



INFERNAL DWARVES

ID 1.3 CHARS - 4 213 POINTS



1190 pts (26.00 %) 1048 pts (23.00 %) 1265 pts (28.00 %) 1280 pts (28.00 %)
Characters **Core** **Special** **Instruments of Destruction**
 (40 Max) (25 Least) (0 NoLimit) (25 Max)

Characters

DESPOTE

Overlord - Gigantic - Beast - 60x100

810 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	Infernal Armour	
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

MOUNT GREAT BULL OF SHAMUT

Global	Adv	Mar	Dis	Model Rules		
	7"	14"	C	Fly (6", 12", 6", 12"), Light Troops, Fearless, Supernal		
	6"	12"				
Defensive	HP	Def	Res	Arm		
	6	5	6	2	Aegis (5+)	
Offensive	Att	Off	Str	Ap	Agi	
Great Bull of Shamut	5	5	6	3	3	Harnessed, Volcanic Embrace, Breath Attack, Impact Hits (D3, D3), Divine Attacks, Flaming Attacks

Options | Great Bull of Shamut • General • Binding Scroll x2 • Ring of Desiccation • Obsidian Rock

VIZIR #1

Vizier - Large - Cavalry - 50x50

380 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

MOUNT BULL OF SHAMUT

Global	Adv	Mar	Dis	Model Rules		
	7"	14"	C	Fear, Solitary, Fly (6", 12", 6", 12"), Light Troops, Fearless, Supernal		
	6"	12"				
Defensive	HP	Def	Res	Arm		
	4	C	5	C	Aegis (5+)	
Offensive	Att	Off	Str	Ap	Agi	
Bull of Shamut	4	4	5	2	3	Harnessed, Divine Attacks, Impact Hits (D3, D3), Flaming Attacks

Options | Battle Standard Bearer • Shield • Infernal Weapon • Bull of Shamut • Aether Icon x2

Core



GUERRIERS INFERNAUX #1

Infernal Warriors x23 - Standard - Infantry - 20x20

468 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 • Champion • Musician • Standard Bearer • Blunderbuss (5+)
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VASSAL LEVIES #2

Vassal Levies x20 - Standard - Infantry - 20x20

180 POINTS



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

Options	Shield and Spear • Champion
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VASSAL LEVIES #3

Vassal Levies x20 - Standard - Infantry - 20x20

180 POINTS



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

Options	Shield and Spear • Champion
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VASSAL LEVIES #1

Vassal Levies x20 - Standard - Infantry - 20x20

220 POINTS



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

Options	Bow (4+) • Champion
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Special



KADIM CHARIOT #1

Kadim Chariot - Large - Construct - 50x100

225 POINTS



Global	Adv	Mar	Dis	Model Rules		
	7"	7"	9	Fear, Swiftstride, Infernal Brand		
Defensive	HP	Def	Res	Arm		
	4	4	5	2	Aegis (2+, against Flaming Attacks)	
Offensive	Att	Off	Str	Ap	Agi	
Champion of Lugar(2)	2	4	4	1	3	Magical Attacks, Flaming Attacks
Kadim Beast	3	3	5	2	3	Harnessed, Volcanic Embrace
Chassis			5	2		Inanimate, Impact Hits (D3+1, D3+1)

Options	Paired Weapons
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KADIM CHARIOT #2

Kadim Chariot - Large - Construct - 50x100

225 POINTS



Global	Adv	Mar	Dis	Model Rules		
	7"	7"	9	Fear, Swiftstride, Infernal Brand		
Defensive	HP	Def	Res	Arm		
	4	4	5	2	Aegis (2+, against Flaming Attacks)	
Offensive	Att	Off	Str	Ap	Agi	
Champion of Lugar(2)	2	4	4	1	3	Magical Attacks, Flaming Attacks
Kadim Beast	3	3	5	2	3	Harnessed, Volcanic Embrace
Chassis			5	2		Inanimate, Impact Hits (D3+1, D3+1)

Options	Paired Weapons
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KADIM CHARIOT #3

Kadim Chariot - Large - Construct - 50x100

225 POINTS



Global	Adv	Mar	Dis	Model Rules		
	7"	7"	9	Fear, Swiftstride, Infernal Brand		
Defensive	HP	Def	Res	Arm		
	4	4	5	2	Aegis (2+, against Flaming Attacks)	
Offensive	Att	Off	Str	Ap	Agi	
Champion of Lugar(2)	2	4	4	1	3	Magical Attacks, Flaming Attacks
Kadim Beast	3	3	5	2	3	Harnessed, Volcanic Embrace
Chassis			5	2		Inanimate, Impact Hits (D3+1, D3+1)

Options	Paired Weapons
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TAURUKH #1

Taurukh Enforcers x6 - Standard - Beast - 25x50

230 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

<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
Taurukh Enforcer	2	4	4	1	2	Impact Hits (1, 1)

Options	Paired Weapons
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VASSAL CAVALRY #1

Vassal Cavalry x5 - Standard - Cavalry - 25x50

180 POINTS



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



VASSAL CAVALRY #2


Vassal Cavalry x5 - Standard - Cavalry - 25x50

180 POINTS



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


Instruments of Destruction



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
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CITIZEN GIANT #2

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

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

Magic items

Binding Scroll: One use only. May be activated after Siphon the Veil (at the end of step 3 of the Magic Phase Sequence).

When activated, pick an enemy model and select one of its Attribute, Bound, or Learned Spells. The selected model cannot cast the chosen instance of the spell during this Magic Phase. Only a single Binding Scroll may be activated during the same phase.

Obsidian Rock: The bearer gains Magic Resistance (2).

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

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.

Model Rules

Aegis:

Arrogance: Universal Rule.

The model's unit automatically passes Fear Tests.

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.

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.

Flaming Attacks: The attack doesn't have any special effect. However, it interacts with other rules, such as Flammable and Regeneration.

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).

Giant See, Giant Do: Universal Rule.

The model gains Infernal Armour and Infernal Brand

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

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 with at least one model part with Harnessed is considered to be mounted.

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.

Inanimate: Inanimate - Melee

Model parts with Inanimate cannot make Close Combat Attacks and cannot use Shooting Weapons. Shooting Weapons carried by model parts with Inanimate can be used by other model parts of the same model (as long as they do not have Harnessed or Inanimate).

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.

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 Lance:**

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).

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.

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.

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.

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:

Swiftstride: When a unit composed entirely of models with Swiftstride rolls Charge Range, Flee Distance, Pursuit Distance or Overrun Distance, it rolls an additional D6 (normally this will lead to rolling 3D6) and discards the lowest D6 rolled.

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.

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.

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.

Despote	Vizir #1	Guerriers infernaux #1	Vassal Levies #2	Vassal Levies #3	Vassal Levies #1	Kadim Chariot #1	Kadim Chariot #2	Kadim Chariot #3	Taurukh #1	Vassal Cavalry #1	Vassal Cavalry #2	Citizen Giant #1	Citizen Giant #2
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