



INFERNAL DWARVES

LIST INFERNAL DWARVES (v2020.2 BETA 1) #1 - 4 014 POINTS



595 pts (13.00 %) **1064 pts (24.00 %)** 1885 pts (42.00 %) 470 pts (10.00 %)
Characters **Core** **Special** **Instruments of Destruction**
 (40 Max) (25 Least) (0 NoLimit) (25 Max)

Characters



PROPHET OF LUGAR #1

Prophet - Standard - Infantry - 20x20mm

335 POINTS



Global	Adv	Mar	Dis	Model Rules		
	3"	9"	9	, Infernal Wizard ApprenticeBrand , Prophet of Lugar, Secrets of Nezibkesh		
Defensive	HP	Def	Res	Arm	Infernal Armour	
	3	4	5	0	Infernal Armour	
Offensive	Att	Off	Str	Ap	Agi	Hand Weapon
Prophet	2	4	4	1	2	Hand Weapon

Options	Pyromancy • Wizard Adept • General
Magic items	Book of Arcane Mastery



VIZIR #1

Vizier - Standard - Infantry - 20x20mm

260 POINTS



Global	Adv	Mar	Dis	Model Rules		
	3"	9"	9	Infernal Brand		
Defensive	HP	Def	Res	Arm	Infernal Armour	
	3	6	5	0	Infernal Armour	
Offensive	Att	Off	Str	Ap	Agi	Hand Weapon
Vizier	3	6	4	1	3	Hand Weapon

Options	Battle Standard Bearer • Shield (Kadim Binding) • Great Weapon
Magic items	Kadim Binding (Shield)
Magic banners	Icon of Ashuruk (Battle Standard Bearer)

Core



GUERRIERS INFERNAUX #1

Infernal Warriors x25 - Standard - Infantry - 20x20mm

500 POINTS



Global	Adv	Mar	Dis	Model Rules		
	3"	9"	9	, Infernal ScoringBrand		
Defensive	HP	Def	Res	Arm	Infernal Armour	
	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+)
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CERBERES DE LA CITADELLE #1

Citadel Guard x15 - Standard - Infantry - 20x20mm

375 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	Flintlock Axe (3+)
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SHACKLED SLAVES #1

Shackled Slaves x37 - Standard - Infantry - 25x25mm

189 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	Paired Weapons
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Special



DISCIPLES OF LUGAR #1

Disciples of Lugar x15 - Standard - Infantry - 20x20mm

350 POINTS



Global	Adv	Mar	Dis	Model Rules	
	4"	12"	9	, Infernal Scoring, Ghost StepBrand , Theocratic Litigators	
Defensive	HP	Def	Res	Arm	
	1	4	4	0	Aegis (2+, against Flaming Attacks)
Offensive	Att	Off	Str	Ap	Agi
Disciple of Lugar	2	4	4	1	3

Options	Litigator
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TAURUKH #1

Taurukh Enforcers x5 - Standard - Beast - 25x50mm

235 POINTS



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

Options	Shield • Paired Weapons • Musician
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VASSAL CAVALRY #1

Vassal Cavalry x5 - Standard - Cavalry - 25x50mm

230 POINTS



Global	Adv	Mar	Dis	Model Rules		
	8"	16"	7	Feigned Flight, Vanguard, Light Troops, Insignificant		
Defensive	HP	Def	Res	Arm		
	1	4	3	1	Light Armour, Shield	
Offensive	Att	Off	Str	Ap	Agi	
Vassal Rider	1	4	3	0	3	Lance, Light Lance, BowFlasks, Oil
Vassal Steed	2	3	3	1	3	Harnessed

Options	Champion
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VASSAL SLINGSHOT #1

Vassal Slingshot - Standard - Construct - 60mm round

120 POINTS



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



VASSAL SLINGSHOT #2

Vassal Slingshot - Standard - Construct - 60mm round

120 POINTS



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



GUNNERY TEAM #1

Gunnery Team - Standard - Construct - 40x40mm

145 POINTS



Global	Adv	Mar	Dis	Model Rules	
	3"	9"	9	Not a Leader, War PlatformBrand, Infernal Support, Mechanised Support	
Defensive	HP	Def	Res	Arm	
	3	4	4	0	Infernal Armour
Offensive	Att	Off	Str	Ap	Agi
Gunnery Team	2	4	4	1	2



GUNNERY TEAM #2

Gunnery Team - Standard - Construct - 40x40mm

145 POINTS



Global	Adv	Mar	Dis	Model Rules		
	3"	9"	9	Not a Leader, War PlatformBrand, Infernal, Mechanical Support		
Defensive	HP	Def	Res	Arm	Infernal Armour	
	3	4	4	0		
Offensive	Att	Off	Str	Ap	Agi	
Gunnery Team	2	4	4	1	2	



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	Infernal Armour	
	5	1	4	0		
Offensive	Att	Off	Str	Ap	Agi	
Crew	3	4	3	0	2	Move or Fire, Accurate

Options

Titan Mortar (4+)



