



INFERNAL DWARVES

NI 3000 2022 V1 - 2 993 POINTS



900 pts (30.00%) 1100 pts (37.00%) 993 pts (33.00%) 0 pts (0.00%)
Characters **Core** **Special** **Instruments of Destruction**
 (40 Max) (25 Least) (0 NoLimit) (25 Max)

Characters

PROPHETE #1

Prophet - Standard - Infantry - 20x20mm

650 POINTS

| Global | Adv | Mar | Dis | | | | Model Rules |
|----------------|-----|-----|-----|-----|------------------------|--------------------|--|
| | 3" | 9" | 9 | | | | , Infernal Wizard ApprenticeBrand , Secrets of Nezibkesh |
| 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 | Shield • Occultism • General • Prophet of Ashuruk |
| Magic items | Tablet of Vezodinezh • Death Cheater (Infernal Armour) |

VIZIER #1

Vizier - Standard - Infantry - 20x20mm

250 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 • Infernal Weapon |
| Magic items | Blaze of Protection (Infernal Armour) |

Core

INFERNAL WARRIORS #1

Infernal Warriors x20 - Standard - Infantry - 20x20mm

420 POINTS

| Global | Adv | Mar | Dis | | | | Model Rules |
|-------------------------|-----|-----|-----|-----|------------------------|--|-----------------------------------|
| | 3" | 9" | 9 | | | | , Infernal ScoringBrand |
| Defensive | HP | Def | Res | Arm | | | |
| | 1 | 4 | 4 | 0 | Infernal Armour | | |
| Offensive | Att | Off | Str | Ap | Agi | | |
| Infernal Warrior | 1 | 4 | 3 | 0 | 2 | | |

| | |
|----------------|---|
| Options | Shield • Champion • Musician • Standard Bearer • Blunderbuss (5+) |
|----------------|---|



INFERNAL WARRIORS #1
Infernal Warriors x20 - Standard - Infantry - 20x20mm

420 POINTS



| Global | Adv | Mar | Dis | Model Rules | |
|------------------|-----|-----|-----|-------------------------|-----------------|
| | 3" | 9" | 9 | , Infernal ScoringBrand | |
| Defensive | HP | Def | Res | Arm | |
| | 1 | 4 | 4 | 0 | Infernal Armour |
| Offensive | Att | Off | Str | Ap | Agi |
| Infernal Warrior | 1 | 4 | 3 | 0 | 2 |

| | |
|----------------|---|
| Options | Shield • Champion • Musician • Standard Bearer • Blunderbuss (5+) |
|----------------|---|



ESCLAVES ENCHAINES #1
Shackled Slaves x20 - Standard - Infantry - 25x25mm

130 POINTS



| Global | Adv | Mar | Dis | Model Rules | |
|----------------|-----|-----|-----|---------------------------------|-----|
| | 4" | 8" | 4 | Insignificant, Enslaved Porters | |
| Defensive | HP | Def | Res | Arm | |
| | 1 | 2 | 4 | 0 | |
| Offensive | Att | Off | Str | Ap | Agi |
| Shackled Slave | 1 | 2 | 3 | 0 | 1 |

| | |
|----------------|-------------------|
| Options | Shield • Musician |
|----------------|-------------------|



ESCLAVES ENCHAINES #1
Shackled Slaves x20 - Standard - Infantry - 25x25mm

130 POINTS



| Global | Adv | Mar | Dis | Model Rules | |
|----------------|-----|-----|-----|---------------------------------|-----|
| | 4" | 8" | 4 | Insignificant, Enslaved Porters | |
| Defensive | HP | Def | Res | Arm | |
| | 1 | 2 | 4 | 0 | |
| Offensive | Att | Off | Str | Ap | Agi |
| Shackled Slave | 1 | 2 | 3 | 0 | 1 |

| | |
|----------------|-------------------|
| Options | Shield • Musician |
|----------------|-------------------|

Special



IMMORTALS #1
Immortals x18 - Standard - Infantry - 20x20mm

428 POINTS



| Global | Adv | Mar | Dis | Model Rules | |
|-----------|-----|-----|-----|--|--|
| | 3" | 9" | 9 | , Infernal Bodyguard, Fear, ScoringBrand | |
| Defensive | HP | Def | Res | Arm | |
| | 1 | 5 | 4 | 0 | , Infernal Aegis, Parry, Shield Armour |
| Offensive | Att | Off | Str | Ap | Agi |
| Immortal | 1 | 5 | 4 | 1 | 2 |
| | | | | | Battle Focus |

| | |
|----------------|---|
| Options | Infernal Weapon • Champion • Musician • Standard Bearer |
|----------------|---|



ARTILLERIE INFERNALE #1

Infernal Artillery - Large - Construct - 75mm round

155 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 | , Move or Accurate Fire |

| | |
|----------------|---|
| Options | Naphtha Thrower and Fires of Industry (1) |
|----------------|---|



