



INFERNAL DWARVES

ID ETC LUGARS SLAVES - 4 614 POINTS



1700 pts (38.00%) 1245 pts (28.00%) 1139 pts (25.00%) 530 pts (12.00%)
Characters **Core** **Special** **Instruments of Destruction**
 (40 Max) (25 Least) (0 NoLimit) (25 Max)

Characters



PROPHET #1

Prophet - Standard - Infantry - 20x20mm

615 POINTS



Global	Adv	Mar	Dis	Model Rules		
	3"	9"	9	, Infernal Wizard Apprentice Brand, 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	Shield (Willow's Ward) • Occultism • Wizard Master • General • Prophet of Ashuruk
Magic items	Willow's Ward (Shield) • Tablet of Vezodinezh • Binding Scroll



OVERLORD #1

Overlord - Large - Cavalry - 50x50mm

610 POINTS



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



MOUNT BULL OF SHAMUT

Global	Adv	Mar	Dis	Model Rules		
	7"	14"	C	Fly, Light Troops, Fear, Solitary, Fearless, Supernal		
	6"	12"				
Defensive	HP	Def	Res	Arm		
	4	C	5	C	Aegis	
Offensive	Att	Off	Str	Ap	Agi	
Bull of Shamut	4	4	5	2	3	Harnessed, Impact Hits, Divine Attacks, Flaming Attacks

Options	Shield • Bull of Shamut
Magic items	Basalt Infusion (Infernal Armour) • Lugar's Dice • Ring of Desiccation • Eye of the Bull (Flintlock Axe) • Onyx Core (Infernal Weapon)



VIZIER #1

Vizier - Large - Cavalry - 50x50mm

475 POINTS



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



MOUNT BULL OF SHAMUT

<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>	
	7"	14"	C	Fly, Light Troops, Fear, Solitary, Fearless, Supernal	
	6"	12"			
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	4	C	5	C	Aegis
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
Bull of Shamut	4	4	5	2	3 Harnessed, Impact Hits, Divine Attacks, Flaming Attacks

Options	Battle Standard Bearer • Great Weapon (Flame of the East) • Blunderbuss (5+) • Bull of Shamut
Magic items	Essence of Mithril (Infernal Armour) • Dragonfire Gem • Flame of the East (Great Weapon)

Core



SHACKLED SLAVES #1

Shackled Slaves x40 - Standard - Infantry - 25x25mm

210 POINTS



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>	
	4"	8"	4	Insignificant, Enslaved Porters	
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	1	2	4	0	
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
Shackled Slave	1	2	3	0	1

Options	Shield • Musician
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SHACKLED SLAVES #1

Shackled Slaves x40 - Standard - Infantry - 25x25mm

210 POINTS



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>	
	4"	8"	4	Insignificant, Enslaved Porters	
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	1	2	4	0	
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
Shackled Slave	1	2	3	0	1

Options	Shield • Musician
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INFERNAL WARRIORS #1

Infernal Warriors x40 - Standard - Infantry - 20x20mm



705 POINTS



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>	
	3"	9"	9	Infernal Scoring Brand	
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	1	4	4	0	Infernal Armour



<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
Infernal Warrior	1	4	3	0	2

Options	Ziggurat Regulars • Musician • Standard Bearer
Magic banners	Flaming Standard (Banner Enchantment)

	SHACKLED SLAVES #3 Shackled Slaves x20 - Standard - Infantry - 25x25mm	120 POINTS	
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<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>	
	4"	8"	4	Insignificant, Enslaved Porters	
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	1	2	4	0	
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
Shackled Slave	1	2	3	0	1

Special

	DISCIPLES OF LUGAR #1 Disciples of Lugar x22 - Standard - Infantry - 20x20mm	583 POINTS	
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<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>	
	4"	12"	9	, Infernal Ghost Step, ScoringBrand , Theocratic Litigators	
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	1	4	4	0	Aegis
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
Disciple of Lugar	2	4	4	1	3 Flaming Attacks, Magical Attacks


Options	Great Weapon • Champion • Musician • Standard Bearer
Magic banners	Icon of Ashuruk (Banner Enchantment)

	DISCIPLES OF LUGAR #2 Disciples of Lugar x23 - Standard - Infantry - 20x20mm	556 POINTS	
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<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>	
	4"	12"	9	, Infernal Ghost Step, ScoringBrand , Theocratic Litigators	
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	1	4	4	0	Aegis
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
Disciple of Lugar	2	4	4	1	3 Flaming Attacks, Magical Attacks

Options	Paired Weapons • Champion • Musician • Standard Bearer
Magic banners	Rending Banner (Banner Enchantment)

Instruments of Destruction

	KADIM TITAN #1 Kadim Titan - Gigantic - Infantry - 20x20mm	530 POINTS	
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<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>	
	7"	7"	7	Fearless, Insignificant, Supernal	

<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	7	4	6	2	Aegis
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
Kadim Titan	3	4	6	3	3

Options	Walking Earthquake
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Magics

Racial Trait Spell

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



Occultism

The Sacrifice: When casting a non-Bound Spell from this Path, immediately after the casting roll, but before any Dispelling Attempt, the Active Player may choose the Caster's unit or another friendly unengaged unit within 24".

