





# INFERNAL DWARVES


## DOUBLE BULLYS 2022 - 4 561 POINTS



1455 pts (32.00 %) 1190 pts (26.00 %) 1466 pts (33.00 %) 450 pts (10.00 %)  
**Characters**                      **Core**                      **Special**                      **Instruments of Destruction**  
 (40 Max)                      (25 Least)                      (0 NoLimit)                      (25 Max)


### Characters

	<b>OVERLORD</b>	<b>820 POINTS</b>		
Overlord - Gigantic - Beast - 60x100mm				
<b>Global</b>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>
	3"	9"	10	Infernal Brand, Arrogance, Keys to the Citadel
<b>Defensive</b>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>
	3	7	5	0      Infernal Armour
<b>Offensive</b>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i> <i>Agi</i>
<b>Overlord</b>	4	7	4	1    4      Hatred, Weapon Master, Great Weapon, Hand Weapon, Paired Weapons, Spear, Flintlock Axe, Infernal Weapon

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

**Options** | Great Bull of Shamut • General • Ring of Desiccation • Obsidian Rock • Flame of the East • Onyx Core

	<b>PROPHET #1</b>	<b>635 POINTS</b>		
Prophet - Large - Cavalry - 50x50mm				
<b>Global</b>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>
	3"	9"	9	Wizard Apprentice, Infernal Brand, Secrets of Nezibkesh
<b>Defensive</b>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>
	3	4	5	0      Infernal Armour
<b>Offensive</b>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i> <i>Agi</i>
<b>Prophet</b>	2	4	4	1    2      Hand Weapon

	<b>MOUNT BULL OF SHAMUT</b>			
<b>Global</b>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>
	7"	14"	C	Fly, Light Troops, Fear, Solitary, Fearless, Supernal
	6"	12"		
<b>Defensive</b>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>
	4	C	5	C      Aegis
<b>Offensive</b>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i> <i>Agi</i>
<b>Bull of Shamut</b>	4	4	5	2    3      Harnessed, Impact Hits, Divine Attacks, Flaming Attacks

Options Shield • Occultism • Wizard Master • Prophet of Shamut • Bull of Shamut • Potion of Strength • Basalt Infusion

## Core



### INFERNAL WARRIORS #1

Infernal Warriors x40 - Standard - Infantry - 20x20mm

1 050 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 Ziggurat Regulars • Shield • Champion • Musician • Standard Bearer • Blunderbuss (5+) • Banner of Speed



### SHACKLED SLAVES #1

Shackled Slaves x20 - Standard - Infantry - 25x25mm

140 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

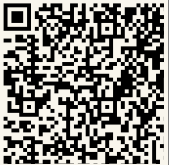
## Special



### TAURUKH ANOINTED #1

Taurukh Anointed x6 - Large - Beast - 50x75mm

701 POINTS



Global	Adv	Mar	Dis	Model Rules	
	7"	12"	9	Bodyguard, Fear, Scoring, 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

Options

Shield • Infernal Weapon



### TAURUKH ANOINTED #1 COPY

Taurukh Anointed x3 - Large - Beast - 50x75mm

305 POINTS



Global	Adv	Mar	Dis	Model Rules	
	7"	12"	9	Bodyguard, Fear, Scoring, 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

Options	Paired Weapons
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**TAURUKH ANOINTED #1 COPY COPY**  
Taurukh Anointed x3 - Large - Beast - 50x75mm

**305 POINTS**




<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>	
	7"	12"	9	Bodyguard, Fear, Scoring, Infernal Brand	
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	3	5	5	0	Infernal Armour
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
<b>Taurukh Anointed</b>	3	5	5	2	3

Options	Paired Weapons
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**GUNNERY TEAM #1**  
Gunnery Team - Standard - Construct - 40x40mm

**155 POINTS**



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>	
	3"	9"	9	Not a Leader, War Platform, Infernal Brand, Mechanised Support	
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	4	4	4	0	Infernal Armour
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
<b>Gunnery Team</b>	2	4	4	1	2

Options	Naphtha Thrower and Fires of Industry (1)
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## Instruments of Destruction



**INFERNAL ENGINE**  
Infernal Engine - Gigantic - Construct - 60x100mm

**450 POINTS**



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>	
	6"	10"	9	Fearless, Unbreakable, Furnace Breach, Infernal Brand, Full Steam Ahead!	
<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>
<b>Crew</b>	3	4	3	0	2
<b>Chassis</b>			6	3	2

Options	Rocket Battery (4+) and Fires of Industry (2)
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### Magics

