



INFERNAL DWARVES


TST - 2 505 POINTS



1185 pts (26.00 %) 1320 pts (29.00 %) 0 pts (0.00 %) 0 pts (0.00 %)

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


Characters




OVERLORD #1

Overlord - Gigantic - Beast - 60x100mm

705 POINTS




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



MOUNT GREAT BULL OF SHAMUT

Global	Adv	Mar	Dis	Model Rules		
	7"	14"	C	Fly, Light Troops, Fearless, Supernal		
	6"	12"				
Defensive	HP	Def	Res	Arm		
	6	5	6	2	Aegis	
Offensive	Att	Off	Str	Ap	Agi	
Great Bull of Shamut	5	5	6	3	3	Harnessed, Impact Hits, Divine Attacks, Flaming Attacks, Breath Attack


Options | General • Shield • Blunderbuss (5+) • Great Bull of Shamut • Eye of the Bull • Onyx Core



PROPHET #1

Prophet - Standard - Infantry - 20x20mm


480 POINTS



Global	Adv	Mar	Dis	Model Rules		
	3"	9"	9	Wizard Apprentice, Infernal Brand		
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 | Prophet of Ashuruk • Pyromancy • Wizard Master


Core



VASSAL LEVIES #1

Vassal Levies x20 - Standard - Infantry - 20x20mm


230 POINTS



Global	Adv	Mar	Dis	Model Rules
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<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>	
	4"	8"	7	Insignificant, Scoring	
<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	Bow (4+) • Shield • Champion • Musician • Standard Bearer
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VASSAL LEVIES #1
Vassal Levies x20 - Standard - Infantry - 20x20mm

230 POINTS




<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>	
	4"	8"	7	Insignificant, Scoring	
<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	Bow (4+) • Shield • Champion • Musician • Standard Bearer
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CITADEL GUARD #1
Citadel Guard x20 - 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	Shield, Infernal Armour
<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	Flintlock Axe (3+) • Champion • Musician • Standard Bearer
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INFERNAL WARRIORS #1
Infernal Warriors x20 - Standard - Infantry - 20x20mm

320 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	Shield • Champion • Musician • Standard Bearer
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Magics

Racial Trait Spell

	Casting	Range	Type	Duration
H Curse of Nezibkesh				
<i>Mf</i>	(6+) {7+}	(18") {36"}	Hex	Last one Turn

Casting**Range****Type****Duration**

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.



Pyromancy

		<i>Casting</i>	<i>Range</i>	<i>Type</i>	<i>Duration</i>	<i>Effect</i>
5	Scorching Salvo	8+	24" Aura	Hex, Damage	Instant	The target suffers D3+1 hits with Strength 4, Armour Penetration 0, Flaming Attacks, and Magical Attacks.
3	Flaming Swords	8+ [11+]	18" [6" Aura]	Augment	Last one Turn	The target gains Flaming Attacks and Magical Attacks. In addition, the target's Melee and Shooting Attacks gain a +1 to-wound modifier.
4	Pyroclastic Flow	7+ [10+]	24" [12"]	Hex, Missile, Damage	Instant	The target suffers 2D6 [3D6] hits with Strength 4, Armour Penetration 0, Flaming Attacks and Magical Attacks.
6	Enveloping Embers	11+	24"	Hex, Damage, Direct	Instant	The target suffers 1 hit with Area Attack (6x6), Strength 3, Armour Penetration 0, Flaming Attacks, and Magical Attacks.
2	Cloak of Cinders	7+ [9+]	18"	Augment	Last one Turn	Melee {and Ranged} Attacks against the target suffer -1 to wound.
4	Blaze		24"	Hex, Missile, Damage	Instant	The target suffers 1 hit with Strength 5, Armour Penetration 2, Flaming Attacks, and Magical Attacks.
1	Fireball (rep)	4+	36"	Hex, Missile, Damage	Instant	The target suffers D6 hits with Strength 4, Armour Penetration 0, Flaming Attacks and Magical Attacks.

Magic items

Eye of the Bull: Close Combat Attacks and Shooting Attacks made with this weapon hit automatically. The Strength of these hits is **always** set to 5 and their Armour Penetration is **always** set to 10. . 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)**.

Onyx Core: Attacks made with this weapon become **Flaming Attacks** and gain **Multiple Wounds (D3, against Flammable)**. In addition, their Strength is **always** set to 6.

Model Rules

Flintlock Axe: Shooting Weapon

0-60 R&F Models with Blunderbuss or Flintlock Axe 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

Hatred: During the first Round of Combat, failed to-hit rolls from attacks with Hatred must be rerolled.

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.

Infernal Weapon: Close Combat Weapon

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

Insignificant:

Keys to the Citadel: The model **must** buy Weapon Enchantments for two of its mundane weapons. The Point Cost of one of the Weapon Enchantments, the cheapest if applicable, is halved, rounding fractions up.

Light Armour: Armor +1

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

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.

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.

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

Spear:

Weapon Master:

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 profile with your phone.

Vassal Levies #1



Vassal Levies #1



Citadel Guard #1



Infernal Warriors #1



Overlord #1



Prophet #1

