



# INFERNAL DWARVES


## HELL ARMY COPY - 4 460 POINTS



1228 pts (27.00%) 1300 pts (29.00%) 1932 pts (43.00%)  
**Characters**                      **Core**                      **Special**  
 (40 Max)                              (25 Least)                      (0 NoLimit)

0 pts (0.00%)  
**Instruments of Destruction**  
 (25 Max)

### Characters



#### OVERLORD #1

Overlord - Standard - Infantry - 20x20mm

### 358 POINTS



Global	Adv	Mar	Dis	Model Rules		
	3"	9"	10	Infernal Brand, 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 Weapons, Paired, Flintlock Axe, Infernal Weapon, Spear

<b>Options</b>	General • Shield (Kadim Binding)
<b>Magic items</b>	Blaze of Protection (Infernal Armour) • Supernatural Dexterity (Great Weapon) • Flame of the East (Infernal Weapon) • Kadim Binding (Shield) • Talisman of Shielding



#### PROPHET #1


Prophet - Standard - Infantry - 20x20mm

### 320 POINTS



Global	Adv	Mar	Dis	Model Rules		
	3"	9"	9	Infernal Wizard Apprentice 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


<b>Options</b>	Prophet of Shamut • Shield • Alchemy • Wizard Adept • Infernal Weapon • Taurukh Ritual
<b>Magic items</b>	Sceptre of Power



#### VIZIER #1

Vizier - Standard - Infantry - 20x20mm

### 185 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

<b>Options</b>	Battle Standard Bearer • Shield
<b>Magic banners</b>	Legion Standard (Battle Standard Bearer)



### PROPHET #2

Prophet - Standard - Infantry - 20x20mm

365 POINTS



Global	Adv	Mar	Dis	Model Rules	
	3"	9"	9	, Infernal Wizard Apprentice Brand	
Defensive	HP	Def	Res	Arm	
	3	4	5	0	Infernal Armour
Offensive	Att	Off	Str	Ap	Agi
Prophet	2	4	4	1	2

<b>Options</b>	Prophet of Nezibkesh • Pyromancy • Wizard Adept • Flintlock Axe (2+)
<b>Magic items</b>	Tablet of Vezodinezh

## Core



### CITADEL GUARD #1

Citadel Guard x15 - Standard - Infantry - 20x20mm

420 POINTS



Global	Adv	Mar	Dis	Model Rules	
	3"	9"	9	, Infernal Scoring Brand	
Defensive	HP	Def	Res	Arm	
	1	4	4	0	, Infernal Shield Armour
Offensive	Att	Off	Str	Ap	Agi
Citadel Guard	1	4	4	1	2

<b>Options</b>	Flintlock Axe (3+) • Champion • Musician • Standard Bearer
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### CITADEL GUARD #1

Citadel Guard x15 - Standard - Infantry - 20x20mm

420 POINTS



Global	Adv	Mar	Dis	Model Rules	
	3"	9"	9	, Infernal Scoring Brand	
Defensive	HP	Def	Res	Arm	
	1	4	4	0	, Infernal Shield Armour
Offensive	Att	Off	Str	Ap	Agi
Citadel Guard	1	4	4	1	2

<b>Options</b>	Flintlock Axe (3+) • Champion • Musician • Standard Bearer
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### SHACKLED SLAVES #1

Shackled Slaves x20 - Standard - Infantry - 25x25mm



110 POINTS



Global	Adv	Mar	Dis	Model Rules	
	4"	12"	4	Insignificant, Unstable, Chained Together	
Defensive	HP	Def	Res	Arm	
	1	2	4	0	
Offensive	Att	Off	Str	Ap	Agi

<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
<b>Shackled Slave</b>	<b>1</b>	<b>2</b>	<b>3</b>	<b>0</b>	<b>1</b>



