



INFERNAL DWARVES

AA - 750 POINTS



210 pts (5.00 %) 540 pts (12.00 %) 0 pts (0.00 %) 0 pts (0.00 %)

Characters **Core** **Special** **Instruments of Destruction**

(40 Max) (25 Least) (0 NoLimit) (25 Max)

Characters



OVERLORD #1

Overlord - Standard - Infantry - 20x20mm

210 POINTS



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

Core



INFERNAL WARRIORS #1

Infernal Warriors x20 - Standard - Infantry - 20x20mm

270 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



CITADEL GUARD #1

Citadel Guard x15 - Standard - Infantry - 20x20mm

270 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

Magics

Racial Trait Spell

	Casting	Range	Type	Duration
H Curse of Nezibkesh				
Mf	(36") [18"]	(6+) [7+]	Hex	Last one Turn

Casting	Range	Type	Duration
<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

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

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).

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

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

Hatred: During the first Round of Combat, failed to-hit rolls from attacks with Hatred must be rerolled.

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.

Keys to the Citadel: The model **must** buy Weapon Enchantments for two of its mundane weapons.

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.

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

Spear:

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 #1



Infernal Warriors #1



Citadel Guard #1

