



INFERNAL DWARVES

LIST INFERNAL DWARVES (v2021 BETA 4) #6 - 2 278 POINTS



555 pts (22.00 %) 988 pts (40.00 %) 735 pts (29.00 %) 0 pts (0.00 %)
Characters **Core** **Special** **Instruments of Destruction**
 (40 Max) (25 Least) (0 NoLimit) (25 Max)

Characters



PROPHET #1

Prophet - Standard - Infantry - 20x20

555 POINTS



Global	Adv	Mar	Dis	Model Rules	
	3"	9"	9	Wizard Apprentice, Infernal Brand, Prophet of Lugar, Secrets of Nezibkesh	
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 | Wizard Master • Occultism • General • Prophet of Nezibkesh • Flintlock Axe (2+) • Eye of the Bull • Breath of the Brass Bull

Core



INFERNAL WARRIORS #1

Infernal Warriors x20 - Standard - Infantry - 20x20

381 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 • Standard Bearer • Blunderbuss (5+)



CITADEL GUARD #1

Citadel Guard x30 - Standard - Infantry - 20x20

607 POINTS



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

Options | Champion • Musician • Standard Bearer • Flintlock Axe (3+) • Banner of the Twice-Branded

Special



GUNNERY TEAM #1

Gunnery Team - Standard - Construct - 40x40

165 POINTS



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>	
	3"	9"	9	Not a Leader, War Platform, Fires of Industry, Infernal Brand, Mechanised Support	
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	3	4	4	0	Infernal Armour
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
Gunnery Team	2	4	4	1	2

Options	Titan Mortal (4+)
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KADIM INCARNATES #2

Kadim Incarnates x6 - Large - Infantry - 40x40

570 POINTS



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>	
	6"	12"	6	Fear, Fearless, Swiftstride, Ghost Step, Supernal, Insignificant	
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	3	3	4	2	Aegis (2+, against Flaming Attacks)
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
Kadim Incarnate	3	3	5	2	3 Volcanic Embrace

Magics

Racial Trait Spell

This spell can only be cast by models with Infernal Brand.

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



Occultism

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 wound 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.}

		Casting	Range	Type	Duration	Effect
4	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+	12"	Hex Damage Direct	Instant	The target suffers 2D6 hits with Strength 5, Armour penetration 2, and Magical Attacks. {The hits gain +1 Strength and +1 Armour Penetration.}
2	Hand of Glory	6+ [8+]	Caster [12"]	[Augment] Focused	One Turn	[This spell may only target Characters, Champions, and single model units.] The target {and all models in its unit} gain Aegis (6+) and Aegis (+1, max 3+).
1	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+	18"	Hex	Permanent	The target suffers -1 Offensive Skill and -1 Defensive Skill. {The Caster gains +1 Offensive Skill and +1 Defensive Skill.}

Magic items

Breath of the Brass Bull: The bearer's model gains +1 Health Point and the bearer gains **Breath Attack (Toxic Attacks)**.

Eye of the Bull: Close Combat Attacks and Shooting Attacks made with this weapon hit automatically. These hits are resolved with Armour Penetration 10, and Magical Attacks. The Strength of the weapon's Close Combat Attacks is set to the wielder's Offensive Skill, and the Strength of the weapon's Shooting Attacks is set to 5. In addition, while using this weapon, the wielder's Attack Value is set to 1 and Close Combat Attacks made with this weapon gain Multiple Wounds (2).

Magic banners

Banner of the Twice-Branded: The bearer's unit does not suffer the -1 to-hit modifier for Stand and Shoot Charge Reactions. In addition, at the end of the Charge Phase, immediately after all Charge Moves have been resolved, the bearer's unit may perform a Combat Reform (following the normal rules for Combat Reforms) if all of the following conditions are met:

- The bearer's unit consists entirely of Infantry models and/or Gunnery Teams.
- The bearer's unit performed a Stand and Shoot Charge Reaction during this phase.
- The bearer's unit was successfully Charged during this phase.

Model Rules

Aegis:

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.

Fearless: If more than half of a unit's models are Fearless, the unit automatically passes Panic Tests and Decimated Tests and cannot declare a Flee Charge Reaction (unless already Fleeing). Models that are Fearless are also immune to the effects of Fear.

Fires of Industry: The sum of the Fires of Industry values stated in brackets of all models in the army is restricted to 1 per 750 Army Points, rounding fractions up.

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.

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

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.

Insignificant:

Mechanised Support: The model must be deployed in, and can only join, a unit that includes at least one R&F model with Infernal Brand. The model can never voluntarily leave its unit.

Not a Leader: The model cannot be the General.

Prophet of Lugar: Universal Rule.

The model gains Aegis (4+) and loses Infernal Armour. The model part gains Volcanic Embrace (1). If on foot, the model gains Feigned Flight, +1" Advance Rate, and +3" March Rate. The model gains access to the options

below

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.

Secrets of Nezibkesh: When the model successfully casts Curse of Nezibkesh (Hereditary Spell), the target immediately gains 1 Incendiary marker.

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

Supernal:

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.

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.

War Platform: Unless selected as a mount for a Character, a model with War Platform gains Not a Leader and Character, with the following exceptions:

- It does not count toward the Characters category (for Army List creation).
- It cannot Issue Duels, Accept Duels or Make Way.
- It can perform Swirling Melee.
- It does not count as a Character regarding Bodyguard and Multiple Wounds.

The model can join units even if it has Towering Presence, and having Chariot does not prevent it from joining units without Chariot. When joined to a unit, it must always be placed in the centre of the front rank, possibly pushing back other models with Front Rank, and must keep its position in the centre of the front rank at all times (as long as it is joined to the unit). If two positions are equally central (e.g. in a unit with an even number of models in the first rank and a War Platform replacing an uneven number of models per rank), the War Platform can be placed in either of these positions. If the War Platform cannot be placed in the centre of the front rank (e.g. due to Mismatching Bases or the front rank being too narrow), the model cannot join the unit. This means that a War Platform can never join a unit with Mismatching Bases and that only a single War Platform can be in the same unit unless noted otherwise.

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 profile with your phone.

Prophet #1



Infernal Warriors #1



Citadel Guard #1



Gunnery Team #1



Kadim Incarnates #2

