



INFERNAL DWARVES

LIST INFERNAL DWARVES (v2020.2 BETA 2) #1 - 3 230 POINTS



435 pts (10.00 %) **1005 pts (22.00 %) Core** 1315 pts (29.00 %) **Special** 475 pts (11.00 %) **Instruments of Destruction**
 (40 Max) (25 Least) (0 NoLimit) (25 Max)

Characters



VIZIER #1

Vizier - Standard - Infantry - 20x20mm

170 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					

Options

Battle Standard Bearer • Shield



OVERLORD

Overlord - Standard - Infantry - 20x20mm

265 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
, Paired Hatred, Weapon Master Weapons, Great Weapon, Infernal Weapon, Spear, Flintlock Axe, Hand Weapon					

Magic items

Eye of the Bull (Flintlock Axe)

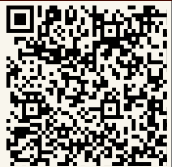
Core



VASSAL LEVIES #1

Vassal Levies x28 - Standard - Infantry - 20x20mm

332 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

Shield and Spear • Bow (4+) • Musician • Standard Bearer • Champion



INFERNAL WARRIORS #1

Infernal Warriors x23 - Standard - Infantry - 20x20mm

478 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	Shield • Champion • Musician • Standard Bearer • Blunderbuss (5+)
Magic banners	Legion Standard (Banner Enchantment)



SHACKLED SLAVES #1

Shackled Slaves x36 - Standard - Infantry - 25x25mm

195 POINTS



Global	Adv	Mar	Dis	Model Rules	
	4"	8"	4	Insignificant, Enslaved Porters	
Defensive	HP	Def	Res	Arm	
	1	2	4	0	
Offensive	Att	Off	Str	Ap	Agi
Shackled Slave	1	2	3	0	1

Options	Paired Weapons • Musician
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Special



VASSAL CAVALRY #1

Vassal Cavalry x5 - Standard - Cavalry - 25x50mm

230 POINTS



Global	Adv	Mar	Dis	Model Rules	
	8"	16"	7	Feigned Flight, Vanguard, Light Troops, Insignificant	
Defensive	HP	Def	Res	Arm	
	1	4	3	1	Light Armour, Shield
Offensive	Att	Off	Str	Ap	Agi
Vassal Rider	1	4	3	0	3
Vassal Steed	2	3	3	1	3

Options	Champion
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KADIM INCARNATES #1

Kadim Incarnates x3 - Large - Infantry - 40x40mm

280 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



KADIM INCARNATES #2

Kadim Incarnates x3 - Large - Infantry - 40x40mm

280 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 x3 - Large - Beast - 50x75mm

380 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 • Standard Bearer



GUNNERY TEAM #1

Gunnery Team - Standard - Construct - 40x40mm

145 POINTS



Global	Adv	Mar	Dis	Model Rules		
	3"	9"	9	Not a Leader, War PlatformBrand, Infernal, Mechanised Support		
Defensive	HP	Def	Res	Arm		
	3	4	4	0	Infernal Armour	
Offensive	Att	Off	Str	Ap	Agi	
Gunnery Team	2	4	4	1	2	

Instruments of Destruction



KADIM TITAN

Kadim Titan - Gigantic - Infantry - 150x100mm

475 POINTS



Global	Adv	Mar	Dis	Model Rules		
	7"	7"	7	Fearless, SupernalBroken, Bound or		
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	Volcanic Embrace (2D3, 2D3), Searing Heat

Magics

Racial Trait Spell

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

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

Magic items

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 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).

Magic banners

Legion Standard: A unit with one Legion Standard increases the maximum of its Rank Bonus by +1 (normally this means the unit can add up to 4 Full Ranks to its Combat Score). A unit with two or more Legion Standards increases the maximum of its Rank Bonus by +2 instead.

Model Rules

Aegis:

Arrogance: Universal Rule.

The model's unit automatically passes Fear Tests.

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.

Bow:

Enslaved Porters: Universal Rule.

Shackled Slaves do not cause Panic Tests in other friendly units. At start of the First Game Turn and at the start of each friendly Player Turn, if the Shackled Slaves unit is not Fleeing, Shaken, or Engaged, choose a single friendly Standard Height unit with more than half of its models with Infernal Brand within 6":

- If the Shackled Slaves unit is equipped with Shields, the chosen unit gains Soft Cover.
- If the Shackled Slaves unit is equipped with Paired Weapons, the chosen unit must reroll natural to hit rolls of '1' with its Close Combat Attacks.

The effects last until the start of the next friendly Player Turn.

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.

Feigned Flight: A unit consisting solely of models with Feigned Flight that voluntarily chooses to Flee as a Charge Reaction, and subsequently passes a Rally Test in its next Player Turn, doesn't become Shaken. Furthermore, the Reform that is made after Rallying in this case doesn't prevent the unit from moving nor from shooting (but it still counts as having moved for shooting purposes). This rule cannot be applied if a unit fails to rally on the next friendly Player Turn or involuntarily Flees, such as a result of a failed Panic Test or if it was already Fleeing when being charged.

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

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.

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

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.

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

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.

Infernal Weapon: Close Combat Weapon

Attacks made with this weapon gain +1 Strength and +1 Armour Penetration.

Insignificant:

Keys to the Citadel: Universal Rule.

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

Lance: Attacks made with a Lance and allocated toward models in the wielders' Front Facing gain Devastating Charge (+2 Strength, +2 Armour Penetration). Infantry cannot use Lances.

Light Armour: Armor +1

Light Lance:

Light Troops: Units composed entirely of models with Light Troops are allowed to make any number of Reforms when performing Advance Moves or March Moves. They are allowed to shoot even if they Marched or Reformed. No model can end its movement with its centre further away than its March Rate from its starting position, around any obstructions (including the Unit Spacing rule). This means that when checking the distance travelled by a model, check the path the model would have taken if it was alone, with the exception that the unit as a whole cannot break the Unit Spacing rule while performing the move. If a model performed any action during the movement (such as a Sweeping Attack), the distance moved is counted from its starting position to the point on the Battlefield where it performed that action and then to its final position.

If more than half the models in a unit have Light Troops, the unit always counts as having 0 Full Ranks. Characters with Light Troops that are joined to units with one or more models without Light Troops, lose this rule for as long as they remain with the unit. An Infantry Character joined to an Infantry unit with both Light Troops and the same Size as the Character gains Light Troops for as long as it remains with the unit.

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: Close Combat, Shooting

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.

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.

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

Spear:

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.

Vanguard: After Deployment (including units with Scout), models with Vanguard may perform a 12" move. The move is performed as an Advance Move in the Movement Phase, including any actions and restrictions the unit would normally have (such as Wheeling, Reforming, joining units, leaving units and so on). The 12" distance is used instead of the unit's Advance Rate and March Rate. This move cannot be used to move within 12" of enemy units. This is decreased to 6" for enemy units which have either Scouted or Vanguarded. Units that have moved in this way may not Declare Charges in the first Player Turn (if their side has the first turn). If both players have units with Vanguard, alternate moving units one at a time, starting with the player that finished deploying last. Instead of moving a unit, a player may declare to not move any more Vanguarding units.

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.

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 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.

Vizier #1



Overlord



Vassal Levies #1



Infernal Warriors #1



Shackled Slaves #1



Vassal Cavalry #1



Kadim Incarnates #1



Kadim Incarnates #2



Taurukh Anointed #1



Gunnery Team #1



Kadim Titan