Racial Trait Spell

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



## Occultism

**The Sacrifice:** When casting a non-Bound Spell from this Path, immediately after the casting roll, but before any Dispellng 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
<b>4</b>	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. <b>{The Caster's unit is unaffected.}</b> <b>{If one or more unsaved wounds are caused with this spell, the Caster Recovers 1 Health Point.}</b>
<b>2</b>	Hand of Glory	6+ [8+]	Caster [12"]	[Augment], Focused	Last one Turn	The target <<, all models in its unit when the spell is cast, and Raised models in the unit>> gain Aegis (6+) and Aegis (+1, max 3+). <b>{This spell may only target Characters, Champions, and single model units.}</b>
<b>3</b>	The Rot Within	6+	24"	Hex	Permanent	The target suffers -1 Offensive Skill and -1 Defensive Skill. <b>{The Caster gains +1 Offensive Skill and +1 Defensive Skill.}</b>
<b>1</b>	Breath of Corruption	6+ [9+]	Caster [12"]	[Augment], Focused	Last one Turn	The target gains Breath Attack (Magical Attacks, Toxic Attacks). <b>{This spell may only target Characters, Champions, and single model units.}</b> <b>{If the Breath Attack is used as a Shooting Attack, its range is increased to 18".}</b>
<b>5</b>	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. <b>{If the target is within 12" of the Caster, the spell targets a single Character or Champion joined to the target unit.}</b>
<b>6</b>	The Grave Calls	11+	12"	Hex, Damage, Direct	Instant	The target suffers 2D6 hits with Strength 5, Armour penetration 2, and Magical Attacks. <b>{The hits gain +1 Strength and +1 Armour Penetration.}</b>

## Magic items

**Flame of the East:** The wielder gains **Volcanic Embrace (D3)** in the Melee Phase while using this weapon.

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

**Onyx Core:** Attacks made with this weapon become **Flaming Attacks** and **Magical Attacks** and gain **Multiple Wounds (D3, against Flammable)**. In addition, their Strength is **set** to 6 and ignores the +1 Strength modifier from Infernal Weapon.

**Ring of Desiccation:** At the start of each Round of Combat that the bearer's unit is fighting, every enemy unit in base contact with the bearer's model gains one Incendiary marker.

**Basalt Infusion:** The wearer gains +1 Armour and Aegis (3+, against Flaming Attacks). The wearer automatically fails all Fortitude Saves.

**Potion of Strength:** One use only. May be activated at the start of any Round of Combat. Until the end of the Player Turn the bearer gains Crush Attack.

## Magic banners

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

## Model Rules

**Arrogance:** The model's unit automatically passes Fear Tests.

**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.

**Enslaved Porters:** Shackled Slaves do not cause Panic Tests in other friendly units. At start of the First Game Turn and at the start of each friendly Player Turn, if the Shackled Slaves unit is not Fleeing, Shaken, or Engaged, choose a single friendly Standard Height unit with more than half of its models with Infernal Brand within 6":

- If the Shackled Slaves unit is equipped with Shields, the chosen unit gains Soft Cover.
- If the Shackled Slaves unit is equipped with Paired Weapons, the chosen unit must reroll natural to hit rolls of '1' with its Close Combat Attacks. The effects last until the start of the next friendly Player Turn.

**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.

**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).

**Full Steam Ahead!:** 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:** 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.

**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

**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.

**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

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:** The model **must** buy Weapon Enchantments for two of its mundane weapons.

**Mechanised Support:** The model must be deployed in, and can only join, a unit that includes at least one R&F model with Infernal Brand. The model can never voluntarily leave its unit.

**Not a Leader:** The model cannot be the General.

**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.

**Secrets of Nezibkesh:** When the model successfully casts Curse of Nezibkesh (Hereditary Spell), the target immediately gains 1 Incendiary marker.

**Spear:**

**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.

**War Platform:** Unless selected as a mount for a Character, a model with War Platform gains Not a Leader and Character, with the following exceptions:

- It does not count towards the Characters category (for Army List creation). - It cannot issue Duels, Accept Duels or Make Way.

- It can perform Swirling Melee.

- It does not count as a Character regarding Bodyguard and Multiple Wounds.

The model can join units even if it has Towering Presence, and having Chariot does not prevent it from joining units without Chariot. When joined to a unit, it must always be placed in the centre of the front rank, possibly pushing back other models with Front Rank, and must keep its position in the centre of the front rank at all times (as long as it is joined to the unit). If two positions are equally central (e.g. in a unit with an even number of models in the first rank and a War Platform replacing an uneven number of models per rank), the War Platform can be placed in either of these positions. If the War Platform cannot be placed in the centre of the front rank (e.g. due to Mismatching Bases or the front rank being too narrow), the model cannot join the unit.

This means that a War Platform can never join a unit with Mismatching Bases and that only a single War Platform can be in the same unit unless noted otherwise.

**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

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## 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.

Overlord



Prophet #1



Infernal Warriors #1



Shackled Slaves #1



Taurukh Anointed #1



Taurukh Anointed #1 copy



Taurukh Anointed #1 copy copy



Gunnery Team #1



Infernal Engine

