



# INFERNAL DWARVES

## KAOSDVARGAR - 660 POINTS



0 pts (0.00 %) 660 pts (15.00 %) 0 pts (0.00 %)  
**Characters**      **Core**      **Special**  
 (40 Max)            (25 Least)            (0 NoLimit)

### Core

#### INFERNAL WARRIORS #1

Infernal Warriors x20 - Standard - Infantry - 20x20

## 400 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
<b>Infernal Warrior</b>	1	4	3	0	2

**Options** | Great Weapon • Shield • Champion • Musician • Standard Bearer • Banner of Speed

#### INFERNAL WARRIORS #2

Infernal Warriors x20 - Standard - Infantry - 20x20

## 260 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
<b>Infernal Warrior</b>	1	4	3	0	2

### Magics

Racial Trait Spell

	Casting	Range	Type	Duration
H Curse of Nezibkesh				
Mf	(6+) {7+}	(18") {36"}	Translation missing: en.magic_spell.type_target.Hex	One Turn
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.				

### Magic banners

**Banner of Speed:** A unit with one or more Banners of Speed gains +1" Advance Rate and +2" March Rate.

### Model Rules

**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.

**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.

## 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.

Infernal Warriors #1



Infernal Warriors #2

