INFERNAL DWARVES



CARLOS HIJO - 420 POINTS



0 pts (0.00 %) 420 Characters (40 Max)

420 pts (9.00 %) 0 pts (0.00 %)
Core Special
(25 Least) (0 NoLimit)

0 pts (0.00 %) Instruments of Destruction (25 Max)

Core

		Infe		ERNAL	420 POINTS		
Global	Adv	Mar	Dis			Model Rules	
						, Infernal	
	3"	9"	9			ScoringBrand	
Defensive	HP	Def	Res	Arm			
						Infernal	
	1	4	4	0		Armour	
Offensive	Att	Off	Str	Ap	Agi		
Infernal Warrior	1	4	3	0	2		

Options Shield • Champion • Musician • Standard Bearer • Blunderbuss (5+)

Magics

Racial Trait Spell

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

	Casting	Range	Туре	Duration						
Curse of Nezibkesh										
Mf	{6+} {7+}	{36"} {18"}	Hex	Permanent						
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.										

Model Rules

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.

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 if 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.

Qr codes of your army

Your can print this page to have all your army's units qroode and cut them to stick them on your units, with them you can directly access to the unit's profil with your phone.

