



# INFERNAL DWARVES

## ENVOLEE LYRIQUE - 6 018 POINTS



850 pts (12.00 %) 1863 pts (27.00 %) 2030 pts (29.00 %) 1435 pts (21.00 %)  
**Characters**      **Core**      **Special**      **Instruments of Destruction**  
 (40 Max)      (25 Least)      (0 NoLimit)      (25 Max)

### Characters

**OVERLORD**

Overlord - Large - Cavalry - 50x50

**470 POINTS**

Global	Adv	Mar	Dis			Model Rules
	3"	9"	10			Infernal Brand, Keys to the Citadel, Arrogance
Defensive	HP	Def	Res	Arm		
	3	7	5	0	Infernal Armour	
Offensive	Att	Off	Str	Ap	Agi	
<b>Overlord</b>	4	7	4	1	4	Hatred, Weapon Master, Paired Weapons, Great Weapon, Infernal Weapon, Spear, Flintlock Axe, Hand Weapon

**MOUNT BULL OF SHAMUT**

Global	Adv	Mar	Dis			Model Rules
	7"	14"	C			Fear, Solitary, Fly (6", 12", 6", 12"), Light Troops, Fearless, Supernal
	6"	12"				
Defensive	HP	Def	Res	Arm		
	4	C	5	C	Aegis (5+)	
Offensive	Att	Off	Str	Ap	Agi	
<b>Bull of Shamut</b>	4	4	5	2	3	Harnessed, Divine Attacks, Impact Hits (D3, D3), Flaming Attacks

<b>Options</b>	Shield • Bull of Shamut • General • Ring of Desiccation • Lugar's Dice
<b>Notes</b>	Au choix pour l'arme : Hache mousquet + vitesse fulgurante = 7 Attaque, F5, PA 1 + 3 Tirs F4 PA 2 / Arme infernale + Noyau d'onyx = 4 atq F5 PA 2, 1d3 PV contre inflammable, Manifestation Kadim Save 3+/5++ (4++ cac), Ardeur guerrière, 1 relance par tour de joueur (dés de Lugar), Ennemies inflammable (combustible), Terreur

**VIZIER #1**

Vizier - Standard - Infantry - 40x40

**380 POINTS**



Global	Adv	Mar	Dis			Model Rules
	3"	9"	9			Infernal Brand
Defensive	HP	Def	Res	Arm		
	3	6	5	0	Infernal Armour	
Offensive	Att	Off	Str	Ap	Agi	
<b>Vizier</b>	3	6	4	1	3	Hand Weapon

**MOUNT SEAT OF AUTHORITY**



Global	Adv	Mar	Dis			Model Rules
	4"	8"	C			Vassal Governor, Tall
Defensive	HP	Def	Res	Arm		
	4	C	C	C+1	Cannot be Stomped	
Offensive	Att	Off	Str	Ap	Agi	
<b>Seat of Authority</b>	4	3	3	0	3	

<b>Options</b>	Battle Standard Bearer • Shield • Blunderbuss (5+) • Seat of Authority • Talisman of Shielding • Hero's Heart
<b>Notes</b>	Save 1+/5++, 1 touche F4 enflammé à chaque figurine en contact qui n'alloue pas une attaque sur la figurine. 1 Tirs F5 AP 3 4 Atq, Coff 6, F5 Ap3 Agi 3 + 4 atq Coff 3 F3 (monture)



## Core

	<b>INFERNAL WARRIORS #1</b> Infernal Warriors <b>x25</b> - Standard - Infantry - 20x20	<b>670 POINTS</b>	
<i>Global</i>	<i>Adv</i> <i>Mar</i> <i>Dis</i>	<i>Model Rules</i>	
	<b>3"</b> <b>9"</b> <b>9</b>	<b>Scoring, Infernal Brand</b>	
<i>Defensive</i>	<i>HP</i> <i>Def</i> <i>Res</i> <i>Arm</i>	<i>Infernal Armour</i>	
	<b>1</b> <b>4</b> <b>4</b> <b>0</b>		
<i>Offensive</i>	<i>Att</i> <i>Off</i> <i>Str</i> <i>Ap</i> <i>Agi</i>		
<b>Infernal Warrior</b>	<b>1</b> <b>4</b> <b>3</b> <b>0</b> <b>2</b>		



