



INFERNAL DWARVES

FIRST - 1 310 POINTS



0 pts (0.00 %) 0 pts (0.00 %) 160 pts (8.00 %) 320 pts (16.00 %) 660 pts (33.00 %) 170 pts (9.00 %)
Hail of the Gods **Bound and Binders** **Barrage** **Characters** **Core** **Special**
 (30 Max) (35 Max) (20 Max) (40 Max) (25 Least) (0 NoLimit)

Characters

TAURUKH SUBJUGATOR #1
Taurukh Subjugator - Standard - Infantry - 50x75

320 POINTS

Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Taurukh Subjugator	7	5	4	5	5	4	4	4	9	Monstrous Beast
Model Rules	Thunderous Charge • Innate Defense (6+) • Chosen of Ashuruk • Infernal Armour									

Core

CITADEL GUARD #1
Citadel Guard x10 - Standard - Infantry - 20x20

290 POINTS

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									

Options	May take Flintlock Axe (max 20 models per unit)
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INFERNAL WARRIORS #1
Infernal Warriors x20 - Standard - Infantry - 20x20

370 POINTS

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

Options	May take a Shield • Champion • Musician • Standard Bearer
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Special

TAURUKH #1
Taurukh x5 - Standard - Infantry - 25x50

170 POINTS

Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Taurukh	7	4	3	4	4	1	2	2	9	War Beast
Model Rules	Scoring • Thunderous Charge • Innate Defense (6+) • Chosen of Ashuruk • Half Bull • Heavy Armour									

Options	Paired Weapons
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Barrage

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

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.

Half Bull: Stomp hits can never be distributed onto a model with this special rule.

Heavy Armour:

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

Innate Defense (6+):

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:

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.

Thunderous Charge: In the first round of a combat after a model with this rule has successfully charged, model parts with this special rule receive a +1 Strength bonus to their normal Close Combat Attacks. This Strength bonus can only be used for Attacks directed against the charged enemies.

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 profile with your phone.

Citadel Guard #1



Infernal Artillery - Volcano Cannon #1



Infernal Warriors #1



Taurukh #1



Taurukh Subjugator #1

