



INFERNAL DWARVES

KOL KAZAD - 6 550 POINTS



600 pts (9.00 %) 3780 pts (58.00 %) 1713 pts (26.00 %) 457 pts (7.00 %) 0 pts (0.00 %) 0 pts (0.00 %)

Rare **Core** **Special** **Heroes** **Mount** **Lords**

(25 Max) (25 Least) (50 Max) (50 Max) (0 NoLimit) (50 Max)

Heroes

AZHALOT DALDUM

Magus - Standard - Infantry - 20x20mm

140 POINTS

Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Magus	3	4	4	4	4	2	2	2	9	Infantry
Model Rules	Sturdy • Relentless • Chosen of Ashuruk • Infernal Armour									

Options	Engineer, Level 1 (Wizard Apprentice)
Magic items	Dispel Scroll • Lucky Shield
Magic	If upgraded to a Wizard, generates spells from Path of Death, Shadow, Fire, Alchemy or the Forge.
Notes	Path of Fire

BARZHTAQOT ZHARRDURAZ

Magus - Standard - Infantry - 20x20mm

145 POINTS

Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Magus	3	4	4	4	4	2	2	2	9	Infantry
Model Rules	Sturdy • Relentless • Chosen of Ashuruk • Infernal Armour									

Options	Engineer, Level 1 (Wizard Apprentice)
Magic items	Ring of Fire • Tome of Arcane Lore (Heroes) • Hardened Shield
Magic	If upgraded to a Wizard, generates spells from Path of Death, Shadow, Fire, Alchemy or the Forge.

YUGTARAT AZVARR

Vizier - BSB - Standard - Infantry - 20x20mm

172 POINTS

Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Vizier	3	6	4	4	5	2	3	3	9	Infantry
Model Rules	Sturdy • Relentless • Chosen of Ashuruk • Infernal Armour									

Options	May take a Shield
Magic items	Hero's Sword (Heroes) - Characters only • Dragon Mantle - models on foot only • Dusk Stone

Core

KAZAD BEZEKID

Citadel Guard x10 - Standard - Infantry - 20x20mm

1 000 POINTS

Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Citadel Guard	3	4	4	4	4	1	2	1	9	Infantry
Model Rules	Sturdy • Relentless • Chosen of Ashuruk • Shield • Infernal Armour									

Options	May take Flintlock Axe
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KAZAD BEZEKID #2

Citadel Guard x10 - Standard - Infantry - 20x20mm

1 000 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Citadel Guard	3	4	4	4	4	1	2	1	9	Infantry
Model Rules	Sturdy • Relentless • Chosen of Ashuruk • Shield • Infernal Armour									

Options	May take Flintlock Axe
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KAZAD BEZEKID #3

Citadel Guard x10 - Standard - Infantry - 20x20mm

1 000 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Citadel Guard	3	4	4	4	4	1	2	1	9	Infantry
Model Rules	Sturdy • Relentless • Chosen of Ashuruk • Shield • Infernal Armour									

Options	May take Flintlock Axe
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KAZAD THRONG

Infernal Warriors x20 - Standard - Infantry - 20x20mm

780 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Infernal Warrior	3	4	3	3	4	1	2	1	9	Infantry
Model Rules	Sturdy • Relentless • Heavy Armour									

Options	Blunderbuss • Musician • Standard Bearer
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Special



DUMAZ BEZEKID

Disciples of Lugar x5 - Standard - Infantry - 20x20mm

65 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Disciple of Lugar	3	4	3	4	4	1	2	1	9	Infantry
Model Rules	Daemonic Possession • Otherworldly • Unbreakable • Sturdy • Relentless • Fireborn • Volcanic Embrace • Chosen of Ashuruk • Paired Weapons									



DUMAZ BEZEKID #2

Disciples of Lugar x5 - Standard - Infantry - 20x20mm

65 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Disciple of Lugar	3	4	3	4	4	1	2	1	9	Infantry
Model Rules	Daemonic Possession • Otherworldly • Unbreakable • Sturdy • Relentless • Fireborn • Volcanic Embrace • Chosen of Ashuruk • Paired Weapons									



