | 9 | Scoring, Infernal Brand | |
| <i>Defensive</i> | <i>HP</i> | <i>Def</i> | <i>Res</i> | <i>Arm</i> | |
| | 1 | 4 | 4 | 0 | Shield, Infernal Armour |
| <i>Offensive</i> | <i>Att</i> | <i>Off</i> | <i>Str</i> | <i>Ap</i> | <i>Agi</i> |
| Citadel Guard | 1 | 4 | 4 | 1 | 2 |

| | |
|----------------|--|
| Options | Pistol (4+) and Spear • Champion • Musician • Standard Bearer • Flaming Standard |
|----------------|--|



INFERNAL WARRIORS #1

Infernal Warriors x40 - Standard - Infantry - 20x20

520 POINTS



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

| | |
|----------------|--|
| Options | Shield • Champion • Musician • Standard Bearer • Legion Standard |
|----------------|--|

Special



DISCIPLES OF LUGAR #2

Disciples of Lugar x25 - Standard - Infantry - 20x20

620 POINTS



| | | | | | |
|------------------|------------|------------|------------|---|--------------|
| <i>Global</i> | <i>Adv</i> | <i>Mar</i> | <i>Dis</i> | <i>Model Rules</i> | |
| | 4" | 12" | 9 | Ghost Step, Scoring, Infernal Brand, Theocratic Litigators | |
| <i>Defensive</i> | <i>HP</i> | <i>Def</i> | <i>Res</i> | <i>Arm</i> | |
| | 1 | 4 | 4 | 0 | Aegis |

| | | | | |
|-----------|----|-----|-----|-----|
| Defensive | HP | Def | Res | Arm |
|-----------|----|-----|-----|-----|

| | | | | | | |
|-------------------|-----|-----|-----|----|-----|----------------------------------|
| Offensive | Att | Off | Str | Ap | Agi | |
| Disciple of Lugar | 2 | 4 | 4 | 1 | 3 | Flaming Attacks, Magical Attacks |

| | |
|---------|--|
| Options | Great Weapon • Champion • Musician • Standard Bearer • Icon of Ashuruk |
|---------|--|



TAURUKH ANOINTED #1

Taurukh Anointed x5 - Large - Beast - 50x75

525 POINTS



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

| | | | | | |
|-----------|----|-----|-----|-----|-----------------|
| Defensive | HP | Def | Res | Arm | Infernal Armour |
| | 3 | 5 | 5 | 0 | |

| | | | | | | |
|------------------|-----|-----|-----|----|-----|-------------|
| Offensive | Att | Off | Str | Ap | Agi | Impact Hits |
| Taurukh Anointed | 3 | 5 | 5 | 2 | 3 | |

| | |
|---------|------------------------------------|
| Options | Great Weapon • Champion • Musician |
|---------|------------------------------------|

Magics

Racial Trait Spell

| | Casting | Range | Type | Duration |
|--|--------------|----------------|--|----------|
| H Curse of Nezibkesh | | | | |
| <i>Mf</i> | (6+) {7+} | (18") {36"} | Translation missing: en.magic_spell.type_target.Hex | One Turn |
| <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> | | | | |



The Sacrifice: When casting a non-Bound Spell from this Path, immediately after the casting roll, but before any Dispelling Attempt, the Active Player may choose the Caster's unit or another friendly unengaged unit within 24". A unit may only be chosen once per phase. The chosen unit suffers X hits that would automatically with Armour Penetration 10 and Magical Attacks, and with no saves of any kind allowed, where X is determined by the Discipline value of the largest fraction of models in the unit, ignoring all Discipline modifiers. In case of a tie, use the lower value:

- 0 to 4: 3 hits
- 5 to 7: 2 hits
- 8 to 10: 1 hit

Any Health Point loss from The Sacrifice that would remove the last model of the chosen unit as a casualty is discarded. These Health Points losses never cause Panic Tests. If at least one Health Point loss was caused, the spell is cast with the {amplified} version. In that case, use any text marked with {}.

