



INFERNAL DWARVES

FAST ID - 3 395 POINTS



1220 pts (27.00 %) **970 pts (22.00 %)** 730 pts (16.00 %) 475 pts (11.00 %)
Characters **Core** **Special** **Instruments of Destruction**
 (40 Max) (25 Least) (0 NoLimit) (25 Max)

Characters

OVERLORD

Overlord - Standard - Infantry - 20x20mm

400 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 MasterWeapons, Paired, Great Weapon, Infernal Weapon, Spear, Flintlock Axe, Hand Weapon					

Options	Shield (Kadim Binding) • General • Taurukh Ritual
Magic items	Talisman of Shielding • Kadim Binding (Shield)

VASSAL CONJURER #1

Vassal Conjurer - Standard - Infantry - 20x20mm

225 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					

Options	Wizard Adept • Pyromancy
Magic items	Dragon Staff

LAMASSU SCHOLAR

Lamassu Scholar - Large - Cavalry - 50x50mm

350 POINTS

Global	Adv	Mar	Dis	Model Rules	
	6"	12"	9	Fly (6",12", Not a Leader6",12") , Secrets of Nezikesh, Solitary	Infernal Brand , Riddle of the Lamassu
Defensive	HP	Def	Res	Arm	
	4	4	5	0	Fortitude (5+)Armour , Infernal
Offensive	Att	Off	Str	Ap	Agi
Student	2	4	4	1	2
Infernal Weapon, Hand Weapon					
Lamassu	2	4	5	2	4
Harnessed, Magical Attacks, Hand Weapon					

Magic items	Talisman of the Void
--------------------	----------------------



VIZIER #1

Vizier - Standard - Infantry - 20x20mm

245 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

Options	Battle Standard Bearer
Magic items	Breath of the Brass Bull

Core



VASSAL LEVIES #1

Vassal Levies x40 - Standard - Infantry - 20x20mm

385 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

Options	Shield • Shield and Spear • Standard Bearer • Champion
Magic banners	Flaming Standard (Banner Enchantment)



VASSAL LEVIES #2

Vassal Levies x40 - Standard - Infantry - 20x20mm

385 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

Options	Shield • Shield and Spear • Standard Bearer • Champion
Magic banners	Flaming Standard (Banner Enchantment)



VASSAL LEVIES #3

Vassal Levies x20 - Standard - Infantry - 20x20mm

200 POINTS





Global	Adv	Mar	Dis	Model Rules	
--------	-----	-----	-----	-------------	--

<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>	
	4"	8"	7	, Bound or Scoring, InsignificantBroken	
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	1	3	3	0	Light Armour
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
Vassal Levy	1	3	3	0	3 Oil Flasks



Options	Bow (4+) • Musician
Special	

	VASSAL SLINGSHOT #1 Vassal Slingshot - Standard - Construct - 60mm round	125 POINTS	
--	--	-------------------	---

<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>	
	4"	4"	7	War Machine , Fires of Industry (1, , Vassal Slingshot , Insignificant1) (4+)	
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	5	1	4	0	, Light FlammableArmour
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
Crew	3	3	3	0	3 Move or Fire

	VASSAL SLINGSHOT #2 Vassal Slingshot - Standard - Construct - 60mm round	125 POINTS	
--	--	-------------------	---

<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>	
	4"	4"	7	War Machine , Fires of Industry (1, , Vassal Slingshot , Insignificant1) (4+)	
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	5	1	4	0	, Light FlammableArmour
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
Crew	3	3	3	0	3 Move or Fire

	TAURUKH ENFORCERS #1 Taurukh Enforcers x10 - Standard - Beast - 25x50mm	480 POINTS	
--	---	-------------------	---

<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>	
	7"	14"	9	, Infernal Scoring, TallBrand	
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	1	4	5	0	, Infernal Cannot be StompedArmour
<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 Impact Hits (1, 1)

Options	Shield • Infernal Weapon • Champion • Musician • Standard Bearer
Magic banners	Icon of Ashuruk (Banner Enchantment)

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	Volcanic Embrace (2D3, 2D3), Searing Heat

Magics

Racial Trait Spell

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

	Casting	Range	Type	Duration
Curse of Nezibkesh				
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>				



