



INFERNAL DWARVES

LIST INFERNAL DWARVES (v2021 BETA 3) #2 - 1 720 POINTS



345 pts (8.00 %) **805 pts (18.00 %)** 570 pts (13.00 %) 0 pts (0.00 %)
Characters **Core** **Special** **Instruments of Destruction**
 (40 Max) (25 Least) (0 NoLimit) (25 Max)

Characters



PROPHET #1

Prophet - Standard - Infantry - 20x20mm

345 POINTS



Global	Adv	Mar	Dis	Model Rules		
	3"	9"	9	, Infernal Wizard ApprenticeBrand , Prophet of Lugar, 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	Pyromancy • Wizard Adept • General • Prophet of Ashuruk
Magic items	Binding Scroll

Core



CITADEL GUARD #1

Citadel Guard x15 - Standard - Infantry - 20x20mm

395 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	
Citadel Guard	1	4	4	1	2	

Options	Champion • Musician • Flintlock Axe (3+)
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INFERNAL WARRIORS #1

Infernal Warriors x20 - Standard - Infantry - 20x20mm

410 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 • Blunderbuss (5+)
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Special



TAURUKH ANOINTED #1

Taurukh Anointed x3 - Large - Beast - 50x75mm

305 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	
Taurukh Anointed	3	5	5	2	3	Impact Hits (1, 1)

Options	Great Weapon
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INFERNAL ARTILLERY #1

Infernal Artillery - Large - Construct - 75mm round

265 POINTS



Global	Adv	Mar	Dis	Model Rules		
	3"	3"	9	War Machine, Fires of Industry (2), 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 Fire, Accurate

Options	Titan Mortar (4+)
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Magics

Racial Trait Spell

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

	Casting	Range	Type	Duration
Curse of Nezibkesh				
Mf	{6+} {7+}	{36"} {18"} {12"} {6"} {3"} {2"} {1"} {0"} {-1"} {-2"} {-3"} {-4"} {-5"} {-6"} {-7"} {-8"} {-9"} {-10"} {-11"} {-12"} {-13"} {-14"} {-15"} {-16"} {-17"} {-18"} {-19"} {-20"} {-21"} {-22"} {-23"} {-24"} {-25"} {-26"} {-27"} {-28"} {-29"} {-30"} {-31"} {-32"} {-33"} {-34"} {-35"} {-36"} {-37"} {-38"} {-39"} {-40"} {-41"} {-42"} {-43"} {-44"} {-45"} {-46"} {-47"} {-48"} {-49"} {-50"} {-51"} {-52"} {-53"} {-54"} {-55"} {-56"} {-57"} {-58"} {-59"} {-60"} {-61"} {-62"} {-63"} {-64"} {-65"} {-66"} {-67"} {-68"} {-69"} {-70"} {-71"} {-72"} {-73"} {-74"} {-75"} {-76"} {-77"} {-78"} {-79"} {-80"} {-81"} {-82"} {-83"} {-84"} {-85"} {-86"} {-87"} {-88"} {-89"} {-90"} {-91"} {-92"} {-93"} {-94"} {-95"} {-96"} {-97"} {-98"} {-99"} {-100"} {-101"} {-102"} {-103"} {-104"} {-105"} {-106"} {-107"} {-108"} {-109"} {-110"} {-111"} {-112"} {-113"} {-114"} {-115"} {-116"} {-117"} {-118"} {-119"} {-120"} {-121"} {-122"} {-123"} {-124"} {-125"} {-126"} {-127"} {-128"} {-129"} {-130"} {-131"} 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<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
6	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.
2	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.
3	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.
1	Fireball	4+	36"	Hex, Missile, Damage	Instant	The target suffers D6 hits with Strength 4, Armour Penetration 0, Flaming Attacks and Magical Attacks.
4	Blaze		18"	Hex, Missile, Damage	Instant	The target suffers 1 hit with Strength 6, Armour Penetration 2, Flaming Attacks, and Magical Attacks.
5	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.
4	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

Binding Scroll: One use only. May be activated after Siphon the Veil (at the end of step 3 of the Magic Phase Sequence).

When activated, pick an enemy model and select one of its Attribute, Bound, or Learned Spells. The selected model cannot cast the chosen instance of the spell during this Magic Phase. Only a single Binding Scroll may be activated during the same phase.

Model Rules

Accurate:

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.

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.

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: Universal Rule.

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.

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.

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.

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.

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

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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.

Prophet #1



Citadel Guard #1



Infernal Warriors #1



Taurukh Anointed #1



Infernal Artillery #1

