



INFERNAL DWARVES

TEST - 2 458 POINTS



785 pts (31.00 %) 933 pts (37.00 %) 290 pts (12.00 %) 450 pts (18.00 %)

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

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

Characters

OVERLORD #1

Overlord - Standard - Infantry - 20x20mm

460 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	
Overlord	4	7	4	1	4	Hatred, Weapon Master, Great Weapon, Hand Weapon , Paired Weapons, Flintlock Axe, Infernal Weapon, Spear

Options	General
Magic items	Eye of the Bull (Flintlock Axe) • Blaze of Protection (Infernal Armour) • Flame of the East (Paired Weapons) • Talisman of Shielding • Crown of the Wizard King

VIZIER #1

Vizier - Large - Cavalry - 50x50mm

325 POINTS

Global	Adv	Mar	Dis			Model Rules
	3"	9"	9			Infernal Brand
Defensive	HP	Def	Res	Arm		
	3	6	5	0	Infernal Armour	
Offensive	Att	Off	Str	Ap	Agi	
Vizier	3	6	4	1	3	Hand Weapon

MOUNT BULL OF SHAMUT

Global	Adv	Mar	Dis			Model Rules
	7"	14"	C			Fly, Light Troops, Fear, Solitary, Fearless, Supernal
	6"	12"				
Defensive	HP	Def	Res	Arm		
	4	C	5	C	Aegis	
Offensive	Att	Off	Str	Ap	Agi	
Bull of Shamut	4	4	5	2	3	Harnessed, Impact Hits, Divine Attacks, Flaming Attacks

Options	Shield • Paired Weapons • Pistol (3+) • Bull of Shamut
Magic items	Obsidian Rock

Core



CITADEL GUARD #1

Citadel Guard x19 - Standard - Infantry - 20x20mm

477 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

Options	Flintlock Axe (3+) • Champion
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VASSAL LEVIES #2

Vassal Levies x30 - Standard - Infantry - 20x20mm

210 POINTS



Global	Adv	Mar	Dis	Model Rules	
	4"	8"	7	Insignificant, Scoring	
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 • Vassal Chieftain
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VASSAL LEVIES #1

Vassal Levies x31 - Standard - Infantry - 20x20mm

246 POINTS



Global	Adv	Mar	Dis	Model Rules	
	4"	8"	7	Insignificant, Scoring	
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	Shield and Spear • Vassal Chieftain
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Special



INFERNAL BASTION #1

Infernal Bastion - Gigantic - Construct - 60x100mm



290 POINTS



Global	Adv	Mar	Dis	Model Rules	
	3"	9"	9	, Infernal , Mechanised Not a Leader, Strider, War Platform Brand Support , Firing Platform	
Defensive	HP	Def	Res	Arm	
	8	1	5	4	
Offensive	Att	Off	Str	Ap	Agi
Crew(2)	1	4	3	0	2

<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
Battering Ram		4	5	2		Crush Attack, Harnessed, Impact Hits

Instruments of Destruction

	INFERNAL ENGINE #1 Infernal Engine - Gigantic - Construct - 60x100mm	450 POINTS				
<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>		
	6"	10"	9	Fearless, Unbreakable, Furnace BreachBrand, Infernal, Full Steam Ahead!		
<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	Grind Attacks, Harnessed, Impact Hits

Options	Rocket Battery (4+) and Fires of Industry (2)
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Magics

Racial Trait Spell

	Casting	Range	Type	Duration
H Curse of Nezibkesh				
<i>Mf</i>	(36") {18"}	(6+) {7+}	Hex	Last one Turn
<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>				

Magic items

Blaze of Protection: The wearer gains +3 Armour. Every enemy model in base contact with the wearer's model that could allocate one or more Close Combat Attacks towards it but doesn't, after resolving its Close Combat Attacks, suffers 1 hit with Strength 4, Armour Penetration 0, and **Flaming Attacks**, distributed onto the model's Health Pool. This is considered a Special Attack.

Crown of the Wizard King: During Spell Selection, randomise a Magic Path (from all Paths in this book). The bearer is a Wizard Apprentice using the randomised Path. It cannot select the Hereditary Spell. The bearer cannot take any Special Items nor any other upgrades that are restricted to Wizards (or any types of Wizards).

Eye of the Bull: Close Combat Attacks and Shooting Attacks made with this weapon hit automatically. These hits are resolved with Armour Penetration 10, and **Magical Attacks**. The Strength of the weapon's Close Combat Attacks is set to the wielder's Offensive Skill and ignores the +1 Strength modifier from Flintlock Axe, and the Strength of the weapon's Shooting Attacks is set to 5. In addition, while using this weapon, the wielder's Attack Value is set to 1 and Close Combat Attacks made with this weapon gain **Multiple Wounds (2)**.

Flame of the East: The wielder gains **Volcanic Embrace (D3)** in the Melee Phase while using this weapon.

Obsidian Rock: The bearer gains Magic Resistance (2).

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

Model Rules

Arrogance: The model's unit automatically passes Fear Tests.

Crush Attack:

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.

Firing Platform: The model can use Crush 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.

Flintlock Axe: Shooting Weapon

0-60 R&F Models with Blunderbuss or Flintlock Axe 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).

Full Steam Ahead!: 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: 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.

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 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.

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

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

Light Armour: Armor +1

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.

Not a Leader: The model cannot be the General.

Oil Flasks: If one or more simultaneous attacks with Oil Flasks hit, after resolving these attacks, the target unit gains one Incendiary marker.

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.

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.

Shield: +1 Armour Hand Weapons wielded by models on foot can be used alongside a Shield, then giving Parry.

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.

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.

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 Character's 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 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:

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.

Overlord #1



Vizier #1



Citadel Guard #1



Vassal Levies #2



Vassal Levies #1



Infernal Bastion #1



Infernal Engine #1

