



INFERNAL DWARVES

FIRST ARMY - 1 478 POINTS



185 pts (13.00 %) 818 pts (55.00 %) 0 pts (0.00 %) 475 pts (32.00 %)
Characters **Core** **Special** **Instruments of Destruction**
 (40 Max) (25 Least) (0 NoLimit) (25 Max)

Characters



PROPHET - WIZARD #1

Prophet - Standard - Infantry - 20x20mm

185 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
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Core



CITADEL GUARD #3

Citadel Guard x23 - Standard - Infantry - 20x20mm

428 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 • Standard Bearer
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CITADEL GUARD #2

Citadel Guard x10 - Standard - Infantry - 20x20mm

195 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	



CITADEL GUARD #3

Citadel Guard x10 - Standard - Infantry - 20x20mm

195 POINTS



Global	Adv	Mar	Dis	Model Rules	
	3"	9"	9	, Infernal Scoring Brand	
Defensive	HP	Def	Res	Arm	
	1	4	4	0	, Infernal Shield Armour
Offensive	Att	Off	Str	Ap	Agi
Citadel Guard	1	4	4	1	2

Instruments of Destruction



KADIM TITAN

Kadim Titan - Gigantic - Infantry - 150x100mm

475 POINTS



Global	Adv	Mar	Dis	Model Rules	
	7"	7"	7	, Bound or Fearless, Supernal Broken	
Defensive	HP	Def	Res	Arm	
	7	4	6	2	Aegis (5+ 2+ , against Flaming Attacks)
Offensive	Att	Off	Str	Ap	Agi
Kadim Titan	3	4	6	3	3 Volcanic Embrace (2D3, 2D3), Searing Heat

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.

Model Rules

Aegis:

Bound or Broken: The model cannot take any Special Items from this Army Book and cannot cast Curse of Nezibkesh (Hereditary Spell).

In addition, if the model's unit is within 6" of a friendly non-Fleeing model with Infernal Brand, the model:

- Gains Battle Focus.
- Must reroll failed Charge Range rolls in the Charge Phase.

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.

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

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.

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.

Searing Heat: Attack Attribute.

The model's Grind Attacks from Volcanic Embrace gain +1 to wound. In addition, enemy units suffer -1 Armour while in base contact with the model.

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.

Supernal:

Volcanic Embrace: The model part gains Magical Attacks. All Melee Attacks (including Special Attacks) made by model parts with Volcanic Embrace become Flaming Attacks. In addition, at Initiative Step 0, all enemy models in base contact with one or more model parts with Volcanic Embrace suffer a hit with Strength 4, Armour Penetration 0, and Flaming Attacks.

Models with Volcanic Embrace automatically fail all Fortitude Saves.

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 - Wizard #1



Citadel Guard #3



Citadel Guard #2



Citadel Guard #3



Kadim Titan

