



# INFERNAL DWARVES

## INFERNAL DWARVES BESCHUSSARMEE 2 - 4 527 POINTS



1065 pts (24.00%) 1200 pts (27.00%) 2262 pts (50.00%) 0 pts (0.00%)  
**Characters**                      **Core**                      **Special**                      **Instruments of Destruction**  
 (40 Max)                      (25 Least)                      (0 NoLimit)                      (25 Max)

### Characters



#### LAMASSU SCHOLAR

Lamassu Scholar - Large - Cavalry - 50x50mm

375 POINTS



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

**Magic items**

Book of Arcane Mastery



#### PROPHET #1

Prophet - Standard - Infantry - 20x20mm

505 POINTS



| Global         | Adv | Mar | Dis | Model Rules                           |                    |  |
|----------------|-----|-----|-----|---------------------------------------|--------------------|--|
|                | 3"  | 9"  | 9   | , Infernal<br>Wizard Apprentice Brand |                    |  |
|                |     |     |     |                                       |                    | , Prophet of Lugar, Secrets of Nezibkesh |
| Defensive      | HP  | Def | Res | Arm                                   |                    |  |
|                | 3   | 4   | 5   | 0                                     | Infernal<br>Armour |  |
| Offensive      | Att | Off | Str | Ap                                    | Agi                |  |
| <b>Prophet</b> | 2   | 4   | 4   | 1                                     | 2                  | Hand Weapon                              |

**Options**

Wizard Master • Pyromancy • Shield • General • Prophet of Ashuruk

**Magic items**

Binding Scroll



#### VIZIER #1

Vizier - Standard - Infantry - 20x20mm

185 POINTS



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



|                      |  |
|----------------------|--|
| <b>Options</b>       | Battle Standard Bearer • Shield • Blunderbuss (5+) |
| <b>Magic banners</b> | Aether Icon (Battle Standard Bearer)               |

## Core

|  |  |                   |   |
|--|--|-------------------|---|
|  | <h3>INFERNAL WARRIORS #1</h3> <p>Infernal Warriors x20 - Standard - Infantry - 20x20mm</p> | <b>325 POINTS</b> |  |
|--|--|-------------------|---|



|                         |            |            |            |                         |                 |
|-------------------------|------------|------------|------------|-------------------------|-----------------|
| <i>Global</i>           | <i>Adv</i> | <i>Mar</i> | <i>Dis</i> | <i>Model Rules</i>      |                 |
|                         | 3"         | 9"         | 9          | , Infernal ScoringBrand |                 |
| <i>Defensive</i>        | <i>HP</i>  | <i>Def</i> | <i>Res</i> | <i>Arm</i>              |                 |
|                         | 1          | 4          | 4          | 0                       | Infernal Armour |
| <i>Offensive</i>        | <i>Att</i> | <i>Off</i> | <i>Str</i> | <i>Ap</i>               | <i>Agi</i>      |
| <b>Infernal Warrior</b> | 1          | 4          | 3          | 0                       | 2               |

|                |   |
|----------------|---|
| <b>Options</b> | Shield • Champion • Musician • Standard Bearer • Blunderbuss (5+) |
|----------------|---|

|  |  |                   |   |
|--|--|-------------------|---|
|  | <h3>CITADEL GUARD #1</h3> <p>Citadel Guard x25 - Standard - Infantry - 20x20mm</p> | <b>635 POINTS</b> |  |
|--|--|-------------------|---|



|                      |            |            |            |                         |                          |
|----------------------|------------|------------|------------|-------------------------|--------------------------|
| <i>Global</i>        | <i>Adv</i> | <i>Mar</i> | <i>Dis</i> | <i>Model Rules</i>      |                          |
|                      | 3"         | 9"         | 9          | , Infernal ScoringBrand |                          |
| <i>Defensive</i>     | <i>HP</i>  | <i>Def</i> | <i>Res</i> | <i>Arm</i>              |                          |
|                      | 1          | 4          | 4          | 0                       | , Infernal Shield Armour |
| <i>Offensive</i>     | <i>Att</i> | <i>Off</i> | <i>Str</i> | <i>Ap</i>               | <i>Agi</i>               |
| <b>Citadel Guard</b> | 1          | 4          | 4          | 1                       | 2                        |

|                |  |
|----------------|--|
| <b>Options</b> | Champion • Musician • Standard Bearer • Flintlock Axe (3+) |
|----------------|--|

|  |  |                   |   |
|--|--|-------------------|---|
|  | <h3>SHACKLED SLAVES #1</h3> <p>Shackled Slaves x20 - Standard - Infantry - 25x25mm</p> | <b>120 POINTS</b> |  |
|--|--|-------------------|---|

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


|                |        |
|----------------|--------|
| <b>Options</b> | Shield |
|----------------|--------|

|  |  |                   |   |
|--|--|-------------------|---|
|  | <h3>SHACKLED SLAVES #2</h3> <p>Shackled Slaves x20 - Standard - Infantry - 25x25mm</p> | <b>120 POINTS</b> |  |
|--|--|-------------------|---|

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

|                |        |
|----------------|--------|
| <b>Options</b> | Shield |
|----------------|--------|


