



INFERNAL DWARVES

LIST INFERNAL DWARVES #1 - 2 370 POINTS




0 pts (0.00 %) 500 pts (21.00 %) **630 pts (27.00 %)** 780 pts (33.00 %) 960 pts (41.00 %) 0 pts (0.00 %)
Hail of the Gods **Bound and Binders** **Barrage** **Characters** **Core** **Special**
 (30 Max) (35 Max) (20 Max) (40 Max) (25 Least) (0 NoLimit)

Characters

LORDS OF FIRE - OVERLORD #1 **780 POINTS**

Lords of Fire - Overlord - Standard - Infantry - 20x20




| Troops | M | WS | BS | S | T | W | I | A | Ld | Type |
|---|---|----|----|---|---|---|---|---|----|-----------------|
| Lords of Fire - Overlord | 3 | 7 | 4 | 4 | 5 | 3 | 4 | 4 | 10 | Infantry |
| Great Bull of Shamut | 6(7) | 5 | - | 6 | 6 | 6 | 3 | 4 | 6 | Monstrous Beast |
| Model Rules | Relentless • Chosen of Ashuruk • Sturdy • Fan the Flames • Infernal Armour | | | | | | | | | |
| Model Rules (Great Bull of Shamut) | Breath Weapon (Strength 4, Flaming Attacks) • Fireborn • Impact Hits (+1) • Magical Attacks • Fly (7) • Ward Save (4+) • Volcanic Embrace • Innate Defence (5+) | | | | | | | | | |
| Model Rules (Great Bull of Shamut) | Breath Weapon (Strength 4, Flaming Attacks) • Fireborn • Impact Hits (+1) • Magical Attacks • Fly (7) • Ward Save (4+) • Volcanic Embrace • Innate Defence (5+) | | | | | | | | | |

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|----------------|----------------------|
| Options | Great Bull of Shamut |
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Core

CITADEL GUARD #1 **630 POINTS**

Citadel Guard x20 - Standard - Infantry - 20x20



| Troops | M | WS | BS | S | T | W | I | A | Ld | Type |
|--------------------|--|----|----|---|---|---|---|---|----|----------|
| Citadel Guard | 3 | 4 | 4 | 4 | 4 | 1 | 2 | 1 | 9 | Infantry |
| Model Rules | Scoring • Relentless • Chosen of Ashuruk • Sturdy • Shield • Infernal Armour | | | | | | | | | |

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|----------------|---|
| Options | May take Flintlock Axe (max 20 models per unit) |
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HOBGOBLINS #1 **170 POINTS**

Hobgoblins x20 - Standard - Infantry - 20x20




| Troops | M | WS | BS | S | T | W | I | A | Ld | Type |
|--------------------|---|----|----|---|---|---|---|---|----|----------|
| Hobgoblins | 4 | 3 | 3 | 3 | 3 | 1 | 3 | 1 | 6 | Infantry |
| Model Rules | Scoring • Opportunist • Unruly • Light Armour | | | | | | | | | |

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| Options | Bow (0-3 Choice per Army, 0-100 Models per Army) • Standard Bearer |
|----------------|--|

ORC SLAVES #1 **160 POINTS**

Orc Slaves x20 - Standard - Infantry - 25x25



| Troops | M | WS | BS | S | T | W | I | A | Ld | Type |
|--------------------|--|----|----|---|---|---|---|---|----|----------|
| Orc Slaves | 4 | 3 | 3 | 3 | 4 | 1 | 2 | 1 | 5 | Infantry |
| Model Rules | Insignificant • Unruly • Born to Fight • Slaves • Light Armour | | | | | | | | | |

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|----------------|--------|
| Options | Shield |
|----------------|--------|

Barrage

GUNNERY TEAM #1
Gunnery Team - Standard - Infantry - 40

100 POINTS



| Troops | M | WS | BS | S | T | W | I | A | Ld | Type |
|--------------------|---|----|----|---|---|---|---|---|----|-------------|
| Gunnery Team | 3 | 4 | 3 | 3 | - | - | 2 | 1 | 9 | |
| Machine | - | - | - | - | 4 | 4 | - | - | - | War Machine |
| Crew(2) | 4 | 3 | 3 | 3 | - | - | 3 | 1 | 9 | |
| Model Rules | Hard Target • Chosen of Ashuruk • Infernal Armour | | | | | | | | | |

HOBGOBLIN BOLT THROWER #1
Hobgoblin Bolt Thrower - Standard - Infantry - 60

90 POINTS



| Troops | M | WS | BS | S | T | W | I | A | Ld | Type |
|--------------------|-------------------------------|----|----|---|---|---|---|---|----|-------------|
| Machine | - | - | - | - | 4 | 4 | - | - | - | War Machine |
| Crew(2) | 4 | 3 | 3 | 3 | - | - | 3 | 1 | 6 | |
| Model Rules | Bolt Thrower Artillery Weapon | | | | | | | | | |

