



# INFERNAL DWARVES

## LIST INFERNAL DWARVES (v2021 BETA 1) #1 - 2 190 POINTS



1075 pts (24.00 %) **0 pts (0.00 %)** 640 pts (14.00 %) 875 pts (19.00 %)  
**Characters** **Core** **Special** **Instruments of Destruction**  
 (40 Max) (25 Least) (0 NoLimit) (25 Max)


### Characters



**OVERLORD**

Overlord - *Gigantic - Beast - 60x100*

**665 POINTS**




Global	Adv	Mar	Dis	Model Rules		
	3"	9"	10	Infernal Brand, Keys to the Citadel, Arrogance		
Defensive	HP	Def	Res	Arm	Infernal Armour	
	3	7	5	0		
Offensive	Att	Off	Str	Ap	Agi	Model Rules
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	Aegis (5+)	
	6	5	6	2		
Offensive	Att	Off	Str	Ap	Agi	Model Rules
Great Bull of Shamut	5	5	6	3	3	Harnessed, Volcanic Embrace, Breath Attack, Impact Hits (D3, D3), Divine Attacks, Flaming Attacks


<b>Options</b>	Great Bull of Shamut • General • Eye of the Bull
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**TAURUKH COMMISSIONER #1**

Taurukh Commissioner - *Large - Beast - 50x75*

**410 POINTS**



Global	Adv	Mar	Dis	Model Rules		
	7"	12"	9	Fear, Infernal Brand		
Defensive	HP	Def	Res	Arm	Infernal Armour	
	4	6	5	0		
Offensive	Att	Off	Str	Ap	Agi	Model Rules
Taurukh Commis.	4	6	5	2	4	Impact Hits (1, 1), Hand Weapon

<b>Options</b>	Battle Standard Bearer • Banner of Speed x2
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### Special



**INFERNAL ARTILLERY #1**

Infernal Artillery - *Large - Construct - 75*

**135 POINTS**



Global	Adv	Mar	Dis	Model Rules		

Global	Adv	Mar	Dis	Model Rules		
	3"	3"	9	War Machine, Fires of Industry (2, 2), Infernal Brand, Higher Calibre		
Defensive	HP	Def	Res	Arm		
	5	1	4	0	Infernal Armour	
Offensive	Att	Off	Str	Ap	Agi	
Crew	3	4	3	0	2	Move or Fire, Accurate



### INFERNAL ARTILLERY #2

Infernal Artillery - Large - Construct - 75

## 265 POINTS



Global	Adv	Mar	Dis	Model Rules		
	3"	3"	9	War Machine, Fires of Industry (2, 2), Infernal Brand, Higher Calibre		
Defensive	HP	Def	Res	Arm		
	5	1	4	0	Infernal Armour	
Offensive	Att	Off	Str	Ap	Agi	
Crew	3	4	3	0	2	Move or Fire, Accurate

<b>Options</b>	Titan Mortar (4+)
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### KADIM CHARIOT #1

Kadim Chariot - Large - Construct - 50x100


## 240 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)

<b>Options</b>	Great Weapon
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## Instruments of Destruction



### KADIM TITAN

Kadim Titan - Gigantic - Infantry - 150x100

## 475 POINTS



Global	Adv	Mar	Dis	Model Rules		
	7"	7"	7	Fearless, Supernal, Bound or Broken		
Defensive	HP	Def	Res	Arm		
	7	4	6	2	Aegis (5+   2+  ,   against Flaming Attacks  )	
Offensive	Att	Off	Str	Ap	Agi	
Kadim Titan	3	4	6	3	3	Volcanic Embrace (2D3, 2D3), Searing Heat

## Magics

Racial Trait Spell

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

	<i>Casting</i>	<i>Range</i>	<i>Type</i>	<i>Duration</i>
<b>Curse of Nezibkesh</b>				
<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

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

## Model Rules

**Accurate:**

**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.

**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.

**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).

**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.

**Higher Calibre:** Universal Rule.

The maximum range of the model's Artillery Weapon is doubled. Enemy units hit by the weapon suffer -1" Advance Rate to a minimum of 3" and -2" March Rate to a minimum of 6" until the start of the next friendly Player Turn.

**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.

**Keys to the Citadel:** Universal Rule.

The model must buy Weapon Enchantments for two of its mundane weapons.

**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).

**Move or Fire:** The attack may not be used if the attacking model has made an Advance Move, March Move, Reform or Pivot during the current Player Turn.

**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.

**Searing Heat:** Attack Attribute.

The model's Grind Attacks from Volcanic Embrace gain +1 to wound. In addition, enemy units suffer -1 Armour while in base contact with the model.

**Spear:**

**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 Machine:** The model cannot Pursue, Declare Charges or Declare Flee as Charge Reaction. Characters can never join units with War Machines, and Characters with War Machine cannot join units at all.

When a War Machine fails a Panic Test, instead of Fleeing it is Shaken until the end of the next Player Turn. War Machines that fail a Break Test are automatically destroyed. War Machines and units Engaged in Combat with them cannot make Combat Reforms.

When a unit charges a War Machine, it can move into base contact by having its Front Facing contact any point of the War Machine's base (it must still maximise the number of models in base contact, see subsection II.1.A "Bases and Base Contact", page 4 and Figure 1 page 4). No Align Move is allowed. Ignore the War Machine's Facing, as it does not have any due to its round base.

**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.

