



# INFERNAL DWARVES

## OVERLORDS ARMY - 4 241 POINTS



1145 pts (25.00 %) 1151 pts (26.00 %) 1505 pts (33.00 %) 440 pts (10.00 %)  
**Characters**                      **Core**                      **Special**                      **Instruments of Destruction**  
 (40 Max)                      (25 Least)                      (0 NoLimit)                      (25 Max)

### Characters



**GILGAMESH THE GREAT**  
 Overlord - Standard - Infantry - 20x20mm

**310 POINTS**



Global	Adv	Mar	Dis	Model Rules		
	3"	9"	10	Infernal Brand, Keys to the Citadel, Arrogance		
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, Paired Weapons, Great Weapon, Infernal Weapon, Spear, Flintlock Axe, Hand Weapon

**Options**

Shield • General • Talisman of Shielding • Dragon Staff



**VIZIER #1**  
 Vizier - Standard - Infantry - 20x20mm

**205 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**

Battle Standard Bearer • Shield • Flintlock Axe (2+) • Kadim Binding



**PROPHET #1**  
 Prophet - Standard - Infantry - 40x40mm

**630 POINTS**



Global	Adv	Mar	Dis	Model Rules		
	3"	9"	9	Wizard Apprentice, Infernal Brand, Prophet of Lugar, Secrets of Nezibkesh		
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



### MOUNT SEAT OF AUTHORITY

Global	Adv	Mar	Dis	Model Rules	
	4"	8"	C	Vassal Governor, Tall	
Defensive	HP	Def	Res	Arm	
	4	C	C	C+1	Cannot be Stomped

<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
Seat of Authority	4	3	3	0	3

**Options** Wizard Master • Pyromancy • Shield • Prophet of Ashuruk • Seat of Authority • Talisman of the Void • Crystal Ball • Magical Heirloom

## Core



**INFERNAL WARRIORS #1**  
Infernal Warriors **x28** - Standard - Infantry - 20x20mm

**723 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 • Ziggurat Regulars and Great Weapon • Champion • Musician • Standard Bearer • Blunderbuss (5+) • Flaming Standard



**VASSAL LEVIES #1**  
Vassal Levies **x23** - Standard - Infantry - 20x20mm

**297 POINTS**



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>	
	4"	8"	7	Scoring, Insignificant, Bound or Broken	
<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 and Spear • Bow (4+) • Musician • Standard Bearer • Champion • Legion Standard



**SHACKLED SLAVES #1**  
Shackled Slaves **x20** - Standard - Infantry - 25x25mm

**131 POINTS**



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>	
	4"	8"	4	Insignificant, Enslaved Porters	
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	1	2	4	0	
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
Shackled Slave	1	2	3	0	1

**Options** Paired Weapons • Musician

## Special



**IMMORTALS #1**  
Immortals **x21** - Standard - Infantry - 20x20mm


**520 POINTS**



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>	
	3"	9"	9	Fear, Scoring, Bodyguard, Infernal Brand	
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	1	5	4	0	Aegis (5+, against Special Attacks), Parry, Shield, Infernal Armour

<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
<b>Immortal</b>	<b>1</b>	<b>5</b>	<b>4</b>	<b>1</b>	<b>2</b>	<b>Battle Focus</b>

<b>Options</b>	Spear • Champion • Musician • Standard Bearer • Icon of Ashuruk
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	<b>INFERNAL ARTILLERY #1</b> Infernal Artillery - <i>Large</i> - <i>Construct</i> - 75mm round	<b>280 POINTS</b>	
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<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>
	<b>3"</b>	<b>3"</b>	<b>9</b>	<b>War Machine, Fires of Industry (2, 2), Infernal Brand, Higher Calibre</b>

<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	<b>5</b>	<b>1</b>	<b>4</b>	<b>0</b>	<b>Infernal Armour</b>

<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
<b>Crew</b>	<b>3</b>	<b>4</b>	<b>3</b>	<b>0</b>	<b>2</b>	<b>Move or Fire, Accurate</b>



<b>Options</b>	Rocket Battery (4+)
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	<b>VASSAL SLINGSHOT #1</b> Vassal Slingshot - <i>Standard</i> - <i>Construct</i> - 60mm round	<b>125 POINTS</b>	
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<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>
	<b>4"</b>	<b>4"</b>	<b>7</b>	<b>War Machine, Insignificant, Fires of Industry (1, 1), Vassal Slingshot (4+)</b>

<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	<b>5</b>	<b>1</b>	<b>4</b>	<b>0</b>	<b>Flammable, Light Armour</b>

<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
<b>Crew</b>	<b>3</b>	<b>3</b>	<b>3</b>	<b>0</b>	<b>3</b>	<b>Move or Fire</b>

	<b>KADIM INCARNATES #1</b> Kadim Incarnates <b>x6</b> - <i>Large</i> - <i>Infantry</i> - 40x40mm	<b>580 POINTS</b>	
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<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>
	<b>6"</b>	<b>12"</b>	<b>6</b>	<b>Fear, Fearless, Swiftstride, Ghost Step, Supernal, Insignificant</b>

<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	<b>3</b>	<b>3</b>	<b>4</b>	<b>2</b>	<b>Aegis (2+, against Flaming Attacks)</b>

<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
<b>Kadim Incarnate</b>	<b>3</b>	<b>3</b>	<b>5</b>	<b>2</b>	<b>3</b>	<b>Volcanic Embrace</b>

<b>Options</b>	Champion
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## Instruments of Destruction

