



INFERNAL DWARVES

TOWER NINJOU - 180 POINTS



180 pts (4.00 %) 0 pts (0.00 %) 0 pts (0.00 %)
Characters **Core** **Special**
 (40 Max) (25 Least) (0 NoLimit)

Characters

KHAN

Overlord - Standard - Infantry - 20x20

180 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

Magics

Racial Trait Spell

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

Model Rules

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).

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

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.

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.

Spear:

Weapon Master:

Qr codes of your army

Your 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.

Khan

