




INFERNAL DWARVES

LIST INFERNAL DWARVES (v2.1) #15 - 3 044 POINTS



1245 pts (28.00 %) 532 pts (12.00 %) 792 pts (18.00 %) 475 pts (11.00 %)
Characters **Core** **Special** **Instruments of Destruction**
 (40 Max) (25 Least) (0 NoLimit) (25 Max)


Characters



OVERLORD #1


Overlord - Standard - Infantry - 20x20mm

420 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	, Paired Hatred, Weapon MasterWeapons, Great Weapon, Infernal Weapon, Spear, Flintlock Axe, Hand Weapon


Options	Shield (Willow's Ward) • General
Magic items	Onyx Core (Infernal Weapon) • Death Cheater (Infernal Armour) • Willow's Ward (Shield) • Lucky Charm



PROPHET #1


Prophet - Standard - Infantry - 20x20mm

505 POINTS



Global	Adv	Mar	Dis	Model Rules		
	3"	9"	9	Wizard ApprenticeBrand	, Infernal Brand, Prophet of Lugal, Secrets of Nezebkes	
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


Options	Wizard Master • Alchemy • Shield
Magic items	Basalt Infusion (Infernal Armour) • Magical Heirloom



VIZIER #1

Vizier - Standard - Infantry - 20x20mm

320 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 (Dusk Forged)
Magic items	Hero's Heart (Paired Weapons) • Dusk Forged (Shield) • Ghostly Guard (Infernal Armour)

Core



CITADEL GUARD #1
Citadel Guard x27 - Standard - Infantry - 20x20mm

532 POINTS



Global	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>	
	3"	9"	9	, Infernal ScoringBrand	
Defensive	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	1	4	4	0	, Infernal ShieldArmour
Offensive	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
Citadel Guard	1	4	4	1	2

Options	Champion • Standard Bearer • Pistol (4+)
Magic banners	Rending Banner (Banner Enchantment)

Special



IMMORTALS #1
Immortals x19 - Standard - Infantry - 20x20mm

409 POINTS



Global	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>	
	3"	9"	9	, Infernal Fear, Scoring, BodyguardBrand	
Defensive	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	1	5	4	0	, Infernal Aegis (5+, against Special Attacks), Parry, ShieldArmour
Offensive	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
Immortal	1	5	4	1	2

Options	Greater Weapon
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IMMORTALS #2
Immortals x18 - Standard - Infantry - 20x20mm

383 POINTS



Global	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>	
	3"	9"	9	, Infernal Fear, Scoring, BodyguardBrand	
Defensive	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	1	5	4	0	, Infernal Aegis (5+, against Special Attacks), Parry, ShieldArmour
Offensive	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
Immortal	1	5	4	1	2

Options	Greater Weapon
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Instruments of Destruction



KADIM TITAN
Kadim Titan - Gigantic - Infantry - 150x100mm

475 POINTS



Global	Adv	Mar	Dis	Model Rules		
	7"	7"	7	, Bound or Fearless, Supernal Broken		
Defensive	HP	Def	Res	Arm		
	7	4	6	2	Aegis (5+ 2+ , against Flaming Attacks)	
Offensive	Att	Off	Str	Ap	Agi	
Kadim Titan	3	4	6	3	3	Volcanic Embrace (2D3, 2D3), Searing Heat

Magics

Racial Trait Spell

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

	Casting	Range	Type	Duration
Curse of Nezibkesh				
<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>				



Alchemy

		Casting	Range	Type	Duration	Effect
1	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.
2	Word of Iron	5+ [9+]	24"	Augment	Last one Turn	The target gains +1 [+2] to its Armour.
6	Molter Copper	7+	24"	Hex, Missile, Damage	Instant	The target suffers D3+3 hits with Strength X, Armour Penetration 4, Flaming Attacks, and Magical Attacks, where X is equal to the target's Armour.
A	Alchemical Fire		18"	Hex	Last one Turn	The target gains Flammable against Melee Attacks.
5	Corruption of Tin	8+	36"	Hex	Permanent	The target suffers -1 Armour.
4	Silver Spike	(6+){9+}	(18"){36"}	Hex, Missile, Damage	Instant	The target suffers 1 hit with Strength 4 [6], Armour Penetration 10, Magical Attacks, [Multiple Wounds (D3)], and Area Attack (1x5).
3	Glory of Gold	8+	18"	Augment	Last one Turn	The target gains +1 Armour Penetration, Flaming Attacks and Magical Attacks.

Magic items

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

Death Cheater: The wearer gains +1 Armour and Fortitude (4+).

Dusk Forged: The bearer may choose to reroll its failed Armour Saves while using this Shield. If it does, it automatically fails all Special Saves.

Ghostly Guard: The wearer gains +2 Armour against non-Magical Attacks.

Hero's Heart: The wielder of this enchanted weapon gains +1 Attack Value while using it. Attacks made with this enchanted weapon become Magical Attacks and always have at least Strength 5 and at least Armour Penetration 3.

Lucky Charm: One use only. May be activated when the bearer's model fails an Armour Save. This failed Armour Save may be rerolled.

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.

Onyx Core: Enchantment: Hand Weapon or Infernal Weapon.

Attacks made with this weapon become Flaming Attacks and Magical Attacks and gain Multiple Wounds (D3, against Flammable). In addition, their Strength is always set to 6.

Willow's Ward: While using this Shield, the bearer cannot use Parry, gains +1 Armour, and Impact Hits distributed onto the bearer suffer -2 Armour Penetration.

Magic banners

Rending Banner: One use only. May be activated at the start of a Round of Combat. Close Combat Attacks from R&F models in the bearer's unit gain +1 Armour Penetration until the bearer's unit is no longer Engaged in Combat. A model can only be affected by a single Rending Banner at the same time.

Model Rules

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.

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: 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).

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

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.

Keys to the Citadel: Universal Rule.

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.

Parry:

Prophet of Lugal: 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.

Searing Heat: Attack Attribute.

The model's Grind Attacks from Volcanic Embrace gain +1 to wound. In addition, enemy units suffer -1 Armour while in base contact with the model.

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:

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.

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



Kadim Titan



Citadel Guard #1



Immortals #1



Immortals #2