INFERNAL BASTION #1

Infernal Bastion - Gigantic - Construct - 60x100mm

275 POINTS



Global	Adv	Mar	Dis	Model Rules		
	3"	9"	9	Strider, Not a Leader, War PlatformIndustry, Fires of, Mechanical, Infernal Brand, WallbreakerSupport, Firing Platform		
Defensive	HP	Def	Res	Arm		
	8	1	5	4		
Offensive	Att	Off	Str	Ap	Agi	
Crew(6)	1	4	3	0	2	
Battering Rann		4	5	2	Harnessed, Impact Hits (D3+1, D3+1), Crush Attack	

Instruments of Destruction



MECANIQUE INFERNALE #1

Infernal Engine - Gigantic - Construct - 60x100mm

470 POINTS



Global	Adv	Mar	Dis	Model Rules		
	6"	10"	9	Unbreakable, FearlessBrand, Full Steam Ahead!, Furnace Breach		
Defensive	HP	Def	Res	Arm		
	7	3	7	4		
Offensive	Att	Off	Str	Ap	Agi	
Crew	3	4	3	0	2	
Chassis			6	3	2	Harnessed, Impact Hits (D6+1, D6+1), Grind Attacks (D3, D3)

Magics

Racial Trait Spell

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

Casting	Range	Type	Duration
Curse of Nezibkesh			
<i>Mf</i>	{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>			



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.
A	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

Book of Arcane Mastery: The bearer's first Casting Attempt in each Magic Phase gains a +2 Casting Modifier. When using a single Magic Dice for this Casting Attempt, a natural roll of '1' or '2' on the Magic Dice is always a failed Casting Attempt, regardless of any modifiers.

Kadim Binding: The bearer's weaponslose Two-Handed if they had it. While using this Shield, the bearer gains **Aegis (+1, against Flaming Attacks, max.2+)** and **Parry**.

Magic banners

Icon of Ashuruk:

Model Rules

Accurate:

Aegis:

Bow:

Cannot be Stomped:

Crush Attack:

Enslaved Porters: Universal Rule.

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.

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.

Feigned Flight: A unit consisting solely of models with Feigned Flight that voluntarily chooses to Flee as a Charge Reaction, and subsequently passes a Rally Test in its next Player Turn, doesn't become Shaken. Furthermore, the Reform that is made after Rallying in this case doesn't prevent the unit from moving nor from shooting (but it still counts as having moved for shooting purposes). This rule cannot be applied if a unit fails to rally on the next friendly Player Turn or involuntarily Flees, such as a result of a failed Panic Test or if it was already Fleeing when being charged.

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.

Firing Platform: Universal Rule.

The model can use Special Attacks only against enemy units Engaged in the model's Front Facing. All models in the same unit as the model are considered to be in Soft Cover. In addition, they may choose to draw Line of Sight as if they were Gigantic and from any point of the Infernal Bastion's Front Facing when shooting or casting spells. If so, as long as the unit has at least one Full Rank:

- A maximum of 20 models can shoot. These models can shoot regardless of the rank they are positioned in.
- Measure their range from the Infernal Bastion.

Flaming Attacks: The attack doesn't have any special effect. However, it interacts with other rules, such as Flammable and Regeneration.

Flammable:

Full Steam Ahead!: Universal Rule.

The model may only perform a single Pivot or Wheel during a March Move. If the model is Charging, it must Pursue or Overrun if possible. If the model is not Charging, it always passes Restrain Pursuit Tests and its Pursuit Distance is always 0".

Furnace Breach: Universal Rule.

Instead of rolling on the Misfire Table as normal, apply the following Misfire Effects:

- 2 or less: The model may not shoot its Artillery Weapon until the end of the game. In addition, the model's Grind Attacks become Flaming Attacks and Magical Attacks.
- 3+: The model loses 1 Health Point with no saves of any kind allowed.

Ghost Step: The model treats all Terrain Features as Open Terrain for movement purposes, but must abide by the Unit Spacing rule upon the completion of its moves.

Grind Attacks: A model part with Grind Attacks resolves these attacks at its own Agility. It must choose an enemy unit in base contact with it. The chosen enemy unit suffers a number of hits equal to the value stated in brackets (X). These hits are resolved with the model part's own 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). When several model parts in the same unit have Grind Attacks and when

X is a random number (e.g. Grind Attacks (2D3)), roll for the number of hits separately for each model part.

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

Harnessed: Model parts with Harnessed cannot make Supporting Attacks and cannot use Weapons. Shooting Weapons carried by model parts with Harnessed can be used by other model parts of the same model (as long as they do not have Harnessed or Inanimate). A model with with at least one model part with Harnessed is considered to be mounted.

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.

Insignificant:

Lance: Attacks made with a Lance and allocated toward models in the wielders' Front Facing gain Devastating Charge (+2 Strength, +2 Armour Penetration). Infantry cannot use Lances.

Lethal Strike: If the attack wounds with a natural to-wound roll of 6+, its Armour Penetration is set to 10 and the target of the attack cannot take a Regeneration save against it.

