



INFERNAL DWARVES

LIST INFERNAL DWARVES - CAVALRIES - 6 496 POINTS



290 pts (4.00%) 3531 pts (54.00%) 1638 pts (25.00%) 522 pts (8.00%) 435 pts (7.00%) 515 pts (8.00%)

Rare (25 Max) **Core** (25 Least) **Special** (50 Max) **Heroes** (50 Max) **Mount** (0 NoLimit) **Lords** (50 Max)

Lords



OVERLORD #1

Overlord - Standard - Infantry - 20x20mm

515 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Overlord	3	7	4	4	5	3	4	4	10	Infantry
Great Bull of Shamut	6	5	-	6	6	6	3	4	6	Monster
Model Rules	Fan the Flames • Sturdy • Relentless • Chosen of Ashuruk • Infernal Armour									
Model Rules (Great Bull of Shamut)	Magical Attacks • Breath Weapon (Strength 4, Flaming Attacks) • Fly (7) • Fireborn • Ward Save (5+) • Volcanic Embrace • Innate Defence (5+)									
Model Rules (Great Bull of Shamut)	Magical Attacks • Breath Weapon (Strength 4, Flaming Attacks) • Fly (7) • Fireborn • Ward Save (5+) • Volcanic Embrace • Innate Defence (5+)									

Options	Mount : Great Bull of Shamut
Magic items	Onyx Hammer - Lord • Lucky Shield • Ring of Desiccation • Divine Icon

Heroes



HOBGOBLIN CHIEFTAIN #1

Hobgoblin Chieftain - Standard - Infantry - 20x20mm

55 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Hobgoblin Chieftain	4	4	4	4	4	2	4	3	7	Infantry
Wolf	9	3	-	3	3	1	3	1	3	War Beast
Model Rules	Opportunist • Not A Leader • Unruly									
Model Rules (Wolf)	Fast Cavalry • Mount's Protection (6+)									
Model Rules (Wolf)	Fast Cavalry • Mount's Protection (6+)									

Options	Mount : Wolf
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MAGUS #1

Magus - Standard - Infantry - 20x20mm

295 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Magus	3	4	4	4	4	2	2	2	9	Infantry
Temple Lamassu	6	3	-	5	5	4	2	2	8	Monstrous Beast
Model Rules	Sturdy • Relentless • Chosen of Ashuruk • Infernal Armour									
Model Rules (Temple Lamassu)	Magic Resistance (2 • Aura of Unbinding • Magical Attacks • Fear • Fly (8) • Ward Save (5+)									
Model Rules (Temple Lamassu)	Magic Resistance (2 • Aura of Unbinding • Magical Attacks • Fear • Fly (8) • Ward Save (5+)									

Options	Level 1 (Wizard Apprentice) • Mount : Temple Lamassu • Level 2 (Wizard Apprentice)
Magic items	Hardened Shield • Dusk Stone • Tome of Arcane Lore (Heroes)
Magic	If upgraded to a Wizard, generates spells from Path of Death, Shadow, Fire, Alchemy or the Forge.



VIZIER - BSB

Vizier - BSB - Standard - Infantry - 20x20mm

172 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Vizier	3	6	4	4	5	2	3	3	9	Infantry
Model Rules	Sturdy • Relentless • Chosen of Ashuruk • Infernal Armour									

Options	May take a Shield
Magic items	Wizard's Hood • Dispel Scroll

Core



CITADEL GUARD #1

Citadel Guard x10 - Standard - Infantry - 20x20mm

970 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Citadel Guard	3	4	4	4	4	1	2	1	9	Infantry
Model Rules	Sturdy • Relentless • Chosen of Ashuruk • Shield • Infernal Armour									

Options	Musician • Standard Bearer
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HOBGOBLINS #2

Hobgoblins x20 - Standard - Infantry - 20x20mm

76 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Hobgoblin	4	3	3	3	3	1	3	1	6	Infantry
Model Rules	Unruly • Opportunist • Light Armour • Shield									

Options	Replace Shield with Bow • Musician
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HOBGOBLINS #1

