



INFERNAL DWARVES

LIST INFERNAL DWARVES (v2021 BETA 3) #17 - 4 519 POINTS



985 pts (22.00 %) 1142 pts (25.00 %) 1952 pts (43.00 %) 440 pts (10.00 %)
Characters **Core** **Special** **Instruments of Destruction**
 (40 Max) (25 Least) (0 NoLimit) (25 Max)

Characters



PROPHET #1

Prophet - Standard - Infantry - 20x20mm

520 POINTS



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

Options	Wizard Master • Alchemy • Shield • General • Prophet of Shamut • Taurukh Ritual
Magic items	Death Cheater (Infernal Armour)



TAURUKH COMMISSIONER #1

Taurukh Commissioner - Large - Beast - 50x75mm

465 POINTS



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

Options	Battle Standard Bearer • Infernal Weapon (Onyx Core)
Magic items	Basalt Infusion (Infernal Armour) • Lugar's Dice • Onyx Core (Infernal Weapon)

Core



CITADEL GUARD #1

Citadel Guard x30 - Standard - Infantry - 20x20mm

665 POINTS



Global	Adv	Mar	Dis	Model Rules		
	3"	9"	9	, Infernal ScoringBrand		
Defensive	HP	Def	Res	Arm	, Infernal ShieldArmour	
	1	4	4	0	, Infernal ShieldArmour	
Offensive	Att	Off	Str	Ap	Agi	
Citadel Guard	1	4	4	1	2	

Options	Champion • Musician • Standard Bearer • Pistol (4+) and Spear
Magic banners	Flaming Standard (Banner Enchantment)



CITADEL GUARD #2

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

Musician • Flintlock Axe (3+)

Special



TAURUKH ENFORCERS #1

Taurukh Enforcers x12 - Standard - Beast - 25x50mm

518 POINTS



Global	Adv	Mar	Dis	Model Rules		
	7"	14"	9	, Infernal Scoring, Tall Brand		
Defensive	HP	Def	Res	Arm		
	1	4	5	0	, Infernal Cannot be Stomped Armour	
Offensive	Att	Off	Str	Ap	Agi	
Taurukh Enforcer	2	4	4	1	2	Impact Hits (1, 1)

Options

Great Weapon • Champion • Musician • Standard Bearer • Blunderbuss (5+)



TAURUKH ANOINTED #1

Taurukh Anointed x5 - Large - Beast - 50x75mm

543 POINTS



Global	Adv	Mar	Dis	Model Rules		
	7"	12"	9	, Infernal Fear, Scoring, Bodyguard Brand		
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

Paired Weapons • Champion • Musician • Standard Bearer

Magic banners

Flaming Standard (Banner Enchantment)



GUNNERY TEAM #1

Gunnery Team - Standard - Construct - 40x40mm



165 POINTS



Global	Adv	Mar	Dis	Model Rules		
	3"	9"	9	, Fires of Industry, Infernal Brand, Mechanised Support		
Defensive	HP	Def	Res	Arm		
	3	4	4	0	Infernal Armour	
Offensive	Att	Off	Str	Ap	Agi	



<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
Gunnery Team	2	4	4	1	2

Options	Titan Mortal (4+)
----------------	-------------------

	TAURUKH ENFORCERS #2 Taurukh Enforcers x12 - Standard - Beast - 25x50mm	446 POINTS	
--	---	-------------------	---

<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>	
	7"	14"	9	, Infernal Scoring, Tall Brand	
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	1	4	5	0	, Infernal Cannot be Stomped Armour
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
Taurukh Enforcer	2	4	4	1	2

Options	Great Weapon • Champion • Musician • Standard Bearer
----------------	--

	INFERNAL ARTILLERY #1 Infernal Artillery - Large - Construct - 75mm round	280 POINTS	
--	---	-------------------	---

<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>	
	3"	3"	9	War Machine, Fires of Industry (2), Infernal Brand, Higher Calibre	
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	5	1	4	0	Infernal Armour
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
Crew	3	4	3	0	2

Options	Rocket Battery (4+)
----------------	---------------------

Instruments of Destruction

	INFERNAL ENGINE #1 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

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

Magics

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

Casting	Range	Type	Duration
Curse of Nezirbesh			

	<i>Casting</i>	<i>Range</i>	<i>Type</i>	<i>Duration</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>				



Alchemy

		<i>Casting</i>	<i>Range</i>	<i>Type</i>	<i>Duration</i>	<i>Effect</i>
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.
4	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.

Magic items

Basalt Infusion: The wearer gains +1 Armour and Aegis (3+, against Flaming Attacks). The wearer automatically fails all Fortitude Saves.

Death Cheater: The wearer gains +1 Armour and Fortitude (4+).

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.

Onyx Core: Enchantment: Hand Weapon or Infernal Weapon.

Attacks made with this weapon become Flaming Attacks and Magical Attacks and gain Multiple Wounds (D3, against Flammable). In addition, their Strength is always set to 6.

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

Accurate:

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.

Cannot be Stomped:

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.

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.

Higher Calibre: Universal Rule.

The maximum range of the model's Artillery Weapon is doubled. Enemy units hit by the weapon suffer -1" Advance Rate to a minimum of 3" and -2" March Rate to a minimum of 6" until the start of the next friendly Player Turn.

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.

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.

Move or Fire: The attack may not be used if the attacking model has made an Advance Move, March Move, Reform or Pivot during the current Player Turn.

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.

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.

Tall:

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 Machine: The model cannot Pursue, Declare Charges or Declare Flee as Charge Reaction. Characters can never join units with War Machines, and Characters with War Machine cannot join units at all.

When a War Machine fails a Panic Test, instead of Fleeing it is Shaken until the end of the next Player Turn. War Machines that fail a Break Test are automatically destroyed. War Machines and units Engaged in Combat with them cannot make Combat Reforms.

When a unit charges a War Machine, it can move into base contact by having its Front Facing contact any point of the War Machine's base (it must still maximise the number of models in base contact, see subsection II.1.A "Bases and Base Contact", page 4 and Figure 1 page 4). No Align Move is allowed. Ignore the War Machine's Facing, as it does not have any due to its round base.

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 Characters 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 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.

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

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.

Taurukh Enforcers #1



Prophet #1



Taurukh Anointed #1



Taurukh Commissioner #1



Citadel Guard #1



Citadel Guard #2



Gunnery Team #1



Taurukh Enforcers #2



Infernal Artillery #1



Infernal Engine #1