<b>Options</b>	Shield • Ziggurat Regulars and Great Weapon • Champion • Musician • Standard Bearer • Blunderbuss (5+) • Their Master's Banner
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	<b>CITADEL GUARD #1</b> Citadel Guard <b>x15</b> - Standard - Infantry - 20x20	<b>385 POINTS</b>	
<i>Global</i>	<i>Adv</i> <i>Mar</i> <i>Dis</i>	<i>Model Rules</i>	
	<b>3"</b> <b>9"</b> <b>9</b>	<b>Scoring, Infernal Brand</b>	
<i>Defensive</i>	<i>HP</i> <i>Def</i> <i>Res</i> <i>Arm</i>	<i>Shield, Infernal Armour</i>	
	<b>1</b> <b>4</b> <b>4</b> <b>0</b>		
<i>Offensive</i>	<i>Att</i> <i>Off</i> <i>Str</i> <i>Ap</i> <i>Agi</i>		
<b>Citadel Guard</b>	<b>1</b> <b>4</b> <b>4</b> <b>1</b> <b>2</b>		

<b>Options</b>	Musician • Flintlock Axe (3+)
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	<b>SHACKLED SLAVES #1</b> Shackled Slaves <b>x30</b> - Standard - Infantry - 25x25	<b>161 POINTS</b>	
<i>Global</i>	<i>Adv</i> <i>Mar</i> <i>Dis</i>	<i>Model Rules</i>	
	<b>4"</b> <b>8"</b> <b>4</b>	<b>Insignificant, Enslaved Porters</b>	
<i>Defensive</i>	<i>HP</i> <i>Def</i> <i>Res</i> <i>Arm</i>		
	<b>1</b> <b>2</b> <b>4</b> <b>0</b>		
<i>Offensive</i>	<i>Att</i> <i>Off</i> <i>Str</i> <i>Ap</i> <i>Agi</i>		
<b>Shackled Slave</b>	<b>1</b> <b>2</b> <b>3</b> <b>0</b> <b>1</b>		

<b>Options</b>	Paired Weapons
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	<b>SHACKLED SLAVES #2</b> Shackled Slaves <b>x20</b> - Standard - Infantry - 25x25	<b>131 POINTS</b>	
<i>Global</i>	<i>Adv</i> <i>Mar</i> <i>Dis</i>	<i>Model Rules</i>	
	<b>4"</b> <b>8"</b> <b>4</b>	<b>Insignificant, Enslaved Porters</b>	
<i>Defensive</i>	<i>HP</i> <i>Def</i> <i>Res</i> <i>Arm</i>		
	<b>1</b> <b>2</b> <b>4</b> <b>0</b>		
<i>Offensive</i>	<i>Att</i> <i>Off</i> <i>Str</i> <i>Ap</i> <i>Agi</i>		
<b>Shackled Slave</b>	<b>1</b> <b>2</b> <b>3</b> <b>0</b> <b>1</b>		

<b>Options</b>	Paired Weapons • Musician
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**CITADEL GUARD #2**  
Citadel Guard **x15** - Standard - Infantry - 20x20

**385** 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
<b>Citadel Guard</b>	1	4	4	1	2

<b>Options</b>	Musician • Flintlock Axe (3+)
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**SHACKLED SLAVES #3**  
Shackled Slaves **x20** - Standard - Infantry - 25x25

**131** POINTS



Global	Adv	Mar	Dis	Model Rules	
	4"	8"	4	Insignificant, Enslaved Porters	
Defensive	HP	Def	Res	Arm	
	1	2	4	0	
Offensive	Att	Off	Str	Ap	Agi
<b>Shackled Slave</b>	1	2	3	0	1

<b>Options</b>	Paired Weapons • Musician
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**Special**



