



INFERNAL DWARVES

ID STARTER - 1 496 POINTS



0 pts (0.00%) **Hail of the Gods** (30 Max)
 330 pts (22.00%) **Bound and Binders** (35 Max)
 190 pts (13.00%) **Barrage** (20 Max)
 526 pts (35.00%) **Characters** (40 Max)
 450 pts (30.00%) **Core** (25 Least)
 0 pts (0.00%) **Special** (0 NoLimit)

Characters

LORDS OF FIRE - OVERLORD #1
Lords of Fire - Overlord - Standard - Infantry - 20x20mm

286 POINTS

Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Lords of Fire - Overlord	3	7	4	4	5	3	4	4	10	Infantry
Model Rules	Relentless • Chosen of Ashuruk • Sturdy • Fan the Flames • Infernal Armour									
Options	May take a Shield									

PROPHET - WIZARD #1
Prophet - Standard - Infantry - 20x20mm

240 POINTS

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

Core

Core

CITADEL GUARD #1
Citadel Guard x15 - Standard - Infantry - 20x20mm

310 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	Scoring • Relentless • Chosen of Ashuruk • Sturdy • Shield • Infernal Armour									

Core

INFERNAL WARRIORS #1
Infernal Warriors x10 - Standard - Infantry - 20x20mm

140 POINTS

Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Infernal Warriors	3	4	3	3	4	1	2	1	9	Infantry
Model Rules	Scoring • Relentless • Chosen of Ashuruk • Sturdy • Heavy Armour									
Options	Blunderbuss									

Barrage

INFERNAL ARTILLERY - ROCKET BATTERY #1

Infernal Artillery - Rocket Battery - Standard - Infantry - 75mm round

190 POINTS



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

Bound and Binders

KADIM INCARNATES #1

Kadim Incarnates x3 - Standard - Infantry - 40x40mm

330 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Kadim Incarnates	6(6)	4	3	5	4	3	4	3	7	Monstrous Infantry
Model Rules	Daemonic Instability • Fear • Fireborn • Fly (6) • Otherworldly • Volcanic Embrace • Innate Defence (5+)									

Magics

Model Rules

Chosen of Ashuruk: Models with this special rule will automatically pass all Fear Tests, but still suffer -1 Leadership from Fear. Models with this special rule consider all units without it to have Insignificant and cannot use their Engineer rule on models without Chosen of Ashuruk.

Daemonic Instability: When a unit with this Special Rule fails a Break Test, it does not flee from combat. Instead, it suffers a number of Wounds equal to the amount by which the test was failed (Simplified formula: $2D6+CSLd$), ignoring the usual minimum 0 for its Leadership Characteristic. These Wounds are distributed following the rules for Unstable, with no saves of any kind allowed. Only characters with Daemonic Instability can join units with Daemonic Instability, and Characters with Daemonic Instability cannot join units without Daemonic Instability. If a model has both Daemonic Instability and Unstable, disregard the latter.

Fan the Flames: The Overlord and all model parts in the same unit, except mounts, gain Hatred.

Fear: All enemy units in base contact with one or more models with this special rule suffer a 1 Leadership modifier. Models that are Immune to Psychology or that have Fear themselves are immune to the effects of Fear. At the start of each Combat Round, units in base contact with one or more enemy models with Fear must take a Leadership Test. If this test is failed, the models in the unit have their Weapon Skill reduced to 1 for the remainder of the Combat Round.

Fireborn: Model parts with this special rule have a Ward Save (2+) against Flaming Attacks. While a model has Fireborn, it cannot benefit from Regeneration.

Fly (6): Units composed entirely of models with this special rule can make Flying Movements in the Move Chargers and Remaining Moves sub-phases. When a unit makes a Flying Movement, substitute the models' Movement Characteristic with the value given in brackets (X). However, they cannot end their Movement inside or within 1" of a unit or Impassable Terrain (unless charging, when the normal exceptions to the Unit Spacing rule apply). Units using Flying Movement ignore any Terrain or units they fly over from their starting to their ending position, but they are still affected by the effects of the Terrain from which they take off and in which they land. Flying Movement can be used to March. Models with the Fly special rule also always have Swiftstride and Light Troops.

Heavy Armour:

Infernal Armour: Plate Armour. The wearer gains a Ward Save (5+) against Flaming Attacks.

Innate Defence (5+): A model can only use one instance of Innate Defence, use the best available Innate Defence. Innate Defence (5+): +4 to Armour Save.

Otherworldly: Models with this special rule have Magical Attacks, are Immune to Psychology and have a Ward Save (5+). Units with the Otherworldly special rule can only be joined by Otherworldly Characters. Similarly, Otherworldly Characters can only join Otherworldly units.

Relentless: Infantry units entirely composed of models with this special rule may triple their Movement when marching instead of doubling it. This is extended to other situations where a move is limited by twice the Movement value of the model, such as Wheeling, Reforming, Moving Characters within a unit and so on. In those cases, use triple the movement value instead.

Scoring: Units with at least one model with the Scoring special rule are considered Scoring Units and are used for capturing Secondary Objectives. Every army needs a few Scoring units to be able to complete Secondary Objectives, which is why units with the Scoring special rule are marked in the Armybooks with a special pennant icon:

The Scoring special rule can be lost during the game:

- One or more models in the unit are Light Troops.
- A unit that is Fleeing loses its Scoring special rule for as long as it is Fleeing.
- An Ambushing unit that entered the Battlefield on Game Turn 4 or later loses its Scoring Special rule.
- A unit that has performed a Post-Combat Reform loses its Scoring special rule until the end of the current Player Turn.

Shield:

Sturdy: A model with this rule has Thunderous Charge. Furthermore, it does not suffer to-hit modifiers from taking a Stand and Shoot Charge Reaction.

Volcanic Embrace: All attacks made by a model part with this special rule (even Special Attacks) gain Flaming Attacks. In addition, in each Round of Combat, all enemy models in base contact with one or more models with this rule suffer a Strength 4 hit with Flaming Attacks at Initiative 0. This is a Special Close Combat Attack.

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.

Citadel Guard #1



Infernal Artillery - Rocket Battery #1



Infernal Warriors #1



Kadim Incarnates #1



Lords of Fire - Overlord #1



Prophet - Wizard #1

