



INFERNAL DWARVES

LIST NAINS INFERNAUX (v2021 BETA 2) #15 - 4 523 POINTS



1125 pts (25.00 %) 1130 pts (25.00 %) 1358 pts (30.00 %) 910 pts (20.00 %)
Characters **Core** **Special** **Instruments of Destruction**
 (40 Max) (25 Least) (0 NoLimit) (25 Max)

Characters



TAURUKH COMMISSIONER #1
 Taurukh Commissioner - Large - Beast - 50x75mm

435 POINTS



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

Options Battle Standard Bearer • Paired Weapon • Aether Icon x2 • Talisman of Shielding • Essence of Mithril



PROPHET #1
 Prophet - Standard - Infantry - 20x20mm

420 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	Aegis	
Offensive	Att	Off	Str	Ap	Agi	
Prophet	2	4	4	1	2	Magical Attacks, Flaming Attacks, Hand Weapon

Options Wizard Master • Alchemy • General • Prophet of Lugar



PROPHET #2
 Prophet - Standard - Infantry - 20x20mm

270 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	Aegis	
Offensive	Att	Off	Str	Ap	Agi	
Prophet	2	4	4	1	2	Magical Attacks, Flaming Attacks, Hand Weapon

Options Occultism • Wizard Adept • Prophet of Lugar

Core



INFERNAL WARRIORS #1
Infernal Warriors **x28** - *Standard - Infantry - 20x20mm*

550 POINTS



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>	
	3"	9"	9	Scoring, Infernal Brand	
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	1	4	4	0	
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
Infernal Warrior	1	4	3	0	2

Options | Ziggurat Regulars and Great Weapon • Champion • Musician • Standard Bearer • Banner of Discipline



CITADEL GUARD #1
Citadel Guard **x15** - *Standard - Infantry - 20x20mm*

290 POINTS



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

Options | Champion • Musician • Pistol (4+)



CITADEL GUARD #2
Citadel Guard **x15** - *Standard - Infantry - 20x20mm*

290 POINTS



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

Options | Champion • Musician • Pistol (4+)

Special



KADIM INCARNATES #1
Kadim Incarnates **x5** - *Large - Infantry - 40x40mm*

430 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	
<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



TAURUKH ANOINTED #1
Taurukh Anointed x5 - Large - Beast - 50x75mm

498 POINTS



Global	Adv	Mar	Dis	Model Rules		
	7"	12"	9	Fear, Scoring, Bodyguard, Infernal Brand		
Defensive	HP	Def	Res	Arm		
	3	5	5	0	Infernal Armour	
Offensive	Att	Off	Str	Ap	Agi	
Taurukh Anointed	3	5	5	2	3	Impact Hits (1, 1)

Options	Paired Weapons • Champion • Musician
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KADIM INCARNATES #2
Kadim Incarnates x5 - Large - Infantry - 40x40mm

430 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

Instruments of Destruction



INFERNAL ENGINE #1
Infernal Engine - Gigantic - Construct - 60x100mm

440 POINTS



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

Options	Naphtha Thrower
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INFERNAL ENGINE #2
Infernal Engine - Gigantic - Construct - 60x100mm

470 POINTS



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

Options	Rock Crusher
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Magics

Racial Trait Spell

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

	Casting	Range	Type	Duration
Curse of Nezibkesh				
Mf	{6+} {7+}	{36"} {18"}	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>				



		Casting	Range	Type	Duration	Effect
5	Corruption of Tin	8+	36"	Hex	Permanent	The target suffers -1 Armour.
3	Glory of Gold	8+	18"	Augment	Last one Turn	The target gains +1 Armour Penetration, Flaming Attacks and Magical Attacks.
4	Silver Spike	(6+){9+}	(18"){36"}	Hex, Missile, Damage	Instant	The target suffers 1 hit with Strength 4 [6], Armour Penetration 10, Magical Attacks, [Multiple Wounds (D3)], and Area Attack (1x5).
4	Alchemical Fire		18"	Hex	Last one Turn	The target gains Flammable against Melee Attacks.
6	Molter Copper	7+	24"	Hex, Missile, Damage	Instant	The target suffers D3+3 hits with Strength X, Armour Penetration 4, Flaming Attacks, and Magical Attacks, where X is equal to the target's Armour.
2	Word of Iron	5+ [9+]	24"	Augment	Last one Turn	The target gains +1[+2] to its Armour.
1	Quicksilver Lash	7+	24"	Hex, Missile, Damage	Instant	The target suffers D3+1 hits with Flaming Attacks, Magical Attacks, and Armour Penetration 10. These hits always wound on a roll equal to or greater than "7 minus the target's Armour". An unmodified '6' always wounds and an unmodified '1' always fails to wound.



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.}
4	Breath of Corruption	6+ [9+]	Caster [12"]	[Augment], Focused	Last 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	Last 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+).

		<i>Casting</i>	<i>Range</i>	<i>Type</i>	<i>Duration</i>	<i>Effect</i>
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

Essence of Mithril: The wearer's Armour is set to 5 and can never be improved beyond this.

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

Magic banners

Aether Icon: The bearer gains Magic Resistance (1). If the unit contains a model with another instance of Magic Resistance, it increases that model's Magic Resistance value by 1 instead.

Banner of Discipline: The bearer's unit may reroll failed Panic Tests. If the Battle Standard Bearer or the General is part of the bearer's unit, it automatically passes Panic Tests instead.

Model Rules

Aegis:

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.

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.

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.

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.

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.

Insignificant:

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).

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.

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.

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

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.

Taurukh Commissioner #1



Prophet #1



Prophet #2



Infernal Warriors #1



Citadel Guard #1



Citadel Guard #2



Kadim Incarnates #1



Taurukh Anointed #1



Kadim Incarnates #2



Infernal Engine #1



Infernal Engine #2

