




# INFERNAL DWARVES

## ROBLOX - 893 POINTS



260 pts (6.00 %) **315 pts (7.00 %)** 318 pts (7.00 %) 0 pts (0.00 %)  
**Characters**      **Core**      **Special**      **Instruments of Destruction**  
 (40 Max)      (25 Least)      (0 NoLimit)      (25 Max)


### Characters



### BOB

Prophet - Standard - Infantry - 20x20mm


## 260 POINTS



Global	Adv	Mar	Dis	Model Rules		
	3"	9"	9	, Infernal Wizard ApprenticeBrand		
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 • Pyromancy • Wizard Adept • Taurukh Ritual
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### Core



### BOB'S FRIENDS

Infernal Warriors x20 - Standard - Infantry - 20x20mm


## 315 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	

<b>Options</b>	Champion • Musician • Standard Bearer
<b>Magic banners</b>	Banner of Discipline (Banner Enchantment)


### Special



### BOB'S MEAT

Taurukh Anointed x3 - Large - Beast - 50x75mm

## 318 POINTS



Global	Adv	Mar	Dis	Model Rules		
	7"	12"	9	, Infernal Bodyguard, Fear, Scoring, TallBrand		
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

<b>Options</b>	Paired Weapons • Champion
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## Magics

### Racial Trait Spell

	Casting	Range	Type	Duration
<i>H Curse of Nezibkesh</i>				
<i>Mf</i>	(6+) {7+}	(18") {36"}	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>				



Pyromancy

		Casting	Range	Type	Duration	Effect
<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>1</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 <b>{and Ranged}</b> 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 (6×6), Strength 3, Armour Penetration 0, Flaming Attacks, and Magical Attacks.

## Magic banners

**Banner of Discipline:** The bearer's unit may reroll failed Panic Tests. If the Battle Standard Bearer or the General is part of the bearer's unit, it automatically passes Panic Tests instead.

## 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.

**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  
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 " 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.

**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.

### Tall:

**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.

Bob



Bob's Friends



Bob's Meat