	<b>INFERNAL ENGINE #1</b> Infernal Engine - <i>Gigantic</i> - <i>Construct</i> - 60x100mm	<b>440 POINTS</b>	
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<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>
	<b>6"</b>	<b>10"</b>	<b>9</b>	<b>Unbreakable, Fearless, Fires of Industry (2, 2), Infernal Brand, Full Steam Ahead!, Furnace Breach</b>

<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	<b>7</b>	<b>3</b>	<b>7</b>	<b>4</b>	

<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
<b>Crew</b>	<b>3</b>	<b>4</b>	<b>3</b>	<b>0</b>	<b>2</b>	
<b>Chassis</b>			<b>6</b>	<b>3</b>	<b>2</b>	<b>Harnessed, Impact Hits (D6+1, D6+1), Grind Attacks (D3, D3)</b>

<b>Options</b>	Naphtha Thrower
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## Magics

### Racial Trait Spell

This spell can only be cast by models with Infernal Brand.

	<i>Casting</i>	<i>Range</i>	<i>Type</i>	<i>Duration</i>
<b>Curse of Nezibkesh</b>				
<i>Mf</i>	{6+} {7+}	{36"} {18"}	Hex	Permanent
<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>				



Pyromancy

		<i>Casting</i>	<i>Range</i>	<i>Type</i>	<i>Duration</i>	<i>Effect</i>
<b>5</b>	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.
<b>3</b>	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.
<b>4</b>	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.
<b>6</b>	Enveloping Embers	10+	24"	Hex, Damage, Direct	Instant	Each model in the target unit suffers 1 hit with Strength 3, Armour Penetration 0, Flaming Attacks, and Magical Attacks.
<b>2</b>	Cascading Fire	5+ [8+]	24" [12"]	Hex	Last one Turn	The target suffers D6 [2D6] hits with Strength 4, Armour Penetration 0, Flaming Attacks, and Magical Attacks.
<b>4</b>	Blaze		18"	Hex, Missile, Damage	Instant	The target suffers 1 hit with Strength 6, Armour Penetration 2, Flaming Attacks, and Magical Attacks.
<b>1</b>	Fireball	4+	36"	Hex, Missile, Damage	Instant	The target suffers D6 hits with Strength 4, Armour Penetration 0, Flaming Attacks and Magical Attacks.

## Magic items

**Dragon Staff:** The bearer gains Breath Attack (Str 3, AP 0, Flaming Attacks).

**Talisman of Shielding:** The bearer gains Aegis (5+).

**Kadim Binding:** The bearer's weaponslose Two-Handed if they had it. While using this Shield, the bearer gains **Aegis (+1, against Flaming Attacks, max.2+)** and **Parry**.

**Crystal Ball:** The firsts Dispelling Attempt in each enemy Magic Phase gains a +2 Dispelling Modifier, provided the bearer is on the Battlefield.

**Magical Heirloom:** The bearer gains the Hereditary Spell during Spell Selection, always knows it in addition to its other spells, cannot select it during Spell Selection, and cannot replace or otherwise lose it.

**Talisman of the Void:** The bearer gains Channel (1).

## Magic banners

**Flaming Standard:** One use only. May be activated at the start of a Round of Combat or before shooting with the bearer's unit. The bearer's unit gains Flaming Attacks. If activated when Engaged in Combat, the effect lasts until the bearer's unit is no longer Engaged in Combat. If activated before shooting with the bearer's unit, the effect lasts until the end of the phase.

**Legion Standard:** A unit with one Legion Standard increases the maximum of its Rank Bonus by +1 (normally this means the unit can add up to 4 Full Ranks to its Combat Score). A unit with two or more Legion Standards increases the maximum of its Rank Bonus by +2 instead.

**Icon of Ashuruk:**

## Model Rules

**Accurate:****Aegis:****Arrogance:** Universal Rule.

The model's unit automatically passes Fear Tests.

**Battle Focus:** If the attack hits with a natural to-hit roll of '6', the attack causes two hits instead of one.

**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.

**Bound or Broken:** The model cannot take any Special Items from this Army Book and cannot cast Curse of Nezibkesh (Hereditary Spell).

In addition, if the model's unit is within 6" of a friendly non-Fleeing model with Infernal Brand, the model:

- Gains Battle Focus.
- Must reroll failed Charge Range rolls in the Charge Phase.

**Enslaved Porters:** Universal Rule.

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.

**Fires of Industry:** The sum of the Fires of Industry values stated in brackets of all models in the army is restricted to 1 per 750 Army Points, rounding fractions up.

**Flammable:**

**Flintlock Axe:** 0–60 R&F Models with Flintlock Axe or Blunderbuss 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!:** Universal Rule.

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:** Universal Rule.

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.

**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.

**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.

**Higher Calibre:** Universal Rule.

The maximum range of the model's Artillery Weapon is doubled. Enemy units hit by the weapon suffer -1" Advance Rate to a minimum of 3" and -2" March Rate to a minimum of 6" until the start of the next friendly Player Turn.

**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.

**Light Armour:** Armor +1

**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.

**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.

**Parry:**

**Prophet of Lugar:** Universal Rule.

The model gains Aegis (4+) and loses Infernal Armour. The model part gains Volcanic Embrace (1). If on foot, the model gains Feigned Flight, +1" Advance Rate, and +3" March Rate. The model gains access to the options below

**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.

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

**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.

**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.

**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:**

**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.

Gilgamesh the Great



Vizier #1



Prophet #1



Infernal Warriors #1



Vassal Levies #1



Shackled Slaves #1



Immortals #1



Infernal Artillery #1



Vassal Slingshot #1



Kadim Incarnates #1



Infernal Engine #1