<b>Options</b>	Paired Weapons • Musician
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	<b>INFERNAL WARRIORS #1</b> Infernal Warriors x20 - Standard - Infantry - 20x20mm	<b>350</b> POINTS	
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<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>	
	<b>3"</b>	<b>9"</b>	<b>9</b>	, Infernal ScoringBrand	
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	<b>1</b>	<b>4</b>	<b>4</b>	<b>0</b>	Infernal Armour
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
<b>Infernal Warrior</b>	<b>1</b>	<b>4</b>	<b>3</b>	<b>0</b>	<b>2</b>



<b>Options</b>	Great Weapon • Shield • Champion • Musician • Standard Bearer
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**Special**

	<b>IMMORTALS #1</b> Immortals x20 - Standard - Infantry - 20x20mm	<b>445</b> POINTS	
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<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>	
	<b>3"</b>	<b>9"</b>	<b>9</b>	, Infernal Bodyguard, Fear, ScoringBrand	
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	<b>1</b>	<b>5</b>	<b>4</b>	<b>0</b>	, Infernal Aegis, Parry, Shield 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> Battle Focus

<b>Options</b>	Champion • Musician • Standard Bearer • Infernal Weapon
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	<b>TAURUKH ENFORCERS #1</b> Taurukh Enforcers x10 - Standard - Beast - 25x50mm	<b>415</b> POINTS	
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<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>	
	<b>7"</b>	<b>14"</b>	<b>9</b>	, Infernal Scoring, TallBrand	
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	<b>1</b>	<b>4</b>	<b>5</b>	<b>0</b>	, Infernal Cannot be Stomped Armour
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
<b>Taurukh Enforcer</b>	<b>2</b>	<b>4</b>	<b>4</b>	<b>1</b>	<b>2</b> Impact Hits

<b>Options</b>	Shield • Infernal Weapon • Champion • Musician • Standard Bearer
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	<b>TAURUKH ANOINTED #1</b> Taurukh Anointed x4 - Large - Beast - 50x75mm	<b>507</b> POINTS	
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<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>	
	<b>7"</b>	<b>12"</b>	<b>9</b>	, Infernal Bodyguard, Fear, Scoring, TallBrand	

Global	Adv	Mar	Dis	Model Rules
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Defensive	HP	Def	Res	Arm		
	3	5	5	0	Infernal Armour	
Offensive	Att	Off	Str	Ap	Agi	
Taurukh Anointed	3	5	5	2	3	Impact Hits

Options	Shield • Infernal Weapon • Champion • Musician • Standard Bearer
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	<b>INFERNAL ARTILLERY #1</b> Infernal Artillery - Large - Construct - 75mm round	<b>275 POINTS</b>	
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Global	Adv	Mar	Dis	Model Rules		
	3"	3"	9	War Machine, Infernal Brand, Higher Calibre		
Defensive	HP	Def	Res	Arm		
	5	1	4	0	Infernal Armour	
Offensive	Att	Off	Str	Ap	Agi	
Crew	3	4	3	0	2	AccurateFire, Move or

Options	Titan Mortar (4+) and Fires of Industry (2)
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	<b>INFERNAL ARTILLERY #2</b> Infernal Artillery - Large - Construct - 75mm round	<b>290 POINTS</b>	
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Global	Adv	Mar	Dis	Model Rules		
	3"	3"	9	War Machine, Infernal Brand, Higher Calibre		
Defensive	HP	Def	Res	Arm		
	5	1	4	0	Infernal Armour	
Offensive	Att	Off	Str	Ap	Agi	
Crew	3	4	3	0	2	AccurateFire, Move or

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>	(6+) {7+}	(18") {36"}	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.				



