

CZ (2499pts)

Infernal Dwarves (Standard (1500-3999pts)) (2499pts)

- **Lords (268pts)**

- **Overlord (268pts)**

Infernal Weapon (20pts), Shield (3pts)

Chosen of Ashuruk, Fan the Flames, Relentless, Sturdy

- **Army General**

General

- **Bluffer's Helm (35pts)**

Bluffer's Helm

- **Crystall Ball (35pts)**

Crystal Ball

- **Talisman of Supreme Shielding (50pts)**

Talisman of Supreme Shielding

Name	Magic Property
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Crystal Ball	The bearer has the Lightning Reflexes Special Rule.
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Name	Saving Throw modifier	Special Rules	Type
Bluffer's Helm	6+	Cannot be taken by large targets. Successful To Wound rolls against the wearer must be rerolled.	None
Infernal Armour	4+	The wearer gains Ward Save (5+) against Flaming Attacks.	Plate Armour
Shield	+1	A model can only carry one Shield. In close combat, a model cannot use a Shield alongside a weapon with the Two- handed Special Rule.	Shield

Name	M	WS	BS	S	T	W	I	A	LD	ArmourSave	WardSave	MR	Type	Base Size
Overlord	3	7	4	4	5	3	4	4	10				Infantry (Character)	20x20mm

Name	Protection
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Talisman of Supreme Shielding	The bearer has Ward Save (4+).
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Name	Range	Strength	Special Rules	Type
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Infernal Weapon	Close Combat	+1	Magical Attacks	Hand Weapon
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- **Heroes (741pts)**

- **Hobgoblin Chieftain (59pts)**

Light Armour (2pts), Shield (2pts)

Not a Leader, Opportunist, Unruly

- **Wolf (20pts)**

Wolf

Fast Cavalry, Mount's Protection (6+)

Name	Saving Throw modifier	Special Rules	Type
Light Armour	6+		Light Armour
Shield	+1	A model can only carry one Shield. In close combat, a model cannot use a Shield alongside a weapon with the Two- handed Special Rule.	Shield

Name	M	WS	BS	S	T	W	I	A	LD	ArmourSave	WardSave	MR	Type	Base Size
Hobgoblin Chieftain	4	4	4	4	4	2	4	3	7				Infantry (Character)	20x20mm
Wolf	9	3	-	3	3	1	3	1	3				War Beast	25x50mm

- **Hobgoblin Chieftain (110pts)**

Backstabber (50pts)

Backstabber, Backstabbers, Not a Leader, Opportunist, Unruly

- **Gambler's Armour (15pts)**

Gambler's Armour

- **Screaming Swords (10pts)**

Screaming Swords

Fear

Name	Saving Throw modifier										Special Rules		Type		
Gambler's Armour	5+										Wearer has a Ward Save (6+)		Heavy Armour		
Name	M	WS	BS	S	T	W	I	A	LD	ArmourSave	WardSave	MR	Type	Base Size	
Hobgoblin Chieftain	4	4	4	4	4	2	4	3	7				Infantry (Character)	20x20mm	
Name	Range					Strength				Special Rules		Type			
Screaming Swords	Close Combat					As Wearer				Wearer causes Fear.		?Paired Weapons.			

- **Magus (155pts)**

Chosen of Ashuruk, Relentless, Sturdy

- **Dispel Scroll (35pts)**

Dispel Scroll

- **Level 2 Wizard Apprentice (50pts)**

Path of the Forge

- **Obsidian Pebble (10pts)**

Obsidian Pebble

Name	Magic Property														
Dispel Scroll	One use only. Instead of making a Dispel roll, you can use the scroll. The spell is automatically Dispelled. This item can be taken as an Enchanted Item (50 pts) in an army that contains no Wizards.														
Name	Saving Throw modifier										Special Rules				Type
Infernal Armour	4+										The wearer gains Ward Save (5+) against Flaming Attacks.				Plate Armour
Name	M	WS	BS	S	T	W	I	A	LD	ArmourSave	WardSave	MR	Type	Base Size	
Magus	3	4	4	4	4	2	2	2	9				Infantry (Character)	20x20mm	
Name	Protection														
Obsidian Pebble	The bearer has Magic Resistance (1).														