HOBGOBLIN BOLT THROWER #2
Hobgoblin Bolt Thrower - Standard - Infantry - 60

90 POINTS



| Troops | M | WS | BS | S | T | W | I | A | Ld | Type |
|--------------------|-------------------------------|----|----|---|---|---|---|---|----|-------------|
| Machine | - | - | - | - | 4 | 4 | - | - | - | War Machine |
| Crew(2) | 4 | 3 | 3 | 3 | - | - | 3 | 1 | 6 | |
| Model Rules | Bolt Thrower Artillery Weapon | | | | | | | | | |

INFERNAL ARTILLERY - ROCKET BATTERY #1
Infernal Artillery - Rocket Battery - Standard - Infantry - 75

190 POINTS



| Troops | M | WS | BS | S | T | W | I | A | Ld | Type |
|--------------------|----------------------------------|----|----|---|---|---|---|---|----|-------------|
| Crew(3) | 3 | 4 | 3 | 3 | - | - | 2 | 1 | 9 | |
| Machine | - | - | - | - | 4 | 5 | - | - | - | War Machine |
| Model Rules | Chosen of Ashuruk • Heavy Armour | | | | | | | | | |

INFERNAL ARTILLERY - VOLCANO CANNON #1
Infernal Artillery - Volcano Cannon - Standard - Infantry - 75

160 POINTS



| Troops | M | WS | BS | S | T | W | I | A | Ld | Type |
|--------------------|----------------------------------|----|----|---|---|---|---|---|----|-------------|
| Crew(3) | 3 | 4 | 3 | 3 | - | - | 2 | 1 | 9 | |
| Machine | - | - | - | - | 4 | 5 | - | - | - | War Machine |
| Model Rules | Chosen of Ashuruk • Heavy Armour | | | | | | | | | |

Magics

Model Rules

Bolt Thrower Artillery Weapon: Type: Paired Weapons. The wielder gains +1 Armour Save, unless using another weapon. The wielder also gains Parry, and can use it even with a magical Iron Fist, and even when riding a mount that is not a Monster or a Ridden Monster.

Born to Fight: Model parts with this special rule gain +1 Strength in the first Round of Combat.

Chosen of Ashuruk: Models with this special rule will automatically pass all Fear Tests, but still suffer -1 Leadership from Fear. Models with this special rule consider all units without it to have Insignificant and cannot use their Engineer rule on models without Chosen of Ashuruk.

Fan the Flames: The Overlord and all model parts in the same unit, except mounts, gain Hatred.

Hard Target: Shooting Attacks targeting a unit in which more than half of models have this special rule suffer a -1 penalty when rolling to hit.

Heavy Armour:

Infernal Armour: Plate Armour. The wearer gains a Ward Save (5+) against Flaming Attacks.

Insignificant: Units consisting entirely of models with this special rule do not cause Panic Tests on friendly units without this special rule. Only Insignificant Characters can join units with Insignificant R&F models.

Light Armour:

Opportunist: When fighting an enemy unit in the enemy's flank or rear, model parts on foot with this special rule gain a +1 to-hit modifier as long as their unit is not also attacked in the flank or rear.

Relentless: Infantry units entirely composed of models with this special rule may triple their Movement when marching instead of doubling it. This is extended to other situations where a move is limited by twice the Movement value of the model, such as Wheeling, Reforming, Moving Characters within a unit and so on. In those cases, use triple the movement value instead.

Scoring: Units with at least one model with the Scoring special rule are considered Scoring Units and are used for capturing Secondary Objectives. Every army needs a few Scoring units to be able to complete Secondary Objectives, which is why units with the Scoring special rule are marked in the Armybooks with a special pennant icon:

The Scoring special rule can be lost during the game:

- One or more models in the unit are Light Troops.
- A unit that is Fleeing loses its Scoring special rule for as long as it is Fleeing.
- An Ambushing unit that entered the Battlefield on Game Turn 4 or later loses its Scoring Special rule.
- A unit that has performed a Post-Combat Reform loses its Scoring special rule until the end of the current Player Turn.

Shield:

Slaves: At the end of any phase, if there are no models with the Chosen of Ashuruk or Opportunist special rules on the Battlefield, immediately remove all Orc Slaves units from the game as casualties.

If there are no units with the Chosen of Ashuruk or Opportunist special rules within 6" of the Orc Slaves unit at the start of a friendly Player Turn, and the Orc Slaves unit is not Engaged in Combat or Fleeing, roll a D6:

- 1-2: The Orc Slaves unit immediately flees towards the nearest table edge.
- 3-4: The Orc Slaves unit cannot move in this Player Turn's Movement phase.
- 5-6: The Orc Slaves unit behaves normally.

Sturdy: A model with this rule has Thunderous Charge. Furthermore, it does not suffer to-hit modifiers from taking a Stand and Shoot Charge Reaction.

Unruly: Models with Unruly suffer -1 Leadership when rolling to restrain Pursuit moves and Frenzy Tests. In addition, if a unit is in Horde formation and has more than half of its models Unruly, when taking Panic Tests, roll one additional D6 and remove the highest D6 rolled.

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.

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| Citadel Guard #1 | Gunnery Team #1 | Hobgoblin Bolt Thrower #1 | Hobgoblin Bolt Thrower #2 | Hobgoblin #1 | Infernal Artillery - Rocket Battery #1 | Infernal Artillery - Volcano Cannon #1 | Lords of Fire - Overlord #1 | Orc Slaves #1 |
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