A unit may only be chosen once per phase. The chosen unit suffers X hits that would automatically with Armour Penetration 10 and Magical Attacks, and with no saves of any kind allowed, where X is determined by the Discipline value of the largest fraction of models in the unit, ignoring all Discipline modifiers. In case of a tie, use the lower value:

- 0 to 4: 3 hits
- 5 to 7: 2 hits
- 8 to 10: 1 hit

Any Health Point loss from The Sacrifice that would remove the last model of the chosen unit as a casualty is discarded.

These Health Points losses never cause Panic Tests.

If at least one Health Point loss was caused, the spell is cast with the {amplified} version. In that case, use any text marked with {}.

		<i>Casting</i>	<i>Range</i>	<i>Type</i>	<i>Duration</i>	<i>Effect</i>
2	Hand of Glory	6+ [8+]	Caster [12"]	[Augment], Focused	Last one Turn	The target <<, all models in its unit when the spell is cast, and Raised models in the unit>> gain Aegis (6+) and Aegis (+1, max 3+). {This spell may only target Characters, Champions, and single model units.}
3	The Rot Within	6+	24"	Hex	Permanent	The target suffers -1 Offensive Skill and -1 Defensive Skill. {The Caster gains +1 Offensive Skill and +1 Defensive Skill.}
1	Breath of Corruption	6+ [9+]	Caster [12"]	[Augment], Focused	Last one Turn	The target gains Breath Attack (Magical Attacks, Toxic Attacks). {This spell may only target Characters, Champions, and single model units.} {If the Breath Attack is used as a Shooting Attack, its range is increased to 18".}
4	Pentagram of Pain	5+[6+]	24"[12"Aura]	[Hex], Direct , [Universal], Damage	Instant	The target suffers D6 hits with Strength 4, Armour Penetration 1, and Magical Attacks. {The Caster's unit is unaffected.} {If one or more unsaved wounds are caused with this spell, the Caster Recovers 1 Health Point.}
5	Marked for Doom	9+	24"	Hex, Damage, Direct	Instant	The target suffers 1 hit with Strength 10, Armour Penetration 10, Multiple Wounds (D3), and Magical Attacks. {If the target is within 12" of the Caster, the spell targets a single Character or Champion joined to the target unit.}
6	The Grave Calls	11+	12"	Hex, Damage, Direct	Instant	The target suffers 2D6 hits with Strength 5, Armour penetration 2, and Magical Attacks. {The hits gain +1 Strength and +1 Armour Penetration.}

Magic items

Basalt Infusion: The wearer gains +1 Armour and Aegis (3+, against Flaming Attacks). The wearer automatically fails all Fortitude Saves.

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.

Dragonfire Gem: The bearer gains Aegis (2+, against Flaming Attacks). The bearer automatically fails all Fortitude Saves.

Essence of Mithril: The wearer's Armour is set to 5 and can never be improved beyond this.

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)**.

Flame of the East: The wielder gains **Volcanic Embrace (D3)** in the Melee Phase while using this weapon.

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.

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.

Ring of Desiccation: At the start of each Round of Combat that the bearer's unit is fighting, every enemy unit in base contact with the bearer's model gains one Incendiary marker.

Tablet of Vezodinezh: When the bearer attempts to cast a non-Bound Spell using three or more Magic Dice, treat a single rolled '1' or '2' as a natural '3'. If the bearer would suffer a Witchfire Miscast effect, treat it as Magical Inferno instead.

Willow's Ward: While using this Shield, the bearer cannot use Parry, gains +1 Armour, and Impact Hits distributed onto the bearer suffer -2 Armour Penetration.

Magic banners

Flaming Standard: One use only. May be activated at the start of a Round of Combat or before shooting with the bearer's unit.

The bearer's unit gains Flaming Attacks. If activated when Engaged in Combat, the effect lasts until the bearer's unit is no longer Engaged in Combat. If activated before shooting with the bearer's unit, the effect lasts until the end of the phase.

Icon of Ashuruk: One use only. May be activated at the start of any Melee Phase. The bearer gains **Volcanic Embrace (X)**, where X is the number of friendly units within 6" of the bearer's unit that contain at least one model with Magical Attacks. In addition, attacks made by friendly units within 6" of the bearer's unit, except attacks made by the bearer, lose Flaming Attacks and Magical Attacks (if applicable). The effects last until the end of the Player Turn.

Rending Banner: One use only. May be activated at the start of a Round of Combat. Close Combat Attacks from R&F models in the bearer's unit gain +1 Armour Penetration until the bearer's unit is no longer Engaged in Combat. A model can only be affected by a single Rending Banner at the same time.

Model Rules

Aegis:

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

Enslaved Porters: 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.

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

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).

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.

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.

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.

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).

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.

Spear:

Supernal:

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

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.

Prophet #1



Overlord #1



Vizier #1



Disciples of Lugar #1



Disciples of Lugar #2



Kadim Titan #1



Shackled Slaves #1



Shackled Slaves #1



Infernal Warriors #1



Shackled Slaves #3