- **Magus (255pts)**

Chosen of Ashuruk, Relentless, Sturdy

- **Level 1 Wizard Apprentice (15pts)**

Path of the Forge

- **Lucky Shield (5pts)**

Lucky Shield

- **Temple Lamassu (175pts)**

- **Temple Lamassu (30pts)**

Breath Weapon (30pts)

Aura of Unbinding, Breath Weapon (Strength 4, Magical Attacks), Fear, Fly (8), Magic Resistance (2), Magical Attacks, Ward Save (5+)

- **Level 1 Wizard Apprentice**

Path of Fire

Name	Saving Throw modifier										Special Rules				Type
Infernal Armour	4+										The wearer gains Ward Save (5+) against Flaming Attacks.				Plate Armour
Lucky Shield	+1										Ignore the first hit the bearer's model suffers while using the shield (?One use Only).?If the bearer is hit by several simultaneous attacks, the bearer may choose which attack to ignore.				Shield
Name	M	WS	BS	S	T	W	I	A	LD	ArmourSave	WardSave	MR	Type	Base Size	

Magus	3	4	4	4	4	2	2	2	9							Infantry (Character)	20x20mm
Temple Lamassu	6	3	-	5	5	4	2	2	8	5+						Monstrous Beast	50x50mm

○ **Vizier (162pts)**

Battle Standard Bearer (25pts), Infernal Weapon (15pts), Shield (2pts)

Chosen of Ashuruk, Relentless, Sturdy

▪ **Dragon Scale Helm (10pts)**

Dragonscale Helm

Fireborn

▪ **Dusk Stone (30pts)**

Dusk Stone

▪ **ID Gauntlets of Madzhab (10pts)**

Gauntlets of Madzhab

Name	Magic Property
Gauntlets of Madzhab	The wearer has +1 Strength. Each tohit roll of '1' by the wearer is resolved against the wearer's unit. This can never hit the wearer itself, unless the wearer is mounted and not part of a combined unit.

Name	Saving Throw modifier	Special Rules	Type
Dragonscale Helm	6+	The wearer has the Fireborn Special Rule.	None
Infernal Armour	4+	The wearer gains Ward Save (5+) against Flaming Attacks.	Plate Armour
Shield	+1	A model can only carry one Shield. In close combat, a model cannot use a Shield alongside a weapon with the Two- handed Special Rule.	Shield

Name	M	WS	BS	S	T	W	I	A	LD	ArmourSave	WardSave	MR	Type	Base Size
Vizier	3	6	4	4	5	2	3	3	9				Infantry (Character)	20x20mm

Name Protection

Dusk Stone The bearer may reroll failed Armour Saves.

Name	Range	Strength	Special Rules	Type
Infernal Weapon	Close Combat	+1	Magical Attacks	Hand Weapon

• **Core (630pts)**

○ **Citadel Guard (270pts)**

Champion (10pts), 20x Citadel Guard (240pts), Musician (10pts)

Chosen of Ashuruk, Relentless, Sturdy

▪ **Standard Bearer (35pts)**

▪ **Banner of Nezibkesh (25pts)**

Banner of Nezibkesh

Name	Saving Throw modifier	Special Rules	Type
Infernal Armour	4+	The wearer gains Ward Save (5+) against Flaming Attacks.	Plate Armour
Shield	+1	A model can only carry one Shield. In close combat, a model cannot use a Shield alongside a weapon with the Two- handed Special Rule.	Shield

Name	Magical Emination
Banner of Nezibkesh	All Special Close Combat Attacks against the bearer or its unit are at half strength (rounding up).

Name	M	WS	BS	S	T	W	I	A	LD	ArmourSave	WardSave	MR	Type	Base Size
Champion	3	5	5	4	4	1	2	2	9				Infantry	20x20mm
Citadel Guard	3	4	4	4	4	1	2	1	9				Infantry	20x20mm

- **Citadel Guard (225pts)**

20x Citadel Guard (240pts), Standard Bearer (10pts)

Chosen of Ashuruk, Relentless, Sturdy

Name	Saving Throw modifier	Special Rules	Type											
Infernal Armour	4+	The wearer gains Ward Save (5+) against Flaming Attacks.	Plate Armour											
Shield	+1	A model can only carry one Shield. In close combat, a model cannot use a Shield alongside a weapon with the Two- handed Special Rule.	Shield											
Name	M	WS	BS	S	T	W	I	A	LD	ArmourSave	WardSave	MR	Type	Base Size
Citadel Guard	3	4	4	4	4	1	2	1	9				Infantry	20x20mm

