



INFERNAL DWARVES

JOPE'S SPICY QUESO - 3 925 POINTS



1225 pts (27.00%) 1224 pts (27.00%) 1006 pts (22.00%) 470 pts (10.00%)
Characters **Core** **Special** **Instruments of Destruction**
 (40 Max) (25 Least) (0 NoLimit) (25 Max)

Characters



OVERLORD #1

Overlord - Gigantic - Beast - 60x100mm

805 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, Great Weapon, Hand Weapons, Paired Weapons, Flintlock Axe, Infernal Weapon, Spear



MOUNT GREAT BULL OF SHAMUT

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

Options	Great Bull of Shamut
Magic items	Onyx Core (Infernal Weapon) • Eye of the Bull (Flintlock Axe) • Lugar's Dice • Ring of Desiccation



VIZIER #1

Vizier - Large - Cavalry - 50x50mm

420 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



MOUNT BULL OF SHAMUT

Global	Adv	Mar	Dis	Model Rules	
	7"	14"	C	Fly, Light Troops, Fear, Solitary, Fearless, Supernal	
	6"	12"			
Defensive	HP	Def	Res	Arm	
	4	C	5	C	Aegis
Offensive	Att	Off	Str	Ap	Agi



<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
Bull of Shamut	4	4	5	2	3	Harnessed, Impact Hits, Divine Attacks, Flaming Attacks

Options	Battle Standard Bearer • Shield (Kadim Binding) • Great Weapon • Bull of Shamut
Magic items	Basalt Infusion (Infernal Armour) • Kadim Binding (Shield)
Core	

	CITADEL GUARD #1 Citadel Guard x23 - Standard - Infantry - 20x20mm	589 POINTS	
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<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>	
	3"	9"	9	, Infernal ScoringBrand	
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	1	4	4	0	
<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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	CITADEL GUARD #2 Citadel Guard x25 - Standard - Infantry - 20x20mm	635 POINTS	
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<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>	
	3"	9"	9	, Infernal ScoringBrand	
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	1	4	4	0	
<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

	INFERNAL ARTILLERY #1 Infernal Artillery - Large - Construct - 75mm round	285 POINTS	
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<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>	
	3"	3"	9	War Machine, Infernal Brand, Higher Calibre	
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	5	1	4	0	
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
Crew	3	4	3	0	2
					, Move or AccurateFire

Options	Titan Mortar (4+) and Fires of Industry (2)
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INFERNAL ARTILLERY #2

Infernal Artillery - Large - Construct - 75mm round

290 POINTS



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>		
	3"	3"	9	War Machine, Infernal Brand, Higher Calibre		
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>		
	5	1	4	0	Infernal Armour	
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
Crew	3	4	3	0	2	Accurate Fire, Move or

Options	Rocket Battery (4+) and Fires of Industry (2)
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TAURUKH ANOINTED #1

Taurukh Anointed x4 - Large - Beast - 50x75mm

431 POINTS



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>		
	7"	12"	9	Bodyguard, Fear, Scoring Brand, Infernal		
<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>	
Taurukh Anointed	3	5	5	2	3	Impact Hits

Options	Paired Weapons • Champion • Musician • Standard Bearer
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Instruments of Destruction



INFERNAL ENGINE #1

Infernal Engine - Gigantic - Construct - 60x100mm

470 POINTS



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>		
	6"	10"	9	Fearless, Unbreakable, Furnace Breach Brand, Infernal, 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>	
Crew	3	4	3	0	2	
Chassis			6	3	2	Grind Attacks, Harnessed, Impact Hits

Options	Rock Crusher
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Magics

Racial Trait Spell

	Casting	Range	Type	Duration
	<i>H Curse of Nezibkesh</i>			
<i>Mf</i>	(36") {18"}	(6+) {7+}	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>				

Magic items

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

Eye of the Bull: Close Combat Attacks and Shooting Attacks made with this weapon hit automatically. These hits are resolved with Armour Penetration 10, and **Magical Attacks**. The Strength of the weapon's Close Combat Attacks is **set** to the wielder's Offensive Skill and ignores the +1 Strength modifier from Flintlock Axe, and the Strength of the weapon's Shooting Attacks is **set** to 5. In addition, while using this weapon, the wielder's Attack Value is **set** to 1 and Close Combat Attacks made with this weapon gain **Multiple Wounds (2)**.

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

Lugar's Dice: A single model part of the bearer's model can reroll a single failed to-hit, to-wound, or Armour Save roll per Player Turn. Crush Attacks are not affected.

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.

Model Rules

Accurate:

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.

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 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: 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

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.

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.

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:

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 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 #1



Vizier #1



Citadel Guard #1



Citadel Guard #2



Infernal Engine #1



Infernal Artillery #1



Infernal Artillery #2



Taurukh Anointed #1

