



INFERNAL DWARVES

G - 3 265 POINTS



0 pts (0.00 %) 300 pts (9.00 %) 585 pts (18.00 %) 670 pts (21.00 %) 1140 pts (35.00 %) 570 pts (17.00 %)

Hail of the Gods (30 Max) **Bound and Binders** (35 Max) **Barrage** (20 Max) **Characters** (40 Max) **Core** (25 Least) **Special** (0 NoLimit)

Characters

LORDS OF FIRE - OVERLORD #1
Lords of Fire - Overlord - Standard - Infantry - 20x20mm

280 POINTS

Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Lords of Fire - Overlord	3	7	4	4	5	3	4	4	10	Infantry
Model Rules	Relentless • Chosen of Ashuruk • Sturdy • Fan the Flames • Infernal Armour									

LORDS OF FIRE - VIZIER #1
Lords of Fire - Vizier - Standard - Infantry - 20x20mm

150 POINTS

Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Lords of Fire - Vizier	3	6	4	4	5	3	3	3	9	Infantry
Model Rules	Relentless • Chosen of Ashuruk • Sturdy • Infernal Armour									

PROPHET - WIZARD #1
Prophet - Standard - Infantry - 20x20mm

240 POINTS

Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Prophet - Wizard	3	4	4	4	5	3	2	2	9	Infantry
Model Rules	Relentless • Chosen of Ashuruk • Sturdy • Infernal Armour									

Core

Core

CITADEL GUARD #1
Citadel Guard x20 - Standard - Infantry - 20x20mm

690 POINTS

Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Citadel Guard	3	4	4	4	4	1	2	1	9	Infantry
Model Rules	Scoring • Relentless • Chosen of Ashuruk • Sturdy • Shield • Infernal Armour									

Options | May take Flintlock Axe (max 20 models per unit) • Champion • Musician • Standard Bearer

Core

INFERNAL WARRIORS #1
Infernal Warriors x25 - Standard - Infantry - 20x20mm

450 POINTS

Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Infernal Warriors	3	4	3	3	4	1	2	1	9	Infantry
Model Rules	Scoring • Relentless • Chosen of Ashuruk • Sturdy • Heavy Armour									

Options | May take a Shield • Champion • Musician • Standard Bearer

Special

IMMORTALS #1
Immortals **x20** - Standard - Infantry - 20x20mm

570 POINTS

Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Immortals	3	5	3	4	4	1	2	1	9	Infantry
Model Rules	Scoring • Relentless • Chosen of Ashuruk • Sturdy • Bodyguard • Blessing of Nezibkesh • Great Weapon • Infernal Armour									

Options | May take a Shield • May replace Great Weapon with Infernal Weapon • Champion • Musician • Standard Bearer • War Standard

Barrage

INFERNAL ARTILLERY - ROCKET BATTERY #1
Infernal Artillery - Rocket Battery - Standard - Infantry - 75mm round

190 POINTS

Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Crew(3)	3	4	3	3	-	-	2	1	9	
Machine	-	-	-	-	4	5	-	-	-	War Machine
Model Rules	Chosen of Ashuruk • Heavy Armour									

TITAN MORTAR #1
Titan Mortar - Standard - Infantry - 75mm round

395 POINTS

Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Machine	-	-	-	-	4	6	-	-	-	War Machine
Crew(3)	3	4	3	3	-	-	2	1	9	
Ogre Slave(1)	3	3	-	4	-	-	2	3	-	
Model Rules	Chosen of Ashuruk • Ogre Slave • Earthquake Shells • Heavy Armour									

Options | Bound Daemon

Bound and Binders

ARMoured GIANT #1
Armoured Giant - Standard - Infantry - 50x75mm

300 POINTS

Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Armoured Giant	6	3	-	6	5	6	3	*	10	Monster
Model Rules	Immune to Psychology • Stubborn • Giant Attacks • Infernal Armour									

Magics

Magic banners

War Standard: The bearer's unit adds +1 to the Combat Score of any combat they are involved in.

Model Rules

Blessing of Nezibkesh: All Special Close Combat Attacks against models with this special rule are at half Strength (rounding fractions up).

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

Chosen of Ashuruk: Models with this special rule will automatically pass all Fear Tests, but still suffer -1 Leadership from Fear. Models with this special rule consider all units without it to have Insignificant and cannot use their Engineer rule on models without Chosen of Ashuruk.