- **Hobgoblins (135pts)**

Backstabbers (40pts), 20x Hobgoblin (100pts), Musician (10pts), Standard Bearer (10pts)

Opportunist, Poisoned Attacks, Unruly

Name	Saving Throw modifier			Special Rules										Type
Light Armour	6+													Light Armour
Shield	+1			A model can only carry one Shield. In close combat, a model cannot use a Shield alongside a weapon with the Two- handed Special Rule.										Shield
Name	M	WS	BS	S	T	W	I	A	LD	ArmourSave	WardSave	MR	Type	Base Size
Hobgoblin	4	3	3	3	3	1	3	1	6				Infantry	20x20mm
Name	Range		Strength		Special Rules								Type	
Paired Weapons	Close Combat		As Wearer		Requires Two Hands. +1 Attack and +1 Initiative. Mounted models cannot use Additional Hand Weapons.								Additional Hand Weapon	

- **Special (385pts)**

- **Infernal Artillery (160pts)**

Chosen of Ashuruk

- **Titan Mortar (160pts)**

Earthquake Shells (30pts)

Earthquake Shells

Name	Saving Throw modifier										Special Rules	Type			
Heavy Armour	5+										Heavy Armour				
Name	M	WS	BS	S	T	W	I	A	LD	ArmourSave	WardSave	MR	Type	Base Size	
Crew (3)	3	4	3	3	4	-	2	1	9	5+	-	-	-		
Machine	-			-	7	3	-	-	-	5+	-	-	War Machine	75mm round	
Name	Range								Strength	Special Rules			Type		
Catapult (3") Artillery Weapon	48"								4[9]	Multiple Wounds (Ordnance)			Catapult (3") Artillery Weapon		

- **Kadim Incarnates (225pts)**

Fly (6), 4x Kadim Incarnate (240pts)

Daemonic Instability, Fear, Fireborn, Fly (6), Innate Defence (5+), Otherworldly, Shackles of Fire, Volcanic Embrace

Name	M	WS	BS	S	T	W	I	A	LD	ArmourSave	WardSave	MR	Type	Base Size
Kadim Incarnate	6	4	3	5	4	3	4	3	7				Monstrous Infantry	40x40mm

- **Rare (475pts)**

- **Hobgoblin Wolf Riders (55pts)**

5x Wolf Rider (50pts)

Fast Cavalry, Mount's Protection (6+), Unruly

Name		Saving Throw modifier									Special Rules	Type			
Light Armour		6+										Light Armour			
Name	M	WS	BS	S	T	W	I	A	LD	ArmourSave	WardSave	MR	Type	Base Size	
Rider	4	3	3	3	3	1	3	1	6				Cavalry	25x50mm	
Wolf	9	3	-	3	3	1	3	1	3				War Beast	25x50mm	

○ **Hobgoblin Wolf Riders (55pts)**

5x Wolf Rider (50pts)

Fast Cavalry, Mount's Protection (6+), Unruly

Name	Saving Throw modifier										Special Rules	Type				
Light Armour	6+											Light Armour				
Name	M	WS	BS	S	T	W	I	A	LD	ArmourSave	WardSave	MR	Type	Base Size		
Rider	4	3	3	3	3	1	3	1	6				Cavalry	25x50mm		
Wolf	9	3	-	3	3	1	3	1	3				War Beast	25x50mm		

○ **Kadim Titan (325pts)**

Daemonic Instability, Fireborn, Frenzy, Innate Defence (5+), Lord of Flame, Otherworldly, Searing Rage, Shackles of Fire, Volcanic Embrace, Ward Save (4+)

Name	M	WS	BS	S	T	W	I	A	LD	ArmourSave	WardSave	MR	Type	Base Size
Kadim Titan	8	5	3	7	6	6	5	6	8	5+	4+		Monster	100x150mm

○ **Light Artillery (40pts)**

Hobgoblin Bolt Thrower (40pts)

Name	M	WS	BS	S	T	W	I	A	LD	ArmourSave	WardSave	MR	Type	Base Size	
Crew (2)	4	3	3	3	3	-	3	1	6						
Weapon	-	-	-	-	7	2	-	-	-					40mm Round	
Name	Range									Strength	Special Rules			Type	
Bolt Thrower Artillery Weapon	48"									6	Multiple Wounds (D3), Armour Piercing (6)			Bolt Thrower Artillery Weapon	

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