Alchemy

	Casting	Range	Type	Duration	Effect
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		<i>Casting</i>	<i>Range</i>	<i>Type</i>	<i>Duration</i>	<i>Effect</i>
<b>I</b>	Quicksilver Lash	7+	24"	Hex, Missile, Damage	Instant	The target suffers D3+1 hits with Flaming Attacks, Magical Attacks, and Armour Penetration 10. These hits always wound on a roll equal to or greater than "7 minus the target's Armour". An unmodified '6' always wounds and an unmodified '1' always fails to wound.
<b>2</b>	Word of Iron	<5+> {9+}	<24"> {18"}	Augment	Last one Turn	The target gains <+1> {+2} to its Armour.
<b>6</b>	Molter Copper	7+	24"	Hex, Missile, Damage	Instant	The target suffers D3+4 hits with Strength X, Armour Penetration 4, Flaming Attacks, and Magical Attacks, where X is equal to the target's Armour.
<b>A</b>	Alchemical Fire		18"	Hex	Last one Turn	The target gains Flammable against Melee Attacks.
<b>3</b>	Glory of Gold	8+	18"	Augment	Last one Turn	The target gains +1 Armour Penetration, Flaming Attacks and Magical Attacks.
<b>5</b>	Corruption of Tin	8+	36"	Hex	Permanent	The target suffers -1 Armour.
<b>4</b>	Silver Spike	<6+> {9+}	<18"> {36"}	Hex, Missile, Damage	Instant	The target suffers 1 hit with Strength 4 [6], Armour Penetration 10, <b>Magical Attacks</b> , <b>[Multiple Wounds (D3)]</b> , and <b>Area Attack (1x5)</b> .



### Pyromancy

		<i>Casting</i>	<i>Range</i>	<i>Type</i>	<i>Duration</i>	<i>Effect</i>
<b>A</b>	Blaze		24"	Hex, Missile, Damage	Instant	The target suffers 1 hit with Strength 5, Armour Penetration 2, Flaming Attacks, and Magical Attacks.
<b>I</b>	Fireball (rep)	4+	36"	Hex, Missile, Damage	Instant	The target suffers D6 hits with Strength 4, Armour Penetration 0, Flaming Attacks and Magical Attacks.
<b>2</b>	Cloak of Cinders	7+ [9+]	18"	Augment	Last one Turn	Melee {and Ranged} Attacks against the target suffer -1 to wound.
<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>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>6</b>	Enveloping Embers	11+	24"	Hex, Damage, Direct	Instant	The target suffers 1 hit with Area Attack (6x6), Strength 3, Armour Penetration 0, Flaming Attacks, and Magical Attacks.

## Magic items

**Blaze of Protection:** The wearer gains +3 Armour. Every enemy model in base contact with the wearer's model that could allocate one or more Close Combat Attacks towards it but doesn't, after resolving its Close Combat Attacks, suffers 1 hit with Strength 4, Armour Penetration 0, and **Flaming Attacks**, distributed onto the model's Health Pool. This is considered a Special Attack.

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

**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. 3+)** and **Parry**.

**Sceptre of Power:** One use only. A Wizard with this Artefact may add a single Magic Dice from its Magic Dice pool to one of its casting rolls or dispelling rolls, after seeing the casting or dispelling roll (note that casting rolls cannot exceed the limit of max 5 Magic Dice).

**Supernatural Dexterity:** The wielder gains +2 Offensive Skill and +2 Agility while using this weapon, and attacks made with it become Magical Attacks.

**Tablet of Vezodinezh:** When the bearer attempts to cast a non-Bound Spell using three or more Magic Dice, treat a single rolled '1' or '2' as a natural '3'. If the bearer would suffer a Witchfire Miscast effect, treat it as Magical Inferno instead.

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

## Magic banners

**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.

## Model Rules

**Accurate:**

**Aegis:**

**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.

**Cannot be Stomped:**

**Chained Together:**

**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.

**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.

**Higher Calibre:** The minimum range and the maximum range of the model's Artillery Weapon are 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, 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.

**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. The Point Cost of one of the Weapon Enchantments, the cheapest if applicable, is halved, rounding fractions up.

**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.

**Parry:**

**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:****Tall:****Unstable:**

**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 profil with your phone.

Overlord #1



Prophet #1



Vizier #1



Prophet #2



Citadel Guard #1



Citadel Guard #1



Shackled Slaves #1



Infernal Warriors #1



Immortals #1



Taurukh Enforcers #1



Taurukh Anointed #1



Infernal Artillery #1



Infernal Artillery #2

