



INFERNAL DWARVES

1 - 4 387 POINTS



1245 pts (28.00 %) 1143 pts (25.00 %) 829 pts (18.00 %)

Characters (40 Max) **Core** (25 Least) **Special** (0 NoLimit)

1170 pts (26.00 %)

Instruments of Destruction (25 Max)

Characters



LAMASSU SCHOLAR

Lamassu Scholar - Large - Cavalry - 50x50mm

355 POINTS



Global	Adv	Mar	Dis	Model Rules		
	6"	12"	9	Not a Leader, Fly (6",12", 6",12"), Infernal Brand, Riddle of the Lamassu, Secrets of Nezibkesh, Solitary		
	6"	12"				
Defensive	HP	Def	Res	Arm		
	4	4	5	0	Fortitude (5+), Infernal Armour	
Offensive	Att	Off	Str	Ap	Agi	
Student	2	4	4	1	2	Infernal Weapon, Hand Weapon
Lamassu	2	4	5	2	4	Harnessed, Magical Attacks, Hand Weapon

Options

Binding Scroll x1



PROPHET OF LUGAR #1

Prophet - Standard - Infantry - 20x20mm

515 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 • Obsidian Rock • Breath of the Brass Bull



VIZIER #1

Vizier - Standard - Infantry - 40x40mm

375 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	
Vizier	3	6	4	1	3	Hand Weapon



MOUNT SEAT OF AUTHORITY

Global	Adv	Mar	Dis	Model Rules	
	4"	8"	C	Vassal Governor, Tall	

<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	4	C	C	C+1	Cannot be Stomped
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
Seat of Authority	4	3	3	0	3

Options Battle Standard Bearer • Shield • Great Weapon • Seat of Authority • Legion Standard x2 • Talisman of Shielding • Talisman of the Void • Kadim Binding

Core



VASSAL LEVIES #1

Vassal Levies x33 - Standard - Infantry - 20x20mm

278 POINTS



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>	
	4"	8"	7	Scoring, Insignificant, Bound or Broken	
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	1	3	3	0	Light Armour
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
Vassal Levy	1	3	3	0	3 Oil Flasks

Options Shield • Musician • Standard Bearer • Champion



VASSAL LEVIES #2

Vassal Levies x35 - Standard - Infantry - 20x20mm

325 POINTS



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>	
	4"	8"	7	Scoring, Insignificant, Bound or Broken	
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	1	3	3	0	Light Armour
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
Vassal Levy	1	3	3	0	3 Oil Flasks

Options Shield • Musician • Standard Bearer • Champion • Flaming Standard



INFERNAL WARRIORS #1

Infernal Warriors x27 - Standard - Infantry - 20x20mm

540 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	Infernal Armour
<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 • Flaming Standard

Special



DISCIPLES OF LUGAR #1

Disciples of Lugar x23 - Standard - Infantry - 20x20mm

649 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	
Disciple of Lugar	2	4	4	1	3	Lethal Strike, Magical Attacks, Flaming Attacks

Options	Champion • Musician • Standard Bearer • Great Weapon • Banner of Speed
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VASSAL CAVALRY #1

Vassal Cavalry x5 - Standard - Cavalry - 25x50mm

180 POINTS



Global	Adv	Mar	Dis	Model Rules		
	8"	16"	7	Feigned Flight, Vanguard, Light Troops, Insignificant		
Defensive	HP	Def	Res	Arm		
	1	4	3	1	Light Armour, Shield	
Offensive	Att	Off	Str	Ap	Agi	
Vassal Rider	1	4	3	0	3	Lance, Light Lance, Bow, Oil Flasks
Vassal Steed	2	3	3	1	3	Harnessed


Instruments of Destruction



CITIZEN GIANT #1


Citizen Giant - Gigantic - Infantry - 75x100mm

375 POINTS



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


Options	Giant Club • Big Brother
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CITIZEN GIANT #2

Citizen Giant - Gigantic - Infantry - 75x100mm

375 POINTS



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

Options	Giant Club • Big Brother
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INFERNAL ENGINE #1

Infernal Engine - Gigantic - Construct - 60x100mm

420 POINTS



<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>
Crew	3	4	3	0	2
Chassis			6	3	2
Harnessed, Impact Hits (D6+1, D6+1), Grind Attacks (D3, D3)					

Options	Titan Mortar (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>
Curse of Nezibkesh				
<i>Mf</i>	{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>				



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 {}.

		<i>Casting</i>	<i>Range</i>	<i>Type</i>	<i>Duration</i>	<i>Effect</i>
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+).
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

Binding Scroll: One use only. May be activated after Siphon the Veil (at the end of step 3 of the Magic Phase Sequence).

When activated, pick an enemy model and select one of its Attribute, Bound, or Learned Spells. The selected model cannot cast the chosen instance of the spell during this Magic Phase. Only a single Binding Scroll may be activated during the same phase.

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

Obsidian Rock: The bearer gains Magic Resistance (2).

Kadim Binding: The bearer's weapons lose Two-Handed if they had it. While using this Shield, the bearer gains **Aegis (+1, against Flaming Attacks, max.2+)** and **Parry**.

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

Talisman of the Void: The bearer gains Channel (1).