Hobgoblins x40 - Standard - Infantry - 20x20mm

1 610 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Hobgoblin	4	3	3	3	3	1	3	1	6	Infantry
Model Rules	Unruly • Opportunist • Light Armour • Shield									

Options	Replace Shield with Bow • Musician
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INFERNAL WARRIORS #1

Infernal Warriors x30 - Standard - Infantry - 20x20mm

875 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Infernal Warrior	3	4	3	3	4	1	2	1	9	Infantry
Champion	3	5	4	3	4	1	2	2	9	
Model Rules	Sturdy • Relentless • Heavy Armour									

Options	May take Shield • Champion • Musician • Standard Bearer
Magic banners	Banner of Speed (Banner Enchantment)

Special



TAURUKH #1

Taurukh x5 - Standard - Infantry - 20x20mm

510 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Taurukh	7	4	3	4	4	1	2	2	9	War Beast
Champion	7	5	4	4	4	1	2	3	9	
Model Rules	Half Bull • Thunderous Charge • Chosen of Ashuruk • Light Armour • Innate Defence (6+)									

Options	Heavy Armour • Shield • Great Weapon • Champion • Musician • Standard Bearer
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TAURUKH #2

Taurukh x5 - Standard - Infantry - 20x20mm

510 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Taurukh	7	4	3	4	4	1	2	2	9	War Beast
Champion	7	5	4	4	4	1	2	3	9	
Model Rules	Half Bull • Thunderous Charge • Chosen of Ashuruk • Light Armour • Innate Defence (6+)									

Options	Heavy Armour • Shield • Great Weapon • Champion • Musician • Standard Bearer
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TAURUKH ANOINTED #1

Taurukh Anointed x3 - Standard - Infantry - 20x20mm

618 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Taurukh Anointed	7	4	3	5	5	3	3	3	9	Monstrous Beast
Champion	7	5	4	5	5	3	3	4	9	
Model Rules	Thunderous Charge • Chosen of Ashuruk • Heavy Armour • Innate Defence (6+)									

Options	May take Shield • Great Weapon • Champion • Musician • Standard Bearer
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Rare



GUNNERY TEAM #1

Gunnery Team - Standard - Infantry - 20x20mm

50 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Machine	-	-	-	-	5	2	-	-	-	War Machine
Crew (2)	3	4	3	3	4	-	2	1	9	
Model Rules	Hard Target • Chosen of Ashuruk • Infernal Armour									

Options	Volley Fire
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INFERNAL ENGINE

Infernal Engine - Standard - Infantry - 20x20mm

240 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Infernal Engine	-	-	-	6	7	7	-	-	-	Chariot
Crew (3)	-	4	4	3	-	-	2	1	9	
Model Rules	Full Steam Ahead! • Ponderous • Impact Hits (+1) • Large Target • Unbreakable • Innate Defence (3+)									
Model Rules (Infernal Engine)	Grinding attacks (D3)									

Options	Shrapnel Guns • May take Daemonic Infusion
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Magics

Magic items

Dispel Scroll:

Divine Icon:

Dusk Stone:

Hardened Shield:

Lucky Shield:

Onyx Hammer - Lord:

Ring of Desiccation:

Tome of Arcane Lore (Heroes):

Wizard's Hood:

Magic banners

Banner of Speed:

Model Rules

Chosen of Ashuruk:

Fan the Flames:

Full Steam Ahead!:

Grinding attacks (D3):

Half Bull:

Hard Target:

Heavy Armour:

Impact Hits (+1):

Infernal Armour:

Innate Defence (3+):

Innate Defence (6+):

Innate Defence (6+):

Large Target:

Light Armour:

Not A Leader:

Opportunist:

Ponderous:

Relentless:

Shield:

Sturdy:

Thunderous Charge:

Unbreakable:

Unruly:

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.

Citadel Guard #1



Gunnery Team #1



Hobgoblin Chieftain #1



Hobgoblins #2



Hobgoblins #1



Infernal Engine



Infernal Warriors #1



Magus #1



Overlord #1



Taurukh #1



Taurukh #2



Taurukh Anointed #1



Vizier - BSB

