



# INFERNAL DWARVES

## LUGAR - 2 853 POINTS



1030 pts (36.00 %) 976 pts (34.00 %) 847 pts (30.00 %) 0 pts (0.00 %)

**Characters**      **Core**      **Special**      **Instruments of Destruction**

(40 Max)      (25 Least)      (0 NoLimit)      (25 Max)

### Characters



#### CHOSEN OF LUGAR

Vassal Conjurer - Standard - Infantry - 20x20mm

**160 POINTS**



Global	Adv	Mar	Dis				Model Rules
	4"	8"	7				<b>Wizard Apprentice, Not a Leader, Insignificant, Unbranded</b>
Defensive	HP	Def	Res	Arm			
	3	3	3	0			
Offensive	Att	Off	Str	Ap	Agi		
<b>Vassal Conjurer</b>	1	3	3	0	3	<b>Hand Weapon</b>	

<b>Magic items</b>	Lugar's Dice • Potion of Strength
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#### PROPHET - WIZARD #1

Prophet - Standard - Infantry - 20x20mm

**460 POINTS**



Global	Adv	Mar	Dis				Model Rules
	3"	9"	9				<b>Wizard Apprentice</b> , <b>Infernal Brand</b> , <b>Prophet of Lugar, Secrets of Nezubkesh</b>
Defensive	HP	Def	Res	Arm			
	3	4	5	0	<b>Infernal Armour</b>		
Offensive	Att	Off	Str	Ap	Agi		
<b>Prophet</b>	2	4	4	1	2	<b>Hand Weapon</b>	

<b>Options</b>	Wizard Master • Alchemy • Pyromancy • Shield • General
<b>Magic items</b>	Essence of a Free Mind



#### TAURUKH SUBJUGATOR #1

Taurukh Commissioner - Large - Beast - 50x75mm

**410 POINTS**



Global	Adv	Mar	Dis				Model Rules
	7"	12"	9				<b>Infernal Fear</b> , <b>Infernal Brand</b>
Defensive	HP	Def	Res	Arm			
	4	6	5	0	<b>Infernal Armour</b>		
Offensive	Att	Off	Str	Ap	Agi		
<b>Taurukh Commis.</b>	4	6	5	2	4	<b>Impact Hits (1, 1), Hand Weapon</b>	

<b>Options</b>	Battle Standard Bearer • Shield (Dusk Forged) • Infernal Weapon
<b>Magic items</b>	Dusk Forged (Shield)

### Core



### CITADEL GUARD #2

Citadel Guard x10 - Standard - Infantry - 20x20mm

270 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

Options	Musician • Flintlock Axe (3+) • Pistol (4+)
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### CITADEL GUARD #3

Citadel Guard x10 - Standard - Infantry - 20x20mm

270 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

Options	Musician • Flintlock Axe (3+) • Pistol (4+)
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### CITADEL GUARD #1

Citadel Guard x21 - Standard - Infantry - 20x20mm

436 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

Options	Champion • Musician • Standard Bearer • Pistol (4+)
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Magic banners	Banner of the Relentless Company (Banner Enchantment)
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Special



### TAURUKH #2

Taurukh Enforcers x6 - Standard - Beast - 25x50mm

264 POINTS



Global	Adv	Mar	Dis	Model Rules	
	7"	14"	9	, Infernal Scoring, Tall Brand	
Defensive	HP	Def	Res	Arm	
	1	4	5	0	, Infernal Cannot be Stomped Armour
Offensive	Att	Off	Str	Ap	Agi
Taurukh Enforcer	2	4	4	1	2

Impact Hits (1, 1)

## Options

Shield • Musician

**TAURUKH ANOINTED #1**  
Taurukh Anointed x5 - Large - Beast - 50x75mm**583** POINTS

Global	Adv	Mar	Dis	Model Rules		
	7"	12"	9	Fear, Scoring, BodyguardBrand, Infernal		
Defensive	HP	Def	Res	Arm		
	3	5	5	0	Infernal Armour	
Offensive	Att	Off	Str	Ap	Agi	
<b>Taurukh Anointed</b>	3	5	5	2	3	Impact Hits (1, 1)

## Options

Shield • Great Weapon • Champion • Musician • Standard Bearer

**Magics**

## Racial Trait Spell

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

	Casting	Range	Type	Duration
<b>Curse of Nezibkesh</b>				
Mf	{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
<b>1</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"	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+3 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>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, Magical Attacks, [Multiple Wounds (D3)], and Area Attack (1x5).
<b>3</b>	Glory of Gold	8+	18"	Augment	Last one Turn	The target gains +1 Armour Penetration, Flaming Attacks and Magical Attacks.



Pyromancy

		Casting	Range	Type	Duration	Effect
<b>6</b>	Enveloping Embers	10+	24"	Hex, Damage, Direct	Instant	Each model in the target unit suffers 1 hit with Strength 3, Armour Penetration 0, Flaming Attacks, and Magical Attacks.
<b>2</b>	Cascading Fire	5+ [8+]	24" [12"]	Hex	Last one Turn	The target suffers D6 [2D6] hits with Strength 4, Armour Penetration 0, Flaming Attacks, and Magical Attacks.
<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.

		<i>Casting</i>	<i>Range</i>	<i>Type</i>	<i>Duration</i>	<i>Effect</i>
<i>I</i>	Fireball	4+	36"	Hex, Missile, Damage	Instant	The target suffers D6 hits with Strength 4, Armour Penetration 0, Flaming Attacks and Magical Attacks.
<i>A</i>	Blaze		18"	Hex, Missile, Damage	Instant	The target suffers 1 hit with Strength 6, Armour Penetration 2, Flaming Attacks, and Magical Attacks.
<i>5</i>	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.
<i>4</i>	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.

## Magic items

**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.

**Essence of a Free Mind:** The bearer may choose up to two Paths on the Army List instead of one (from the ones normally available to it). During Spell Selection, choose which one of the two Paths to use. The bearer cannot select from the Learned Spells 5 and 6 of its chosen Path.

**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.

**Potion of Strength:** One use only. May be activated at the start of any phase or Round of Combat. Until the end of the Player Turn the bearer gains Crush Attack.

## Magic banners

**Banner of the Relentless Company:** One use only. May be activated during the owner's Movement Phase. All Infantry models in the bearer's unit always have March Rate 15", until the end of the Player Turn. Only a single Banner of the Relentless Company may be activated during the same phase.

## Model Rules

**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:**

**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.

**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

**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

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.

**Insignificant:**

**Not a Leader:** The model cannot be the General.

**Prophet of Lugar:** 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.

**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.

**Tall:**

**Unbranded:** Universal Rule.

The model cannot take any Special Items from this Army Book and cannot cast Curse of Nezibkesh (Hereditary Spell). It cannot join units with more than half of their models with Infernal Brand or units of Shackled Slaves.

**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

Your 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.

Chosen of Lugar



Prophet - Wizard #1



Taurukh Subjugator #1



Citadel Guard #2



Citadel Guard #3



Citadel Guard #1



Taurukh #2



Taurukh Anointed #1

