



INFERNAL DWARVES

LIST NAINS INFERNALUX (v2021 BETA 2) #9 - 4 558 POINTS



1040 pts (23.00%) 1200 pts (27.00%) 1458 pts (32.00%) 860 pts (19.00%)
Characters **Core** **Special** **Instruments of Destruction**
 (40 Max) (25 Least) (0 NoLimit) (25 Max)

Characters



PROPHET #1

Prophet - Standard - Infantry - 20x20mm

430 POINTS



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

Options

Wizard Master • Alchemy • Shield • Prophet of Lugar



TAURUKH COMMISSIONER #1

Taurukh Commissioner - Large - Beast - 50x75mm

415 POINTS



Global	Adv	Mar	Dis	Model Rules		
	7"	12"	9	, Infernal FearBrand		
Defensive	HP	Def	Res	Arm	Infernal Armour	
	4	6	5	0		
Offensive	Att	Off	Str	Ap	Agi	Impact Hits (1, 1), Hand Weapon
Taurukh Commis.	4	6	5	2	4	

Options

Battle Standard Bearer • Shield (Willow's Ward)

Magic items

Talisman of Shielding • Willow's Ward (Shield)

Magic banners

Aether Icon (x2) (Battle Standard Bearer)



VASSAL CONJURER #1

Vassal Conjurer - Standard - Infantry - 20x20mm

195 POINTS



Global	Adv	Mar	Dis	Model Rules		
	4"	8"	7	Wizard Apprentice, Not a Leader, Insignificant, Unbranded		
Defensive	HP	Def	Res	Arm		
	3	3	3	0		
Offensive	Att	Off	Str	Ap	Agi	Hand Weapon
Vassal Conjurer	1	3	3	0	3	

Options

Wizard Adept • Pyromancy

Core



VASSAL LEVIES #3

Vassal Levies x20 - Standard - Infantry - 20x20mm

200 POINTS



Global	Adv	Mar	Dis	Model Rules		
	4"	8"	7	, Bound or Scoring, Insignificant Broken		
Defensive	HP	Def	Res	Arm		
	1	3	3	0	Light Armour	
Offensive	Att	Off	Str	Ap	Agi	
Vassal Levy	1	3	3	0	3	Oil Flasks

Options	Paired Weapons • Bow (4+) • Musician
----------------	--------------------------------------



VASSAL LEVIES #2

Vassal Levies x20 - Standard - Infantry - 20x20mm

200 POINTS



Global	Adv	Mar	Dis	Model Rules		
	4"	8"	7	, Bound or Scoring, Insignificant Broken		
Defensive	HP	Def	Res	Arm		
	1	3	3	0	Light Armour	
Offensive	Att	Off	Str	Ap	Agi	
Vassal Levy	1	3	3	0	3	Oil Flasks

Options	Paired Weapons • Bow (4+) • Musician
----------------	--------------------------------------



INFERNAL WARRIORS #1

Infernal Warriors x20 - Standard - Infantry - 20x20mm

400 POINTS



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

Options	Ziggurat Regulars and Great Weapon • Champion • Musician • Standard Bearer
----------------	--



INFERNAL WARRIORS #2

Infernal Warriors x20 - Standard - Infantry - 20x20mm


400 POINTS



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

Options | Ziggurat Regulars and Great Weapon • Champion • Musician • Standard Bearer


Special




KADIM INCARNATES #1

Kadim Incarnates x5 - Large - Infantry - 40x40mm

430 POINTS




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




KADIM INCARNATES #2

Kadim Incarnates x5 - Large - Infantry - 40x40mm

430 POINTS




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



TAURUKH ANOINTED #1

Taurukh Anointed x5 - Large - Beast - 50x75mm


598 POINTS



Global	Adv	Mar	Dis			Model Rules
	7"	12"	9			Fear, Scoring, BodyguardBrand, Infernal
Defensive	HP	Def	Res	Arm		
	3	5	5	0	Infernal Armour	
Offensive	Att	Off	Str	Ap	Agi	
Taurukh Anointed	3	5	5	2	3	Impact Hits (1, 1)

Options | Shield • Infernal Weapon • Champion • Musician


Instruments of Destruction



INFERNAL ENGINE #1

Infernal Engine - Gigantic - Construct - 60x100mm

420 POINTS



Global	Adv	Mar	Dis			Model Rules
	6"	10"	9			Unbreakable, Fearless2), Furnace Breach, Fires of Industry (2, Infernal Brand, Full Steam Ahead!
Defensive	HP	Def	Res	Arm		
	7	3	7	4		
Offensive	Att	Off	Str	Ap	Agi	
Crew	3	4	3	0	2	