BALISTE VASSALE #1

Vassal Slingshot - Standard - Construct - 60mm round

125 POINTS



| | | | | | | |
|------------------|------------|------------|------------|-----------------------|--------------------------|--------------------------------|
| <i>Global</i> | <i>Adv</i> | <i>Mar</i> | <i>Dis</i> | <i>Model Rules</i> | | |
| | 4" | 4" | 7 | Insignificant Machine | , War Machine | , Fires of Industry |
| <i>Defensive</i> | <i>HP</i> | <i>Def</i> | <i>Res</i> | <i>Arm</i> | | |
| | 5 | 1 | 4 | 0 | , Light Flammable Armour | |
| <i>Offensive</i> | <i>Att</i> | <i>Off</i> | <i>Str</i> | <i>Ap</i> | <i>Agi</i> | |
| Crew | 3 | 3 | 3 | 0 | 3 | Move or Fire, Vassal Slingshot |

| | | | | | | |
|------------------|------------|------------|------------|--------------------|------------------|-------------------------|
| <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 | , Move or Accurate Fire |



ARTILLERIE INFERNALE #2

Infernal Artillery - Large - Construct - 75mm round

285 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 | , Move or Accurate Fire |

| | |
|----------------|---|
| Options | Titan Mortar (4+) and Fires of Industry (2) |
|----------------|---|

Magics

Racial Trait Spell

| | <i>Casting</i> | <i>Range</i> | <i>Type</i> | <i>Duration</i> |
|--|----------------|--------------|-------------|-----------------|
| H Curse of Nezibkesh | | | | |
| <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> | | | | |



Occultism

The Sacrifice: When casting a non-Bound Spell from this Path, immediately after the casting roll, but before any Dispelling Attempt, the Active Player may choose the Caster's unit or another friendly unengaged unit within 24".

A unit may only be chosen once per phase. The chosen unit suffers X hits that wound automatically with Armour Penetration 10 and Magical Attacks, and with no saves of any kind allowed, where X is determined by the Discipline value of the largest fraction of models in the unit, ignoring all Discipline modifiers. In case of a tie, use the

- lower value:
- 0 to 4: 3 hits
 - 5 to 7: 2 hits
 - 8 to 10: 1 hit

Any Health Point loss from The Sacrifice that would remove the last model of the chosen unit as a casualty is discarded.

These Health Points losses never cause Panic Tests.

If at least one Health Point loss was caused, the spell is cast with the **{amplified}** version. In that case, use any text marked with {}.

| | | <i>Casting</i> | <i>Range</i> | <i>Type</i> | <i>Duration</i> | <i>Effect</i> |
|----------|----------------------|----------------|--------------|---|-----------------|--|
| 2 | Hand of Glory | 6+ [8+] | Caster [12"] | [Augment], Focused | Last one Turn | The target <<, all models in its unit when the spell is cast, and Raised models in the unit>> gain Aegis (6+) and Aegis (+1, max 3+). {This spell may only target Characters, Champions, and single model units.} |
| 3 | The Rot Within | 6+ | 24" | Hex | Permanent | The target suffers -1 Offensive Skill and -1 Defensive Skill. {The Caster gains +1 Offensive Skill and +1 Defensive Skill.} |
| 1 | Breath of Corruption | 6+ [9+] | Caster [12"] | [Augment], Focused | Last one Turn | The target gains Breath Attack (Magical Attacks, Toxic Attacks). {This spell may only target Characters, Champions, and single model units.} {If the Breath Attack is used as a Shooting Attack, its range is increased to 18".} |
| 4 | Pentagram of Pain | 5+[6+] | 24"[12"Aura] | [Hex], [Direct], [Universal], [Damage] | Instant | The target suffers D6 hits with Strength 4, Armour Penetration 1, and Magical Attacks. {The Caster's unit is unaffected.} {If one or more unsaved wounds are caused with this spell, the Caster Recovers 1 Health Point.} |
| 5 | Marked for Doom | 9+ | 24" | Hex, Damage, Direct | Instant | The target suffers 1 hit with Strength 10, Armour Penetration 10, Multiple Wounds (D3), and Magical Attacks. {If the target is within 12" of the Caster, the spell targets a single Character or Champion joined to the target unit.} |
| 6 | The Grave Calls | 11+ | 12" | Hex, Damage, Direct | Instant | The target suffers 2D6 hits with Strength 5, Armour penetration 2, and Magical Attacks. {The hits gain +1 Strength and +1 Armour Penetration.} |

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.

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

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.

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.

Enslaved Porters: Shackled Slaves do not cause Panic Tests in other friendly units. At start of the First Game Turn and at the start of each friendly Player Turn, if the Shackled Slaves unit is not Fleeing, Shaken, or Engaged, choose a single friendly Standard Height unit with more than half of its models with Infernal Brand within 6" • If the Shackled Slaves unit is equipped with Shields, the chosen unit gains Soft Cover. • If the Shackled Slaves unit is equipped with Paired Weapons, the chosen unit must reroll natural to hit rolls of '1' with its Close Combat Attacks. The effects last until the start of the next friendly Player Turn.

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.

Fires of Industry: The sum of the Fires of Industry values stated in brackets of all models in the army is restricted to 1 per 750 Army Points, rounding fractions up.

Flammable:

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

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.

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.

Insignificant:

Light Armour: Armor +1

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.

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.

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.

Vassal Slingshot: Artillery Weapon.

Bolt Thrower: Range 48", Shots 1, Str 3 [6], AP 10, Area Attack (1x5), [Multiple Wounds (D3)].

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.

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.

Prophète #1



Vizier #1



Infernal Warriors #1



Infernal Warriors #1



Esclaves enchaînés #1



Esclaves enchaînés #1



Immortals #1



Artillerie infernale #1



Baliste vassale #1



Artillerie infernale #2

