



# INFERNAL DWARVES

## ????????? - 2 996 POINTS




855 pts (29.00 %)   1036 pts (35.00 %)   575 pts (19.00 %)   530 pts (18.00 %)

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

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


### Characters



#### PROPHET #1


Prophet - Standard - Infantry - 20x20mm

### 510 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		
<b>Prophet</b>	2	4	4	1	2	Hand Weapon	


<b>Options</b>	Pyromancy • Wizard Master • General • Prophet of Nezibkesh • Flintlock Axe (2+) (Eye of the Bull)
<b>Magic items</b>	Eye of the Bull (Flintlock Axe (2+))



#### OVERLORD

Overlord - Standard - Infantry - 20x20mm


### 345 POINTS



Global	Adv	Mar	Dis				Model Rules
	3"	9"	10				Infernal Brand , Keys to the , ArroganceCitadel
Defensive	HP	Def	Res	Arm			
	3	7	5	0	Infernal Armour		
Offensive	Att	Off	Str	Ap	Agi		
<b>Overlord</b>	4	7	4	1	4	, Paired Hatred, Weapon Master, Great Weapon, Hand WeaponWeapons , Spear , Flintlock Axe, Infernal Weapon	

<b>Magic items</b>	Onyx Core (Infernal Weapon) • Blaze of Protection (Infernal Armour)
--------------------	---

### Core



#### CITADEL GUARD #1

Citadel Guard x20 - Standard - Infantry - 20x20mm

### 580 POINTS



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

<b>Options</b>	Flintlock Axe (3+) • Champion • Musician • Standard Bearer
<b>Magic banners</b>	Banner of the Twice-Branded (Banner Enchantment)



**INFERNAL WARRIORS #1**  
Infernal Warriors x24 - Standard - Infantry - 20x20mm

456 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>	Ziggurat Regulars • Champion • Musician • Standard Bearer
<b>Special</b>	



**INFERNAL ARTILLERY #1**  
Infernal Artillery - Large - Construct - 75mm round

290 POINTS



Global	Adv	Mar	Dis	Model Rules	
	3"	3"	9	War Machine	, Infernal Brand , Higher Calibre
Defensive	HP	Def	Res	Arm	
	5	1	4	0	Infernal Armour
Offensive	Att	Off	Str	Ap	Agi
Crew	3	4	3	0	2 , Move or AccurateFire

<b>Options</b>	Rocket Battery (4+) and Fires of Industry (2)
----------------	---



**INFERNAL ARTILLERY #2**  
Infernal Artillery - Large - Construct - 75mm round

285 POINTS



Global	Adv	Mar	Dis	Model Rules	
	3"	3"	9	War Machine	, Infernal Brand , Higher Calibre
Defensive	HP	Def	Res	Arm	
	5	1	4	0	Infernal Armour
Offensive	Att	Off	Str	Ap	Agi
Crew	3	4	3	0	2 , Move or AccurateFire

<b>Options</b>	Titan Mortar (4+) and Fires of Industry (2)
----------------	---

**Instruments of Destruction**



**KADIM TITAN #1**  
Kadim Titan - Gigantic - Infantry - 20x20mm

530 POINTS



Global	Adv	Mar	Dis	Model Rules	
--------	-----	-----	-----	-------------	--

<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>	
	7"	7"	7	<b>Fearless, Insignificant, Supernal</b>	
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	<i>Aegis</i>
	7	4	6	2	<b>Aegis</b>
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
<b>Kadim Titan</b>	3	4	6	3	3

<b>Options</b>	Walking Earthquake
----------------	--------------------

## Magics

Racial Trait Spell

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



Pyromancy

		<i>Casting</i>	<i>Range</i>	<i>Type</i>	<i>Duration</i>	<i>Effect</i>
<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>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>6</b>	Enveloping Embers	11+	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>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>I</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.

## 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.

**Eye of the Bull:** Close Combat Attacks and Shooting Attacks made with this weapon hit automatically. These hits are resolved with Armour Penetration 10, and **Magical Attacks**. The Strength of the weapon's Close Combat Attacks is set to the wielder's Offensive Skill and ignores the +1 Strength modifier from Flintlock Axe, and the Strength of the weapon's Shooting Attacks is set to 5. In addition, while using this weapon, the wielder's Attack Value is set to 1 and Close Combat Attacks made with this weapon gain **Multiple Wounds (2)**.

**Onyx Core:** Attacks made with this weapon become **Flaming Attacks** and **Magical Attacks** and gain **Multiple Wounds (D3, against Flammable)**. In addition, their Strength is set to 6 and ignores the +1 Strength modifier from Infernal Weapon.

## Magic banners

**Banner of the Twice-Branded:** The bearer's unit does not suffer the -1 to-hit modifier for Stand and Shoot Charge Reactions. In addition, at the end of the Charge Phase, immediately after all Charge Moves have been resolved, the bearer's unit may perform a Combat Reform (following the normal rules for Combat Reforms) if all of the following conditions are met: • The bearer's unit consists entirely of Infantry models and/or Gunnery Teams. • The bearer's unit performed a Stand and Shoot Charge Reaction during this phase. • The bearer's unit was successfully Charged during this phase.

## Model Rules

**Accurate:**

**Aegis:**

**Arrogance:** The model's unit automatically passes Fear Tests.

**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:** Shooting Weapon

0–60 R&F Models with Blunderbuss or Flintlock Axe 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.

**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.

**Infernal Weapon:** Close Combat Weapon

Attacks made with this weapon gain +1 Strength and +1 Armour Penetration.

**Insignificant:**

**Keys to the Citadel:** The model **must** buy Weapon Enchantments for two of its mundane weapons.

**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.

**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.

**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.

**Spear:**

**Supernal:**

**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.

**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.

Citadel Guard #1



Infernal Warriors #1



Prophet #1



Infernal Artillery #1



Infernal Artillery #2



Kadim Titan #1



Overlord