<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
Chassis			6	3	2	Harnessed, Impact Hits (D6+1, D6+1), Grind Attacks (D3, D3)

Options	Titan Mortar (4+)
----------------	-------------------



INFERNAL ENGINE #2

Infernal Engine - Gigantic - Construct - 60x100mm

440 POINTS



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>
	6"	10"	9	, Fires of Industry (2, , Infernal Brand , Full Steam Ahead! Unbreakable, Fearless2) , Furnace Breach

<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>
	7	3	7	4

<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
Crew	3	4	3	0	2

Chassis			6	3	2	Harnessed, Impact Hits (D6+1, D6+1), Grind Attacks (D3, D3)
----------------	--	--	---	---	---	--

Options	Naphtha Thrower
----------------	-----------------

Magics

Racial Trait Spell

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

	Casting	Range	Type	Duration
Curse of Nezibkesh				
Mf	{6+} {7+}	{36"} {18"}	Hex	Permanent
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.				



Alchemy

		Casting	Range	Type	Duration	Effect
1	Quicksilver Lash	7+	24"	Hex, Missile, Damage	Instant	The target suffers D3+1 hits with Flaming Attacks, Magical Attacks, and Armour Penetration 10. These hits always wound on a roll equal to or greater than "7 minus the target's Armour". An unmodified '6' always wounds and an unmodified '1' always fails to wound.
2	Word of Iron	5+ [9+]	24"	Augment	Last one Turn	The target gains +1 [+2] to its Armour.
6	Molter Copper	7+	24"	Hex, Missile, Damage	Instant	The target suffers D3+3 hits with Strength X, Armour Penetration 4, Flaming Attacks, and Magical Attacks, where X is equal to the target's Armour.
A	Alchemical Fire		18"	Hex	Last one Turn	The target gains Flammable against Melee Attacks.
5	Corruption of Tin	8+	36"	Hex	Permanent	The target suffers -1 Armour.
4	Silver Spike	(6+){9+}	(18"){36"}	Hex, Missile, Damage	Instant	The target suffers 1 hit with Strength 4 [6], Armour Penetration 10, Magical Attacks, [Multiple Wounds (D3)], and Area Attack (1x5).
3	Glory of Gold	8+	18"	Augment	Last one Turn	The target gains +1 Armour Penetration, Flaming Attacks and Magical Attacks.



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.

		<i>Casting</i>	<i>Range</i>	<i>Type</i>	<i>Duration</i>	<i>Effect</i>
<i>I</i>	Fireball	4+	36"	Hex, Missile, Damage	Instant	The target suffers D6 hits with Strength 4, Armour Penetration 0, Flaming Attacks and Magical Attacks.
<i>A</i>	Blaze		18"	Hex, Missile, Damage	Instant	The target suffers 1 hit with Strength 6, Armour Penetration 2, Flaming Attacks, and Magical Attacks.
<i>5</i>	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.
<i>4</i>	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

Talisman of Shielding: The bearer gains Aegis (5+).

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

Aether Icon: The bearer gains Magic Resistance (1). If the unit contains a model with another instance of Magic Resistance, it increases that model's Magic Resistance value by 1 instead.

Model Rules

Aegis:

Bodyguard: When a Character is joined to a unit in which at least one model has Bodyguard, that Character gains Stubborn. When Characters or Character types are stated in brackets, Bodyguard only works for the specified Characters or Character types.

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.

Fear: Units in base contact with one or more enemy models with Fear suffer -1 Discipline. At the start of each Round of Combat, such units must take a Discipline Test, called a Fear Test. If this test is failed, the models in the unit are Shaken until the end of the Round of Combat. Models that have Fear themselves are immune to the effects of Fear.

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.

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.

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

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.

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:

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).

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 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.

Secrets of Nezibkesh: When the model successfully casts Curse of Nezibkesh (Hereditary Spell), the target immediately gains 1 Incendiary marker.

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.

Unbranded: Universal Rule.

The model cannot take any Special Items from this Army Book and cannot cast Curse of Nezibkesh (Hereditary Spell). It cannot join units with more than half of their models with Infernal Brand or units of Shackled Slaves.

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.

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 #1



Taurukh Commissioner #1



Vassal Conjurer #1



Vassal Levies #3



Vassal Levies #2



Infernal Warriors #1



Infernal Warriors #2



Kadim Incarnates #1



Kadim Incarnates #2



Taurukh Anointed #1



Infernal Engine #1



Infernal Engine #2

