



INFERNAL DWARVES

PROUT - 4 475 POINTS



1500 pts (33.00%) 1177 pts (26.00%) 1798 pts (40.00%) 130 pts (3.00%)
Characters **Core** **Special** **Instruments of Destruction**
 (40 Max) (25 Least) (0 NoLimit) (25 Max)

Characters

PROPHET #1

Prophet - Large - Cavalry - 50x50mm

690 POINTS

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

MOUNT BULL OF SHAMUT

Global	Adv	Mar	Dis	Model Rules		
	7"	14"	C	, Fly (6", 12", 6", Fear, Solitary12") , Light Troops, Fearless, Supernal		
	6"	12"				
Defensive	HP	Def	Res	Arm		
	4	C	5	C	Aegis (5+)	
Offensive	Att	Off	Str	Ap	Agi	
Bull of Shamut	4	4	5	2	3	Harnessed, Divine Attacks, Impact Hits (D3, D3), Flaming Attacks

Options	Wizard Master • Occultism • Shield • General • Bull of Shamut
Magic items	Basalt Infusion (Infernal Armour) • Golden Idol of Shamut • Magical Heirloom

TAURUKH COMMISSIONER #1

Taurukh Commissioner - Large - Beast - 50x75mm

435 POINTS

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

Options	Battle Standard Bearer • Shield (Willow's Ward) • Infernal Weapon
Magic items	Alchemist's Alloy • Talisman of Shielding • Willow's Ward (Shield)

LAMASSU SCHOLAR

Lamassu Scholar - Large - Cavalry - 50x50mm

375 POINTS

Global	Adv	Mar	Dis	Model Rules		

Global	Adv	Mar	Dis	Model Rules		
	6"	12"	9	, Fly (6",12", Not a Leader6",12") , Secrets of Nezibkesh, Solitary		
	6"	12"		, Infernal Brand		
				, Riddle of the Lamassu		
Defensive	HP	Def	Res	Arm		
	4	4	5	0	, Infernal Fortitude (5+) Armour	
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

Book of Arcane Mastery

Core



INFERNAL WARRIORS #1

Infernal Warriors x22 - Standard - Infantry - 20x20mm

462 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)



CITADEL GUARD #1

Citadel Guard x15 - Standard - Infantry - 20x20mm

405 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

Champion • Musician • Standard Bearer • Flintlock Axe (3+)



VASSAL LEVIES #1

Vassal Levies x25 - Standard - Infantry - 20x20mm



310 POINTS



Global	Adv	Mar	Dis	Model Rules		
	4"	8"	7	Scoring, Insignificant		
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
Magic banners	Flaming Standard (Banner Enchantment)

Special

	TAURUKH ENFORCERS #1 Taurukh Enforcers x5 - Standard - Beast - 25x50mm	260 POINTS	
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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	Shield • Infernal Weapon • Champion • Musician
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	VASSAL SLINGSHOT #1 Vassal Slingshot - Standard - Construct - 60mm round	125 POINTS	
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Global	Adv	Mar	Dis			Model Rules
	4"	4"	7			War Machine, Fires of Industry (1, Vassal Slingshot (4+), Insignificant1)
Defensive	HP	Def	Res	Arm		
	5	1	4	0	, Light Flammable Armour	
Offensive	Att	Off	Str	Ap	Agi	
Crew	3	3	3	0	3	Move or Fire

	INFERNAL BASTION #1 Infernal Bastion - Gigantic - Construct - 60x100mm	275 POINTS	
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Global	Adv	Mar	Dis			Model Rules
	3"	9"	9			Strider, Not a Leader, War Platform, Fires of Industry, Infernal Brand, Mechanised Support, Firing Platform
Defensive	HP	Def	Res	Arm		
	8	1	5	4		
Offensive	Att	Off	Str	Ap	Agi	
Crew(6)	1	4	3	0	2	
Battering Rann		4	5	2	Harnessed, Impact Hits (D3+1, D3+1), Crush Attack	

	INFERNAL ARTILLERY #1 Infernal Artillery - Large - Construct - 75mm round	265 POINTS	
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Global	Adv	Mar	Dis			Model Rules
	3"	3"	9			War Machine, Fires of Industry (2, Infernal Brand, Higher Calibre)
Defensive	HP	Def	Res	Arm		

lower value:

- 0 to 4: 3 hits
- 5 to 7: 2 hits
- 8 to 10: 1 hit

Any Health Point loss from The Sacrifice that would remove the last model of the chosen unit as a casualty is discarded.

