



INFERNAL DWARVES

LIST INFERNAL DWARVES (v2021 BETA 4) #4 - 4 495 POINTS



1130 pts (25.00 %) 1460 pts (32.00 %) 1435 pts (32.00 %) 630 pts (14.00 %)
Characters **Core** **Special** **Instruments of Destruction**
 (40 Max) (25 Least) (0 NoLimit) (25 Max)

Characters



PROPHET #1


Prophet - Standard - Infantry - 20x20mm

205 POINTS



Global	Adv	Mar	Dis	Model Rules		
	3"	9"	9	, Infernal Wizard Apprentice Brand , 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	Prophet of Nezibkesh
Notes	Ripete un dado qualsiasi per turno



LAMASSU SCHOLAR


Lamassu Scholar - Large - Cavalry - 50x50mm

355 POINTS



Global	Adv	Mar	Dis	Model Rules		
	6"	12"	9	, Fly (6",12", Not a Leader6",12") , Secrets of Nezibkesh, Solitary , Infernal Brand , Riddle of the Lamassu		
	6"	12"				
Defensive	HP	Def	Res	Arm		
	4	4	5	0	, Infernal Fortitude (5+) Armour	
Offensive	Att	Off	Str	Ap	Agi	
Student	2	4	4	1	2	Infernal Weapon, Hand Weapon
Lamassu	2	4	5	2	4	Harnessed, Magical Attacks, Hand Weapon


Magic items	Tablet of Vezodinezh
Notes	5 att f 5 ap2 Rig 5+ e ta4+ attacchi divini 2 e calpesta ; se tira 3 dadi OGNI 1-2 conta come 3! Spada de foco 8/11+ 18"/6" Aura +1 a ferire tiro e Cac Attacchi Fuoco e magici Word of iron 5/8+ 24" +1/2 Armatura Curse of Nezibkesh -1 Off-def-Ag più 1 per ogni marker incendiario (secret of Nez regola base armata - lui da un marke incendiario automatico!)



OVERLORD

Overlord - Large - Cavalry - 50x50mm

570 POINTS



Global	Adv	Mar	Dis	Model Rules		
	3"	9"	10	Infernal Brand , Keys to the Citadel , Arrogance		
Defensive	HP	Def	Res	Arm		
	3	7	5	0	Infernal Armour	
Offensive	Att	Off	Str	Ap	Agi	

<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
Overlord	4	7	4	1	4	Hatred, Weapon Master Weapons, Paired, Flintlock Axe, Hand Weapon, Great Weapon, Infernal Weapon, Spear



MOUNT BULL OF SHAMUT

<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>		
	7"	14"	C	Fly (6", 12", 6"), Fear, Solitary (12"), Light Troops, Fearless, Supernal		
	6"	12"				
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>		
	4	C	5	C	Aegis (5+)	
<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, Divine Attacks, Impact Hits (D3, D3), Flaming Attacks

Options	Shield (Kadim Binding) • Bull of Shamut • General
Magic items	Kadim Binding (Shield) • Alchemist's Alloy (Infernal Armour) • Ring of Desiccation • Potion of Swiftiness • Onyx Core (Infernal Weapon)
Notes	+3 Agilità 1 Turno ; Odio ; non fa test paura ; Ogni unità in contatto prendo 1 Marker Incendiario ; Supernatural a D10 (Toror D3 imp F5Ap3-4 Att Divini e Fuoco Truppe Leggere e Immune Psico) Arma 1 Infernal w F 5 Ap 2 + 2 off e Ag ; Arma 2 Hand w Att a F 6 D3 F Fuocoe e magici Ta 1+ Ts 5+ 4 F Parry e armi a 2 mani perdono l abilità

Core



INFERNAL WARRIORS #1

Infernal Warriors x33 - Standard - Infantry - 20x20mm

610 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 and Great Weapon • Standard Bearer
Magic banners	Flaming Standard (Banner Enchantment)
Notes	Hard T. ; Tirano 20 senza alcun malus compreso resiste e tira (marcia e tira a 15") - F5 Ap 3 ; F5 Grande arma e Attacca su rango in più (orda 4 ranghi) ; Attacchi fuoco 1 Turno



CITADEL GUARD #1

Citadel Guard x30 - Standard - Infantry - 20x20mm

730 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 Shield Armour	
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
Citadel Guard	1	4	4	1	2	

Options	Standard Bearer • Flintlock Axe (3+)
Notes	Ta 3+ ; F5 e tira su un rango in più a F 4 e Ap 2 -18" muove e tira (21") Resiste e tira senza malus ; Si riorganizza dopo il tiro se viene caricata



SHACKLED SLAVES #1

Shackled Slaves x20 - Standard - Infantry - 25x25mm

120 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

Notes	rip 1 cac 6" e prende disciplina infernal brand
Special	



GUNNERY TEAM #1

Gunnery Team - Standard - Construct - 40x40mm

165 POINTS



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

Options	Naphtha Thrower and
Notes	12 " marcia e tira - attacchi da fuoco - F4(5) ap1(2) ;4F e R4