Magic banners

Legion Standard: A unit with one Legion Standard increases the maximum of its Rank Bonus by +1 (normally this means the unit can add up to 4 Full Ranks to its Combat Score). A unit with two or more Legion Standards increases the maximum of its Rank Bonus by +2 instead.

Flaming Standard: One use only. May be activated at the start of a Round of Combat or before shooting with the bearer's unit. The bearer's unit gains Flaming Attacks. If activated when Engaged in Combat, the effect lasts until the bearer's unit is no longer Engaged in Combat. If activated before shooting with the bearer's unit, the effect lasts until the end of the phase.

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

Model Rules

Aegis:

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.

Bow:

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.

Feigned Flight: A unit consisting solely of models with Feigned Flight that voluntarily chooses to Flee as a Charge Reaction, and subsequently passes a Rally Test in its next Player Turn, doesn't become Shaken. Furthermore, the Reform that is made after Rallying in this case doesn't prevent the unit from moving nor from shooting (but it still counts as having moved for shooting purposes). This rule cannot be applied if a unit fails to rally on the next friendly Player Turn or involuntarily Flees, such as a result of a failed Panic Test or if it was already Fleeing when being charged.

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.

Fly: The model gains Light Troops and Swiftstride. Units composed entirely of models with Fly may make Flying Movements when performing a Move Chargers move, an Advance Move, or a March Move. When a unit makes a Flying Movement, substitute its models' Advance Rate with the first value given in brackets (X), and their March Rate with the second value given in brackets (Y). All modifiers to ground movement values are also applied to the flying values of a model. Units using Flying Movement ignore all Terrain Features and units during the Flying Movement (from their starting to their ending position), but must abide by the Unit Spacing rule at the end of the move (unless charging, when the normal exceptions to the Unit Spacing rule apply). They are still affected by the effects of the Terrain Features from which they take off and in which they land.

Fortitude: Fortitude is a Special Save. Fortitude Saves cannot be taken against attacks with Lethal Strike that rolled a natural 6+ to wound, or against attacks with Flaming Attacks

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

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.

Infernal Weapon: Close Combat Weapon

Attacks made with this weapon gain +1 Strength and +1 Armour Penetration.

Insignificant:

Lance: Attacks made with a Lance and allocated toward models in the wielders' Front Facing gain Devastating Charge (+2 Strength, +2 Armour Penetration). Infantry cannot use Lances.

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.

Light Armour: Armor +1

Light Lance:

Light Troops: Units composed entirely of models with Light Troops are allowed to make any number of Reforms when performing Advance Moves or March Moves. They are allowed to shoot even if they Marched or Reformed. No model can end its movement with its centre further away than its March Rate from its starting position, around any obstructions (including the Unit Spacing rule). This means that when checking the distance travelled by a model, check the path the model would have taken if it was alone, with the exception that the unit as a whole cannot break the Unit Spacing rule while performing the move. If a model performed any action during the movement (such as a Sweeping Attack), the distance moved is counted from its starting position to the point on the Battlefield where it performed that action and then to its final position.

If more than half the models in a unit have Light Troops, the unit always counts as having 0 Full Ranks. Characters with Light Troops that are joined to units with one or more models without Light Troops, lose this rule for as long as they remain with the unit. An Infantry Character joined to an Infantry unit with both Light Troops and the same Size as the Character gains Light Troops for as long as it remains with the unit.

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).

Not a Leader: The model cannot be the General.

Oil Flasks: Close Combat, Shooting

If one or more simultaneous attacks with Oil Flasks hit, after resolving these attacks, the target unit gains one Incendiary marker.

Prophet of Lugal: 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

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.

Riddle of the Lamassu: Universal Rule.

The model is a Wizard Adept that selects 2 spells from Word of Iron (Alchemy), Breath of Corruption (Occultism), Flaming Swords (Pyromancy), Deceptive Glamour (Witchcraft), and Curse of Nezibkesh (Hereditary Spell). This rule overrides the normal Spell Selection rules connected to being a Wizard Adept.

Before Spell Selection (at the start of step 7 of the Pre-Game Sequence), the opponent must choose Power or Wisdom.

- If they choose Power, the Lamassu gains Channel (1) for the duration of the game.
- If they choose Wisdom, the model knows an additional spell that it selects immediately from the list of spells above.

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.

Solitary: The model may never join units or be joined by other Characters

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.

Vanguard: After Deployment (including units with Scout), models with Vanguard may perform a 12" move. The move is performed as an Advance Move in the Movement Phase, including any actions and restrictions the unit would normally have (such as Wheeling, Reforming, joining units, leaving units and so on). The 12" distance is used instead of the unit's Advance Rate and March Rate. This move cannot be used to move within 12" of enemy units. This is decreased to 6" for enemy units which have either Scouted or Vanguarded. Units that have moved in this way may not Declare Charges in the first Player Turn (if their side has the first turn). If both players have units with Vanguard, alternate moving units one at a time, starting with the player that finished deploying last. Instead of moving a unit, a player may declare to not move any more Vanguarding units.

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

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.

Lamassu Scholar



Prophet of Lugar #1



Vizier #1



Vassal Levies #1



Vassal Levies #2



Infernal Warriors #1



Disciples of Lugar #1



Vassal Cavalry #1



Citizen Giant #1



Citizen Giant #2



Infernal Engine #1