These Health Points losses never cause Panic Tests.

If at least one Health Point loss was caused, the spell is cast with the {**amplified**} version. In that case, use any text marked with {}.

		Casting	Range	Type	Duration	Effect
2	Hand of Glory	6+ [8+]	Caster [12"]	[Augment], Focused	Last one Turn	[This spell may only target Characters, Champions, and single model units.] The target {and all models in its unit} gain Aegis (6+) and Aegis (+1, max 3+).
3	The Rot Within	6+	18"	Hex	Permanent	The target suffers -1 Offensive Skill and -1 Defensive Skill. {The Caster gains +1 Offensive Skill and +1 Defensive Skill.}
6	The Grave Calls	11+	12"	Hex, Damage, Direct	Instant	The target suffers 2D6 hits with Strength 5, Armour penetration 2, and Magical Attacks. {The hits gain +1 Strength and +1 Armour Penetration.}
1	Pentagram of Pain	5+[6+]	24"[12"Aura]	[Hex], [Direct], [Universal], [Damage]	Instant	The target suffers D6 hits with Strength 4, Armour Penetration 1, and Magical Attacks. [The Caster's unit is unaffected.] {If one or more unsaved wounds are caused with this spell, the Caster Recovers 1 Health Point.}
4	Breath of Corruption	6+ [9+]	Caster [12"]	[Augment], Focused	Last one Turn	The target gains Breath Attack (Magical Attacks, Toxic Attacks). [This spell may only target Characters, Champions, and single model units.] {If the Breath Attack is used as a Shooting Attack, its range is increased to 18".}
5	Marked for Doom	9+	24"	Hex, Damage, Direct	Instant	The target suffers 1 hit with Strength 10, Armour Penetration 10, Multiple Wounds (D3), and Magical Attacks. {If the target is within 12" of the Caster, the spell targets a single Character or Champion joined to the target unit.}

Magic items

Alchemist's Alloy: The wearer gains +1 Armour and suffers -2 Offensive Skill.

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

Book of Arcane Mastery: The bearer's first Casting Attempt in each Magic Phase gains a +2 Casting Modifier. When using a single Magic Dice for this Casting Attempt, a natural roll of '1' or '2' on the Magic Dice is always a failed Casting Attempt, regardless of any modifiers.

Golden Idol of Shamut: If the bearer's model is Infantry, its Advance Rate is set to 4" and its March Rate is set to 12". In addition, the bearer can cast Glory of Gold (Alchemy) as a Bound Spell with Power Level (4/8).

Magical Heirloom: The bearer gains the Hereditary Spell during Spell Selection, always knows it in addition to its other spells, cannot select it during Spell Selection, and cannot replace or otherwise lose it.

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

Willow's Ward: While using this Shield, the bearer cannot use Parry, gains +1 Armour, and Impact Hits distributed onto the bearer suffer -2 Armour Penetration.

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.

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

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:

Crush Attack:

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.

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.

Firing Platform: Universal Rule.

The model can use Special 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.

Flammable:

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

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.

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.

Infernal Weapon: Close Combat Weapon

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

Insignificant:

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).

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.

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.

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

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.

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.

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

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.

Tall:

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.

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 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 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

You 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.

Prophet #1



Taurukh Commissioner #1



Lamassu Scholar



Infernal Warriors #1



Citadel Guard #1



Vassal Levies #1



Taurukh Enforcers #1



Vassal Slingshot #1



Infernal Bastion #1



Infernal Artillery #1



Infernal Artillery #2



Taurukh Anointed #1