Light Armour: Armor +1

Light Lance:

Light Troops: Units composed entirely of models with Light Troops are allowed to make any number of Reforms when performing Advance Moves or March Moves. They are allowed to shoot even if they Marched or Reformed. No model can end its movement with its centre further away than its March Rate from its starting position, around any obstructions (including the Unit Spacing rule). This means that when checking the distance travelled by a model, check the path the model would have taken if it was alone, with the exception that the unit as a whole cannot break the Unit Spacing rule while performing the move. If a model performed any action during the movement (such as a Sweeping Attack), the distance moved is counted from its starting position to the point on the Battlefield where it performed that action and then to its final position.

If more than half the models in a unit have Light Troops, the unit always counts as having 0 Full Ranks. Characters with Light Troops that are joined to units with one or more models without Light Troops, lose this rule for as long as they remain with the unit. An Infantry Character joined to an Infantry unit with both Light Troops and the same Size as the Character gains Light Troops for as long as it remains with the unit.

Magical Attacks: The attack doesn't have any special effects. However, it interacts with other rules, such as Otherworldly. Model parts with Magical Attacks apply it also to their Special Attacks (such as Stomp Attacks, Impact Hits and Breath Attack).

Mechanised Support: The model must be deployed in, and can only join, a unit that includes at least one R&F model with Infernal Brand. The model can never voluntarily leave its unit.

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.

Not a Leader: The model cannot be the General.

Oil Flasks: Close Combat, Shooting

If one or more simultaneous attacks with Oil Flasks hit, after resolving these attacks, the target unit gains one Incendiary marker.

Prophet of Lugal: 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.

Strider: The model automatically passes Dangerous Terrain Tests taken due to Terrain.

If more than half of a unit's models have Strider, the unit never loses their Steadfast or Rank Bonus due to Terrain.

Sometimes Strider is linked to a specific type of Terrain, stated in brackets.

In this case, models with Strider are considered Striders only when interacting with such type of Terrain.

Tall:

Theocratic Litigators: Universal Rule.

The bearer's unit and enemy units in base contact with the bearer's unit gain **Magic Resistance (2)** that is also applied to friendly spells. This Magic Resistance value cannot be increased.

Unbreakable: The model gains Fearless and its unit automatically passes all Break Tests. Characters with Unbreakable can only join units consisting entirely of models with Unbreakable. Units with one or more models with Unbreakable can only be joined by Characters with Unbreakable.

Vanguard: After Deployment (including units with Scout), models with Vanguard may perform a 12" move. The move is performed as an Advance Move in the Movement Phase, including any actions and restrictions the unit would normally have (such as Wheeling, Reforming, joining units, leaving units and so on). The 12" distance is used instead of the unit's Advance Rate and March Rate. This move cannot be used to move within 12" of enemy units. This is decreased to 6" for enemy units which have either Scouted or Vanguarded. Units that have moved in this way may not Declare Charges in the first Player Turn (if their side has the first turn). If both players have units with Vanguard, alternate moving units one at a time, starting with the player that finished deploying last. Instead of moving a unit, a player may declare to not move any more Vanguarding units.

Vassal Slingshot: Artillery Weapon.

This Artillery Weapon can be fired in two ways:

- Bolt Thrower: Range 48", Shots 1, Str 3 [6], AP 10, Area Attack (1×5), [Multiple Wounds (D3)].
- Oil Flask Thrower: Range 36", Shots 3, Str 1, AP 0. The target unit gains one Incendiary marker for every successful hit.

Wallbreaker: Universal Rule.

The Battering Ram can only use its Crush Attack against enemy units Engaged in the model's Front Facing. The model must be deployed in and can only join a unit that consists entirely of models with Infernal Brand, and it can never voluntarily leave its unit.

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.

War Platform: Unless selected as a mount for a Character, a model with War Platform gains Not a Leader and Character, with the following exceptions:

- It does not count towards the Characters category (for Army List creation).
- It cannot Issue Duels, Accept Duels or Make Way.
- It can perform Swirling Melee.

- It does not count as a Character regarding Bodyguard and Multiple Wounds.

The model can join units even if it has Towering Presence, and having Chariot does not prevent it from joining units without Chariot. When joined to a unit, it must always be placed in the centre of the front rank, possibly pushing back other models with Front Rank, and must keep its position in the centre of the front rank at all times (as long as it is joined to the unit). If two positions are equally central (e.g. in a unit with an even number of models in the first rank and a War Platform replacing an uneven number of models per rank), the War Platform can be placed in either of these positions. If the War Platform cannot be placed in the centre of the front rank (e.g. due to Mismatching Bases or the front rank being too narrow), the model cannot join the unit. This means that a War Platform can never join a unit with Mismatching Bases and that only a single War Platform can be in the same unit unless noted otherwise.

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.

Prophet of Lugar #1



Vizir #1



Guerriers infernaux #1



Cerbères de la citadelle #1



Shackled Slaves #1



Disciples of Lugar #1



Taurukh #1



Vassal Cavalry #1



Vassal Slingshot #1



Vassal Slingshot #2



Gunnery Team #1



Gunnery Team #2



Infernal Artillery #1



Mécanique infernale #1



Infernal Bastion #1