**IMMORTALS #1**  
Immortals **x20** - Standard - Infantry - 20x20

**530** POINTS



Global	Adv	Mar	Dis	Model Rules	
	3"	9"	9	Fear, Scoring, Bodyguard, Infernal Brand	
Defensive	HP	Def	Res	Arm	
	1	5	4	0	Aegis (5+, against Special Attacks), Parry, Shield, Infernal Armour
Offensive	Att	Off	Str	Ap	Agi
<b>Immortal</b>	1	5	4	1	2
					Battle Focus

<b>Options</b>	Infernal Weapon • Champion • Musician • Standard Bearer • Their Master's Banner
<b>Notes</b>	Save 3+, F5 PA 2



**DISCIPLES OF LUGAR #1**  
Disciples of Lugar **x15** - Standard - Infantry - 20x20

**340** POINTS



Global	Adv	Mar	Dis	Model Rules	
	4"	12"	9	Scoring, Ghost Step, Infernal Brand, Theocratic Litigators	
Defensive	HP	Def	Res	Arm	
	1	4	4	0	Aegis (2+, against Flaming Attacks)
Offensive	Att	Off	Str	Ap	Agi
<b>Disciple of Lugar</b>	2	4	4	1	3
					Lethal Strike, Magical Attacks, Flaming Attacks

<b>Options</b>	Paired Weapons
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**TAURUKH ENFORCERS #1**  
Taurukh Enforcers x10 - Standard - Beast - 25x50

430 POINTS



Global	Adv	Mar	Dis	Model Rules		
	7"	14"	9	Scoring, Tall, Infernal Brand		
Defensive	HP	Def	Res	Arm		
	1	4	5	0	Cannot be Stomped, Infernal Armour	
Offensive	Att	Off	Str	Ap	Agi	
Taurukh Enforcer	2	4	4	1	2	Impact Hits (1, 1)

<b>Options</b>	Shield • Paired Weapons • Blunderbuss (5+)
<b>Notes</b>	Save 3+ (2+ tirs), F4 PA 1, Coff 5



**KADIM INCARNATES #1**  
Kadim Incarnates x3 - Large - Infantry - 40x40

310 POINTS



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

<b>Options</b>	Champion
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**INFERNAL ARTILLERY #1**  
Infernal Artillery - Large - Construct - 75

155 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>	Naphtha Thrower
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**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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**CITIZEN GIANT #1**  
Citizen Giant - Gigantic - Infantry - 50x75

340 POINTS



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>	
	7"	14"	8	Giant See, Giant Do	
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	7	3	5	1	
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
<b>Citizen Giant</b>	5	3	5	2	3 <b>Rage</b>

<b>Options</b>	Tower Shield
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**KADIM TITAN**  
Kadim Titan - Gigantic - Infantry - 150x100

475 POINTS



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

<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>	
	6"	10"	9	Unbreakable, Fearless, Fires of Industry (2, 2), Infernal Brand, Full Steam Ahead! , Furnace Breach	
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	7	3	7	4	
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
<b>Crew</b>	3	4	3	0	2
<b>Chassis</b>			6	3	2 <b>Harnessed, Impact Hits (D6+1, D6+1), Grind Attacks (D3, D3)</b>

<b>Options</b>	Rocket Battery (4+)
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**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"} <small>en.magic_spell.target.Hex</small>	Translation missing: en.magic_spell.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**

**Lugar's Dice:** A single model part of the bearer's model can reroll a single failed to-hit, to-wound, or Armour Save roll per Player Turn. Crush Attacks are not affected.

**Ring of Desiccation:** At the start of every Round of Combat, every enemy unit in base contact with the bearer's model gains one **Incendiary** marker.

**Hero's Heart:** The wielder of this enchanted weapon gains +1 Attack Value while using it. Attacks made with this enchanted weapon become Magical Attacks and always have at least Strength 5 and at least Armour Penetration 3.