KAZAD GRUND
Immortals x27 - Standard - Infantry - 20x20mm

1 293 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Ziggurat Guard	3	5	3	4	4	1	2	1	9	Infantry
Champion	3	6	4	4	4	1	2	2	9	
Model Rules	Bodyguard • Sturdy • Relentless • Chosen of Ashuruk • Great Weapon • Infernal Armour									

Options	Champion • Musician • Standard Bearer
Magic banners	Banner of Nezibkesh (Banner Enchantment)



DUM BARAQ
Rocket Battery - Standard - Infantry - 20x20mm

85 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Machine	-	-	-	-	7	3	-	-	-	War Machine
Crew (3)	3	4	3	3	4	-	2	1	9	
Model Rules	Unbreakable • Chosen of Ashuruk • Heavy Armour									



DUM BARAQ #2
Rocket Battery - Standard - Infantry - 20x20mm

85 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Machine	-	-	-	-	7	3	-	-	-	War Machine
Crew (3)	3	4	3	3	4	-	2	1	9	
Model Rules	Unbreakable • Chosen of Ashuruk • Heavy Armour									



ZHARR BARAQ
Volcano Cannon - Standard - Infantry - 20x20mm

120 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Machine	-	-	-	-	7	3	-	-	-	War Machine
Crew (3)	3	4	3	3	4	-	2	1	9	
Model Rules	Chosen of Ashuruk • Heavy Armour									

Rare



HIRN BARAQ
Gunnery Team - Standard - Infantry - 20x20mm

50 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Machine	-	-	-	-	5	2	-	-	-	War Machine
Crew (2)	3	4	3	3	4	-	2	1	9	
Model Rules	Hard Target • Chosen of Ashuruk • Infernal Armour									

Options	Armour Piercing (1)
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ALD DRAGG BARAG
Infernal Engine - *Standard* - *Infantry* - *20x20mm*

225 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Infernal Engine	-	-	-	6	7	7	-	-	-	Chariot
Crew (3)	-	4	4	3	-	-	2	1	9	
Model Rules	Full Steam Ahead! • Ponderous • Impact Hits (+1) • Large Target • Unbreakable • Innate Defence (3+)									
Model Rules (Infernal Engine)	Grinding attacks (D3)									

Options	Shrapnel Guns
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DUMAZI A ELGRAMAK
Kadim Titan - *Standard* - *Infantry* - *20x20mm*

325 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Kadim Titan	8	5	3	7	6	6	5	6	8	Monster
Model Rules	Searing Rage • Lord of Flame • Frenzy • Otherworldly • Daemonic Instability • Ward Save (4+) • Fireborn • Volcanic Embrace • Shackles of Fire • Innate Defence (5+)									

Magics

Magic items
Dispel Scroll:
Dragon Mantle - models on foot only:
Dusk Stone:
Hardened Shield:
Hero's Sword (Heroes) - Characters only:
Lucky Shield:
Ring of Fire:
Tome of Arcane Lore (Heroes):

Magic banners
Banner of Nezibkesh:

Model Rules
Bodyguard:
Chosen of Ashuruk:
Daemonic Fury:
Daemonic Infusion:
Daemonic Instability:
Daemonic Possession:
Fireborn:
Frenzy:
Full Steam Ahead!:
Great Weapon:
Grinding attacks (D3):

Hard Target:

Heavy Armour:

Impact Hits (+1):

Infernal Armour:

Innate Defence (3+):

Innate Defence (4+):

Innate Defence (5+):

Large Target:

Lord of Flame:

Move or Fire:

Otherworldly:

Paired Weapons:

Ponderous:

Relentless:

Searing Rage:

Shackles of Fire:

Shield:

Sturdy:

Unbreakable:

Volcanic Embrace:

Ward Save (4+):

Qr codes of your army

Your 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.

Kazad Bezekid



Kazad Bezekid #2



Kazad Bezekid #3



Dumaz Bezekid



Dumaz Bezekid #2



Hirn Barag



Kazad Grund



Ald Dragg Barag



Kazad Throng



Dumazi A Elgramak



Azhalot Daldum



Barzhtagot Zharrduraz



Dum Barag



Dum Barag #2



Yugtarat Azvarr



Zharr Barag