| | | Casting | Range | Type | Duration | Effect |
|----------|----------------------|---------|--------------|---|----------|--|
| 5 | Marked for Doom | 9+ | 24" | Hex Damage Direct | Instant | The target suffers 1 hit with Strength 10, Armour Penetration 10, Multiple Wounds (D3), and Magical Attacks. {If the target is within 12" of the Caster, the spell targets a single Character or Champion joined to the target unit.} |
| 1 | Breath of Corruption | 6+ [9+] | Caster [12"] | [Augment] Focused | One Turn | The target gains Breath Attack (Magical Attacks, Toxic Attacks). [This spell may only target Characters, Champions, and single model units.] {If the Breath Attack is used as a Shooting Attack, its range is increased to 18".} |
| 6 | The Grave Calls | 11+ | 18" | Hex Damage Direct | Instant | The target suffers 2D6 hits with Strength 5, Armour penetration 2, and Magical Attacks. {If the target is within 12" of the Caster, the hits gain +1 Strength and +1 Armour Penetration.} |

| | | Casting | Range | Type | Duration | Effect |
|---|-------------------|---------|--------------|--------------------------------------|-----------|---|
| 2 | Hand of Glory | 6+ [8+] | Caster [12"] | [Augment] Focused | One Turn | The target <<, all models in its unit when the spell is cast, and Raised models in the unit>> gain Aegis (6+) and Aegis (+1, max 3+). {This spell may only target Characters, Champions, and single model units.} |
| 4 | Pentagram of Pain | 5+[6+] | 24"[12"Aura] | Hex Direct [Universal] Damage | Instant | The target suffers D6 hits with Strength 4, Armour Penetration 1, and Magical Attacks. [The Caster's unit is unaffected.] {If one or more unsaved wounds are caused with this spell, the Caster Recovers 1 Health Point.} |
| 3 | The Rot Within | 6+ | 24" | Hex | Permanent | The target suffers -1 Offensive Skill and -1 Defensive Skill. {The Caster gains +1 Offensive Skill and +1 Defensive Skill.} |

Magic items

Basalt Infusion: The wearer gains +1 Armour and Aegis (3+, against Flaming Attacks). The wearer automatically fails all Fortitude Saves.

Hero's Heart: The wielder gains +1 Attack Value while using this weapon. Attacks made with this weapon become Magical Attacks and always have at least Strength 5 and at least Armour Penetration 2.

Lugar's Dice: A single model part of the bearer's model can reroll a single failed to-hit, to-wound, or Armour Save roll per Player Turn. Crush Attacks are not affected.

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

Ring of Desiccation: At the start of each Round of Combat that the bearer's unit is fighting, every enemy unit in base contact with the bearer's model gains one Incendiary marker.

Alchemist's Alloy: The wearer gains +1 Armour and suffers -2 Offensive Skill.

Tablet of Vezodinezh: When the bearer attempts to cast a non-Bound Spell using three or more Magic Dice, treat a single rolled '1' or '2' as a natural '3'. If the bearer would suffer a Witchfire Miscast effect, treat it as Magical Inferno instead.

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.

Dragonfire Gem: The bearer gains Aegis (2+, against Flaming Attacks). The bearer automatically fails all Fortitude Saves.

Essence of Mithril: The wearer's Armour is set to 5 and can never be improved beyond this.

Flame of the East: The wielder gains **Volcanic Embrace (D3)** in the Melee Phase while using this weapon.

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.

Icon of Ashuruk: One use only. May be activated at the start of any Melee Phase. The bearer gains **Volcanic Embrace (X)**, where X is the number of friendly units within 6" of the bearer's unit that contain at least one model with Magical Attacks. In addition, attacks made by friendly units within 6" of the bearer's unit, except attacks made by the bearer, lose Flaming Attacks and Magical Attacks (if applicable). The effects last until the end of the Player Turn.

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.

Legion Standard: A unit with one Legion Standard increases the maximum of its Rank Bonus by +1 (normally this means the unit can add up to 4 Full Ranks to its Combat Score). A unit with two or more Legion Standards increases the maximum of its Rank Bonus by +2 instead.

Model Rules

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.

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.

Flintlock Axe: Shooting Weapon

0-60 R&F Models with Blunderbuss or Flintlock Axe 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).

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.

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.

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

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, when losing a Round of Combat, 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: The model **must** buy Weapon Enchantments for two of its mundane weapons. The Point Cost of one of the Weapon Enchantments, the cheapest if applicable, is halved, rounding fractions up.

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).

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.

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

Spear:

Tall:

Theocratic Litigators: The model's unit and enemy units in base contact with the model's unit gain **Magic Resistance (2)** that is also applied to friendly spells. This Magic Resistance value cannot be increased.

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

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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.



