



# INFERNAL DWARVES

## LUGAR CHOSEN - 2 502 POINTS



630 pts (25.00 %) 987 pts (39.00 %) 0 pts (0.00 %) 885 pts (35.00 %)

**Characters**      **Core**      **Special**      **Instruments of Destruction**

(40 Max)      (25 Least)      (0 NoLimit)      (25 Max)

### Characters

#### CHOSEN OF LUGAR

Vassal Conjurer - Standard - Infantry - 20x20mm

## 210 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		
Vassal Conjurer	1	3	3	0	3	Hand Weapon	

<b>Magic items</b>	Lugar's Dice • Hero's Heart
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#### PROPHET #2

Prophet - Standard - Infantry - 20x20mm

## 420 POINTS

Global	Adv	Mar	Dis				Model Rules
	3"	9"	9				Wizard ApprenticeBrand, Infernal, Prophet of Lugar, Secrets of Nezirbesh
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	

<b>Options</b>	Wizard Master • Alchemy • Shield
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### Core

#### CITADEL GUARD #1

Citadel Guard x10 - Standard - Infantry - 20x20mm

## 270 POINTS

Global	Adv	Mar	Dis				Model Rules
	3"	9"	9				Infernal ScoringBrand
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		

<b>Options</b>	Musician • Flintlock Axe (3+)
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### CITADEL GUARD #2

Citadel Guard x10 - Standard - Infantry - 20x20mm

270 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

<b>Options</b>	Musician • Flintlock Axe (3+)
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### CITADEL GUARD #3

Citadel Guard x22 - Standard - Infantry - 20x20mm

447 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

<b>Options</b>	Champion • Musician • Standard Bearer • Pistol (4+)
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<b>Magic banners</b>	Flaming Standard (Banner Enchantment)
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## 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

<b>Options</b>	Champion • Musician • Standard Bearer • Pistol (4+)
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<b>Magic banners</b>	Flaming Standard (Banner Enchantment)
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### INFERNAL ENGINE WITH SHRAPNEL GUNS

Infernal Engine - Gigantic - Construct - 60x100mm

410 POINTS



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

				Harnessed, Impact Hits (D6+1, D6+1), Grind Attacks (D3, D3)	
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**Notes** | L'amélioration Fusils-shrapnels (305 pts) compte également dans « Barrage ».

## Magics

### Racial Trait Spell

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

	Casting	Range	Type	Duration
<b>Curse of Nezibkesh</b>				
Mf	{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>				



Alchemy

		Casting	Range	Type	Duration	Effect
<b>1</b>	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.
<b>2</b>	Word of Iron	5+ [9+]	24"	Augment	Last one Turn	The target gains +1 [+2] to its Armour.
<b>6</b>	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.
<b>4</b>	Alchemical Fire		18"	Hex	Last one Turn	The target gains Flammable against Melee Attacks.
<b>5</b>	Corruption of Tin	8+	36"	Hex	Permanent	The target suffers -1 Armour.
<b>4</b>	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).
<b>3</b>	Glory of Gold	8+	18"	Augment	Last one Turn	The target gains +1 Armour Penetration, Flaming Attacks and Magical Attacks.

## Magic items

**Hero's Heart:** The wielder of this enchanted weapon gains +1 Attack Value while using it. Attacks made with this enchanted weapon become Magical Attacks and always have at least Strength 5 and at least Armour Penetration 3.

**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.

## 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.

## 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.

**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.

**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.

**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:**

**Not a Leader:** The model cannot be the General.

**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:**

**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.

Chosen of Lugar



Prophet #2



Citadel Guard #1



Citadel Guard #2



Citadel Guard #3



Kadim Titan



Infernal Engine with Shrapnel Guns