**Talisman of Shielding:** The bearer gains Aegis (5+).

## Magic banners

**Their Master's Banner:** Apply the following effects while the bearer's unit is within 6" of one or more models with Infernal Brand

- Models in the bearer's unit without Infernal Brand gain Battle Focus.
- If the bearer's unit is composed entirely of models without Infernal Brand, it may reroll failed Charge Range rolls in the Charge Phase.

## Model Rules

**Accurate:**

**Aegis:**

**Arrogance:** Universal Rule.

The model's unit automatically passes Fear Tests.

**Battle Focus:** If the attack hits with a natural to-hit roll of '6', the attack causes two hits instead of one.

**Bodyguard:** When a Character is joined to a unit in which at least one model has Bodyguard, that Character gains Stubborn. When Characters or Character types are stated in brackets, Bodyguard only works for the specified Characters or Character types.

**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.

**Cannot be Stomped:**

**Enslaved Porters:** Universal Rule.

Shackled Slaves do not cause Panic Tests in other friendly units. At start of the First Game Turn and at the start of each friendly Player Turn, if the Shackled Slaves unit is not Fleeing, Shaken, or Engaged, choose a single friendly Standard Height unit with more than half of its models with Infernal Brand within 6":

- If the Shackled Slaves unit is equipped with Shields, the chosen unit gains Soft Cover.
- If the Shackled Slaves unit is equipped with Paired Weapons, the chosen unit must reroll natural to hit rolls of '1' with its Close Combat Attacks.

The effects last until the start of the next friendly Player Turn.

**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).

**Full Steam Ahead!:** Universal Rule.

The model may only perform a single Pivot or Wheel during a March Move. If the model is Charging, it must Pursue or Overrun if possible. If the model is not Charging, it always passes Restrain Pursuit Tests and its Pursuit Distance is always 0".

**Furnace Breach:** Universal Rule.

Instead of rolling on the Misfire Table as normal, apply the following Misfire Effects:

- 2 or less: The model may not shoot its Artillery Weapon until the end of the game. In addition, the model's Grind Attacks become Flaming Attacks and Magical Attacks.
- 3+: The model loses 1 Health Point with no saves of any kind allowed.

**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.

**Giant See, Giant Do:** Universal Rule.

The model gains Infernal Armour and Infernal Brand

**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

**Grind Attacks:** A model part with Grind Attacks resolves these attacks at its own Agility. It must choose an enemy unit in base contact with it. The chosen enemy unit suffers a number of hits equal to the value stated in brackets (X). These hits are resolved with the model part's own 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). When several model parts in the same unit have Grind Attacks and when X is a random number (e.g. Grind Attacks (2D3)), roll for the number of hits separately for each model part.

**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.

**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.

**Insignificant:**

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

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

**Lethal Strike:** If the attack wounds with a natural to-wound roll of 6+, its Armour Penetration is set to 10 and the target of the attack cannot take a Regeneration save against it.

**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.

**Parry:**

**Rage:** Attack Attribute - Close Combat.

Whenever the model loses a Health Point, it gains +1 Attack Value. Whenever it gains a Health Point, it suffers -1 Attack Value.

**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.

**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.

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

**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.

**Tall:**

**Theocratic Litigators:** Universal Rule.

The bearer's unit and enemy units in base contact with the bearer's unit gain **Magic Resistance (2)** that is also applied to friendly spells. This Magic Resistance value cannot be increased.

**Unbreakable:** The model gains Fearless and its unit automatically passes all Break Tests. Characters with Unbreakable can only join units consisting entirely of models with Unbreakable. Units with one or more models with Unbreakable can only be joined by Characters with Unbreakable.

**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

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.

Overlord	Infernal	Immortal	Alzior	Taurukh	Disciples	Shackled	Citadel	Shackled	Kadim	Citadel	Infernal	Shackled	Infernal	Citizen	Kadim	Infernal
Warriors	#1	#1	Enforcers	of Lugar	Slaves	Guard	Slaves	Incarnates	Guard	Artillery	Slaves	Artillery	Giant	Titan	Engine	
#1	#1	#1	#1	#1	#1	#1	#2	#1	#2	#1	#3	#2	#1	#1	#1	#1