# Special



## INFERNAL ARTILLERY #1


Infernal Artillery - Large - Construct - 75mm round

### 265 POINTS



| Global    | Adv | Mar | Dis |     |                 |                        | Model Rules  |
|-----------|-----|-----|-----|-----|-----------------|------------------------|--|
|           | 3"  | 3"  | 9   |     |                 |                        | War Machine, Fires of Industry (2), Infernal Brand, Higher Calibre |
| Defensive | HP  | Def | Res | Arm |                 |                        |  |
|           | 5   | 1   | 4   | 0   | Infernal Armour |                        |  |
| Offensive | Att | Off | Str | Ap  | Agi             |                        |  |
| Crew      | 3   | 4   | 3   | 0   | 2               | Move or Fire, Accurate |  |


|                |                   |
|----------------|-------------------|
| <b>Options</b> | Titan Mortar (4+) |
|----------------|-------------------|



## TAURUKH ENFORCERS #1

Taurukh Enforcers x11 - Standard - Beast - 25x50mm

### 495 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) |                                |

|                |  |
|----------------|--|
| <b>Options</b> | Shield • Paired Weapons • Champion • Musician • Standard Bearer • Blunderbuss (5+) |
|----------------|--|



## TAURUKH ANOINTED #1

Taurukh Anointed x6 - Large - Beast - 50x75mm

### 692 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) |   |

|                |   |
|----------------|---|
| <b>Options</b> | Shield • Great Weapon • Champion • Musician • Standard Bearer |
|----------------|---|



## INFERNAL BASTION #1

Infernal Bastion - Gigantic - Construct - 60x100mm

### 265 POINTS



| Global    | Adv | Mar | Dis |     |  |  | Model Rules  |
|-----------|-----|-----|-----|-----|--|--|--|
|           | 3"  | 9"  | 9   |     |  |  | , Fires of Strider, Not a Leader, War Platform Industry, Infernal Brand, Firing Platform, Mechanised Support |
| Defensive | HP  | Def | Res | Arm |  |  |  |

|                       |            |            |            |            |  |
|-----------------------|------------|------------|------------|------------|--|
| <i>Defensive</i>      | <i>HP</i>  | <i>Def</i> | <i>Res</i> | <i>Arm</i> |  |
|                       | 8          | 1          | 5          | 4          |  |
| <i>Offensive</i>      | <i>Att</i> | <i>Off</i> | <i>Str</i> | <i>Ap</i>  | <i>Agi</i>   |
| Crew(6)               | 1          | 4          | 3          | 0          | 2  |
| <b>Battering Rann</b> |            | 4          | 5          | 2          | <b>Harnessed, Impact Hits (D3+1, D3+1), Crush Attack</b> |



### INFERNAL ARTILLERY #2


Infernal Artillery - Large - Construct - 75mm round

## 265 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 Move or Fire, Accurate |


|                |                   |
|----------------|-------------------|
| <b>Options</b> | Titan Mortar (4+) |
|----------------|-------------------|



### INFERNAL ARTILLERY #3

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 Move or Fire, Accurate |

|                |                     |
|----------------|---------------------|
| <b>Options</b> | Rocket Battery (4+) |
|----------------|---------------------|

## Magics

### Racial Trait Spell

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

|  | Casting      | Range          | Type | Duration  |
|--|--------------|----------------|------|-----------|
| <b>Curse of Nezibkesh</b>  |              |                |      |           |
| <i>Mf</i>  | {6+}<br>{7+} | {36"}<br>{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   |
|----------|-------------------|---------|-----------|---------------------|---------------|--|
| <b>6</b> | 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.            |

|   |                  | <i>Casting</i> | <i>Range</i>    | <i>Type</i>          | <i>Duration</i> | <i>Effect</i>   |
|---|------------------|----------------|-----------------|----------------------|-----------------|---|
| 3 | Flaming Swords   | 8+<br>[11+]    | 18"<br>[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+<br>[10+]    | 24"<br>[12"]    | Hex, Missile, Damage | Instant         | The target suffers 2D6 [3D6] hits with Strength 4, Armour Penetration 0, Flaming Attacks and Magical Attacks.                           |

## Magic items

**Binding Scroll:** One use only. May be activated after Siphon the Veil (at the end of step 3 of the Magic Phase Sequence).

When activated, pick an enemy model and select one of its Attribute, Bound, or Learned Spells. The selected model cannot cast the chosen instance of the spell during this Magic Phase. Only a single Binding Scroll may be activated during the same phase.

**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.

## Magic banners

**Aether Icon:** The bearer gains Magic Resistance (1). If the unit contains a model with another instance of Magic Resistance, it increases that model's Magic Resistance value by 1 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:**

**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.

**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.

**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 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:**

**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.

**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:**

**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

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## 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.

Lamassu Scholar



Prophet #1



Vizier #1



Infernal Warriors #1



Citadel Guard #1



Shackled Slaves #1



Shackled Slaves #2



Infernal Artillery #1



Taurukh Enforcers #1



Taurukh Anointed #1



Infernal Bastion #1



Infernal Artillery #2



Infernal Artillery #3