Pyromancy

		Casting	Range	Type	Duration	Effect
6	Enveloping Embers	10+	24"	Hex, Damage, Direct	Instant	Each model in the target unit suffers 1 hit with Strength 3, Armour Penetration 0, Flaming Attacks, and Magical Attacks.
2	Cascading Fire	5+ [8+]	24" [12"]	Hex	Last one Turn	The target suffers D6 [2D6] hits with Strength 4, Armour Penetration 0, Flaming Attacks, and Magical Attacks.
3	Flaming Swords	8+ [11+]	18" [6"Aura]	Augment	Last one Turn	The target gains Flaming Attacks and Magical Attacks. In addition, the target's Melee and Shooting Attacks gain a +1 to-wound modifier.
1	Fireball	4+	36"	Hex, Missile, Damage	Instant	The target suffers D6 hits with Strength 4, Armour Penetration 0, Flaming Attacks and Magical Attacks.
4	Blaze		18"	Hex, Missile, Damage	Instant	The target suffers 1 hit with Strength 6, Armour Penetration 2, Flaming Attacks, and Magical Attacks.
5	Scorching Salvo	8+	24"Aura	Hex, Damage	Instant	The target suffers D3+1 hits with Strength 4, Armour Penetration 0, Flaming Attacks, and Magical Attacks.
4	Pyroclastic Flow	7+ [10+]	24" [12"]	Hex, Missile, Damage	Instant	The target suffers 2D6 [3D6] hits with Strength 4, Armour Penetration 0, Flaming Attacks and Magical Attacks.

Magic items

Breath of the Brass Bull: The bearer's model gains +1 Health Point and the bearer gains **Breath Attack (Toxic Attacks)**.

Dragon Staff: The bearer gains **Breath Attack (Str 3, AP 0, Flaming Attacks)**.

Kadim Binding: The bearer's weapons lose Two-Handed if they had it. While using this Shield, the bearer gains **Aegis (+1, against Flaming Attacks, max.2+)** and **Parry**.

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

Talisman of the Void: The bearer gains Channel (1).

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:

Arrogance: Universal Rule.

The model's unit automatically passes Fear Tests.

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.

Cannot be Stomped:

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.

Flammable:

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).

Fly: The model gains Light Troops and Swiftstride. Units composed entirely of models with Fly may make Flying Movements when performing a Move Chargers move, an Advance Move, or a March Move. When a unit makes a Flying Movement, substitute its models' Advance Rate with the first value given in brackets (X), and their March Rate with the second value given in brackets (Y). All modifiers to ground movement values are also applied to the flying values of a model. Units using Flying Movement ignore all Terrain Features and units during the Flying Movement (from their starting to their ending position), but must abide by the Unit Spacing rule at the end of the move (unless charging, when the normal exceptions to the Unit Spacing rule apply). They are still affected by the effects of the Terrain Features from which they take off and in which they land.

Fortitude: Fortitude is a Special Save. Fortitude Saves cannot be taken against attacks with Lethal Strike that rolled a natural 6+ to wound, or against attacks with Flaming Attacks

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 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.

Light Armour: Armor +1

Magical Attacks: The attack doesn't have any special effects. However, it interacts with other rules, such as Otherworldly. Model parts with Magical Attacks apply it also to their Special Attacks (such as Stomp Attacks, Impact Hits and Breath Attack).

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.

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.

Riddle of the Lamassu: Universal Rule.

The model is a Wizard Adept that selects 2 spells from Word of Iron (Alchemy), Breath of Corruption (Occultism), Flaming Swords (Pyromancy), Deceptive Glamour (Witchcraft), and Curse of Nezibkesh (Hereditary Spell). This rule overrides the normal Spell Selection rules connected to being a Wizard Adept. Before Spell Selection (at the start of step 7 of the Pre-Game Sequence), the opponent must choose Power or Wisdom.

- If they choose Power, the Lamassu gains Channel (1) for the duration of the game.
- If they choose Wisdom, the model knows an additional spell that it selects immediately from the list of spells above.

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.

Solitary: The model may never join units or be joined by other Characters

Spear:

Supernal:

Tall:

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.

Vassal Slingshot: Artillery Weapon.

This Artillery Weapon can be fired in two ways:

- Bolt Thrower: Range 48", Shots 1, Str 3 [6], AP 10, Area Attack (1×5), [Multiple Wounds (D3)].
- Oil Flask Thrower: Range 36", Shots 3, Str 1, AP 0. The target unit gains one Incendiary marker for every successful hit.

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 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.

Weapon Master:

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.

Overlord



Vassal Conjuror #1



Lamassu Scholar



Vizier #1



Vassal Levies #1



Vassal Levies #2



Vassal Levies #3



Vassal Slingshot #1



Vassal Slingshot #2



Taurukh Enforcers #1



Kadim Titan

