



INFERNAL DWARVES

BETA 1 - 3 716 POINTS



Partie test hugues

300 pts (7.00 %) 1311 pts (29.00 %) 1120 pts (25.00 %) 475 pts (11.00 %)
Characters **Core** **Special** **Instruments of Destruction**
 (40 Max) (25 Least) (0 NoLimit) (25 Max)

Characters

LAMASSU SCHOLAR
Lamassu Scholar - Large - Cavalry - 50x50mm

300 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 Nezebesh, 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

Core

INFERNAL WARRIORS #1
Infernal Warriors x12 - Standard - Infantry - 20x20mm

272 POINTS

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

Options | Shield • Musician • Blunderbuss (5+)

CERBERES DE LA CITADELLE #3
Citadel Guard x21 - Standard - Infantry - 20x20mm

396 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	
Citadel Guard	1	4	4	1	2	

Options | Champion • Musician • Standard Bearer • Pistol (4+)



CERBERES DE LA CITADELLE #3
Citadel Guard x20 - Standard - Infantry - 20x20mm

510 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
Citadel Guard	1	4	4	1	2

Options	Champion • Musician • Flintlock Axe (3+)
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SHACKLED SLAVES #1
Shackled Slaves x23 - Standard - Infantry - 25x25mm

133 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
Shackled Slave	1	2	3	0	1

Options	Paired Weapons
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Special



KADIM INCARNATES #1
Kadim Incarnates x4 - Large - Infantry - 40x40mm

400 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

Options	Champion
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TAURUKH ENFORCERS #1
Taurukh Enforcers x5 - Standard - Beast - 25x50mm

300 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

Options	Shield • Infernal Weapon • Champion • Musician • Standard Bearer • Blunderbuss (5+)
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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



VASSAL SLINGSHOT #1

Vassal Slingshot - Standard - Construct - 60mm round

120 POINTS



Global	Adv	Mar	Dis	Model Rules		
	4"	4"	7	War Machine, Insignificant, Fires of Industry (1, 1), Vassal Slingshot (4+)		
Defensive	HP	Def	Res	Arm		
	5	1	4	0	Flammable, Light Armour	
Offensive	Att	Off	Str	Ap	Agi	
Crew	3	3	3	0	3	Move or Fire



VASSAL SLINGSHOT #2

Vassal Slingshot - Standard - Construct - 60mm round

120 POINTS



Global	Adv	Mar	Dis	Model Rules		
	4"	4"	7	War Machine, Insignificant, Fires of Industry (1, 1), Vassal Slingshot (4+)		
Defensive	HP	Def	Res	Arm		
	5	1	4	0	Flammable, Light Armour	
Offensive	Att	Off	Str	Ap	Agi	
Crew	3	3	3	0	3	Move or Fire

Instruments of Destruction



KADIM TITAN

Kadim Titan - Gigantic - Infantry - 150x100mm

475 POINTS



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

Magics

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.

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.

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.

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).

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.

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.

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.

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.

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.

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

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:

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.

Vassal Slingshot: Artillery Weapon.

This Artillery Weapon can be fired in two ways:

- Bolt Thrower: Range 48", Shots 1, Str 3 [6], AP 10, Area Attack (1x5), [Multiple Wounds (D3)].
- Oil Flask Thrower: Range 36", Shots 3, Str 1, AP 0. The target unit gains one Incendiary marker for every successful hit.

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

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.

Overlord



Infernal Warriors #1



Cerbères de la citadelle #3



Cerbères de la citadelle #3



Shackled Slaves #1



Kadim Incarnates #1



Taurukh Enforcers #1



Lamassu Scholar



Vassal Cavalry #1



Vassal Slingshot #1



Vassal Slingshot #2



Kadim Titan