Earthquake Shells: Any unit that suffers one or more unsaved wounds from a weapon with this rule will count all Terrain (including Open Terrain) as Dangerous Terrain (1) and must reroll to-hit rolls of '6'. A War Machine within 8" of a unit hit by a Shooting Attack from a model with this special rule must roll a D6 before shooting; on 4+ it cannot shoot. These effects last until the end of the next Player Turn.

Fan the Flames: The Overlord and all model parts in the same unit, except mounts, gain Hatred.

Giant Attacks: When a Beast Giant attacks in Close Combat, instead of attacking normally, choose an enemy unit in base contact with the Beast Giant to attack and roll on the chart below. The Beast Giant's attack depends on the Troop Type of the target enemy unit.

Against Infantry, War Beast, Swarm, War Machine and Cavalry targets:

- 1: Bellow
- 2: Jump
- 3: Grab
- 4-6: Swing

Against Monstrous Beast, Monstrous Infantry, Monstrous Cavalry, Chariot, Monster and Ridden Monster targets:

- 1: Bellow
- 2-3: Thump
- 4-6: Smash

Bellow: Neither the Beast Giant nor the chosen unit can make any further Close Combat attacks this phase. Attacks already resolved (including attacks resolved simultaneously with this attack) are not affected. The Beast Giant's side automatically wins the combat by 2. If two (or more) opposing models with Giant Attacks "Bellow", the combat is a draw.

Jump: The chosen unit suffers D6 hits using the Beast Giant's Strength. The Beast Giant must take a Dangerous Terrain (1) Test.

Grab: Select a single model in the chosen unit and in base contact with the Beast Giant. This model must take a Strength Test and a Weapon Skill Test. For each failed test, the model suffers a hit with the Beast Giant's Strength and Multiple Wounds (D3).

Swing: The Beast Giant makes 2D6 normal Close Combat attacks against the chosen unit.

Thump: Select a single model in the chosen unit and in base contact with the Beast Giant. This model must take an Initiative Test. If the test is failed, the model suffers 2D6 wounds with Armour Piercing (6).

Smash: Select a single model in the chosen unit and in base contact with the Beast Giant. This model suffers 1 wound with Armour Piercing (6). If no part of this model has yet attacked this phase, it cannot attack in this Round of Combat. If the model has already attacked, it cannot make attacks in the following Round of Combat.

- Notes -

Giant Attacks are treated as normal Close Combat attacks and are therefore affected by all rules normally affecting Close Combat attacks. After rolling on this chart, the Beast Giant may still Stomp as normal.

Great Weapon:

Heavy Armour:

Immune to Psychology: If more than half of a unit's models are Immune to Psychology, the unit automatically passes Panic Tests and cannot declare a Flee reaction (unless already fleeing). Models that are Immune to Psychology are also immune to the effects of Fear.

Infernal Armour: Plate Armour. The wearer gains a Ward Save (5+) against Flaming Attacks.

Ogre Slave: The model treats the roll of Jammed (3-4) on the Misfire Table as Malfunction (5+).

Relentless: Infantry units entirely composed of models with this special rule may triple their Movement when marching instead of doubling it. This is extended to other situations where a move is limited by twice the Movement value of the model, such as Wheeling, Reforming, Moving Characters within a unit and so on. In those cases, use triple the movement value instead.

Scoring: Units with at least one model with the Scoring special rule are considered Scoring Units and are used for capturing Secondary Objectives. Every army needs a few Scoring units to be able to complete Secondary Objectives, which is why units with the Scoring special rule are marked in the Armybooks with a special pennant icon:

The Scoring special rule can be lost during the game:

- One or more models in the unit are Light Troops.
- A unit that is Fleeing loses its Scoring special rule for as long as it is Fleeing.
- An Ambushing unit that entered the Battlefield on Game Turn 4 or later loses its Scoring Special rule.
- A unit that has performed a Post-Combat Reform loses its Scoring special rule until the end of the current Player Turn.

Shield:

Stubborn: A unit with at least one model with this special rule ignores any Combat Score penalties to its Leadership when taking Break Tests or Combat Reform Leadership Tests.

Sturdy: A model with this rule has Thunderous Charge. Furthermore, it does not suffer to-hit modifiers from taking a Stand and Shoot Charge Reaction.

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.

Armoured Giant #1



Citadel Guard #1



Immortals #1



Infernal Artillery - Rocket Battery #1



Infernal Warriors #1



Lords of Fire - Overlord #1



Lords of Fire - Vizier #1



Prophet - Wizard #1



Titan Mortar #1



