




INFERNAL DWARVES

INFERNAL DWARVES - 2 850 POINTS



305 pts (7.00 %) 1630 pts (36.00 %) 915 pts (20.00 %) 0 pts (0.00 %)
Characters **Core** **Special** **Instruments of Destruction**
 (40 Max) (25 Least) (0 NoLimit) (25 Max)


Characters



VIZIER #1

Vizier - Standard - Infantry - 20x20mm

140 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					

Options	General • Infernal Weapon
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PROPHET #1

Prophet - Standard - Infantry - 20x20mm

165 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					



INFERNAL WARRIORS #1


Infernal Warriors x25 - Standard - Infantry - 20x20mm

360 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 • Champion • Musician • Standard Bearer
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CITADEL GUARD #1

Citadel Guard x15 - Standard - Infantry - 20x20mm

420 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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VASSAL LEVIES #1


Vassal Levies x20 - Standard - Infantry - 20x20mm

170 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	Shield • Champion • Musician • Standard Bearer
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INFERNAL WARRIORS #2

Infernal Warriors x20 - Standard - Infantry - 20x20mm

260 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



CITADEL GUARD #2

Citadel Guard x15 - Standard - Infantry - 20x20mm


420 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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Special



TAURUKH ENFORCERS #1

Taurukh Enforcers x10 - Standard - Beast - 25x50mm


385 POINTS



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>	
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<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>	
	7"	14"	9	Scoring, Tall, Infernal Brand	
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	1	4	5	0	Cannot be Stomped, Infernal Armour
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
Taurukh Enforcer	2	4	4	1	2
Impact Hits					


Options	Infernal Weapon • Champion • Musician • Standard Bearer
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KADIM INCARNATES #1

Kadim Incarnates x6 - Large - Infantry - 40x40mm

530 POINTS



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>	
	6"	12"	6	Fear, Fearless, Ghost Step, Insignificant, Supernal, Swiftstride	
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	3	3	4	2	Aegis
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
Kadim Incarnate	3	3	5	2	3
Volcanic Embrace					

Options	Champion
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Magics

Racial Trait Spell

	Casting	Range	Type	Duration
<h3 style="color: #FFD700;">H Curse of Nezibkesh</h3>				
<i>Mf</i>	(6+) {7+}	(18") {36"}	Hex	Last one Turn
<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>				

Model Rules

Aegis:

Cannot be Stomped:

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.

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.

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

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, 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.

Insignificant:

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.

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.

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:

Volcanic Embrace: Attacks made by the model part, including Special Attacks, become **Flaming Attacks** and **Magical Attacks**. In addition, the model part gains **Grind Attacks (X)**, where X corresponds to the value stated in brackets. These Grind Attacks are resolved with Armour Penetration 10 and they **always** wound on a roll equal to or greater than 7 minus the Armour of the model that the hit is distributed onto. A natural '6' **always** wounds and a natural '1' **always** fails to wound.

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.

Vizier #1



Infernal Warriors #1



Citadel Guard #1



Taurukh Enforcers #1



Vassal Levies #1



Infernal Warriors #2



Citadel Guard #2



Kadim Incarnates #1



Prophet #1