INFERNAL BASTION #1

Infernal Bastion - Gigantic - Construct - 60x100mm

275 POINTS



Global	Adv	Mar	Dis	Model Rules			
	3"	9"	9	Strider, Not a Leader, War Platform	, Fires of Industry	, Infernal Brand	, 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		

Notes	1 Crush attack F10Ap10 D3 ferite+1 Oppure 6 att a F4Ac4 Ta2
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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			
Offensive	Att	Off	Str	Ap	Agi		

<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
Crew	3	4	3	0	2	Move or Fire , Accurate

Options	Titan Mortar (4+)					
Notes	(Ignora soft e hard cover) 6-36" ACCURATO ; Large e Costrutto (spara e vede dietro alla fanteria e calpestamento 1) F4 [8], AP 1 [5] D3 ferite attacchi da fuoco ; OGNI unità colpita -1"mov e -2"marcia fino a 6" ; Colpisce al 3+ Ingegnere ripete il tiro. Se il secondo dado è 1 fallisce se colpisce al 3+ seconda volta diminuisce di 1 forza e ap.					



VASSAL SLINGSHOT #1

Vassal Slingshot - Standard - Construct - 60mm round

125 POINTS



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>		
	4"	4"	7	War Machine , Fires of Industry (1, 8) , Vassal Slingshot (4+) , Insignificant1)		
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>		
	5	1	4	0	Light Flammable Armour	
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
Crew	3	3	3	0	3	Move or Fire

Notes	può essere usata come balista 48" F 3/6 ap 10 sempre e D3 F oppure fa 4 tiri a F1 però ogni Hit da un incendiario a 36"
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VASSAL SLINGSHOT #1 COPY

Vassal Slingshot - Standard - Construct - 60mm round

125 POINTS




<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>		
	4"	4"	7	War Machine , Fires of Industry (1, 8) , Vassal Slingshot (4+) , Insignificant1)		
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>		
	5	1	4	0	Light Flammable Armour	
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
Crew	3	3	3	0	3	Move or Fire



KADIM INCARNATES #1

Kadim Incarnates x5 - Large - Infantry - 40x40mm

480 POINTS



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>		
	6"	12"	6	Fear, Fearless, Swiftstride, Ghost Step, Supernal, Insignificant		
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>		
	3	3	4	2	Aegis (2+, against Flaming Attacks)	
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
Kadim Incarnate	3	3	5	2	3	Volcanic Embrace

Instruments of Destruction



INFERNAL ENGINE

Infernal Engine - Gigantic - Construct - 60x100mm

470 POINTS



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>		
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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.

Flammable:**Flintlock Axe:** 0–60 R&F Models with Flintlock Axe or Blunderbuss 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).

Fly: The model gains Light Troops and Swiftstride. Units composed entirely of models with Fly may make Flying Movements when performing a Move Chargers move, an Advance Move, or a March Move. When a unit makes a Flying Movement, substitute its models' Advance Rate with the first value given in brackets (X), and their March Rate with the second value given in brackets (Y). All modifiers to ground movement values are also applied to the flying values of a model. Units using Flying Movement ignore all Terrain Features and units during the Flying Movement (from their starting to their ending position), but must abide by the Unit Spacing rule at the end of the move (unless charging, when the normal exceptions to the Unit Spacing rule apply). They are still affected by the effects of the Terrain Features from which they take off and in which they land.

Fortitude: Fortitude is a Special Save. Fortitude Saves cannot be taken against attacks with Lethal Strike that rolled a natural 6+ to wound, or against attacks with Flaming Attacks

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.

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

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.

Hatred: During the first Round of Combat, failed to-hit rolls from attacks with Hatred must be rerolled.

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.

Infernal Weapon: Close Combat Weapon

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

Insignificant:**Keys to the Citadel:** Universal Rule.

The model must buy Weapon Enchantments for two of its mundane weapons.

Light Armour: Armor +1

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.

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.

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

Riddle of the Lamassu: Universal Rule.

The model is a Wizard Adept that selects 2 spells from Word of Iron (Alchemy), Breath of Corruption (Occultism), Flaming Swords (Pyromancy), Deceptive Glamour (Witchcraft), and Curse of Nezibkesh (Hereditary Spell). This rule overrides the normal Spell Selection rules connected to being a Wizard Adept.

Before Spell Selection (at the start of step 7 of the Pre-Game Sequence), the opponent must choose Power or Wisdom.

- If they choose Power, the Lamassu gains Channel (1) for the duration of the game.
- If they choose Wisdom, the model knows an additional spell that it selects immediately from the list of spells above.

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.

Solitary: The model may never join units or be joined by other Characters

Spear:

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.

Supernal:

Swiftstride: When a unit composed entirely of models with Swiftstride rolls Charge Range, Flee Distance, Pursuit Distance or Overrun Distance, it rolls an additional D6 (normally this will lead to rolling 3D6) and discards the lowest D6 rolled.

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.

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.

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.

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.

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.

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.

Infernal Warriors #1



Citadel Guard #1



Shackled Slaves #1



Gunnery Team #1



Infernal Engine



Infernal Bastion #1



Infernal Artillery #1



Prophet #1



Lamassu Scholar



Overlord



Vassal Slingshot #1



Vassal Slingshot #1 copy



Kadim Incarnates #1

