

Infernal Dwarves

Bands of Infernal Dwarves often scour the countryside in search of slaves and Weirdstone for their vile experiments back home.

Special Rules

Hard to Kill – Treat an Injury roll of 5 as Stunned.

Hard Head – Ignore special rules for maces/clubs/etc.

Stamina – Ignore movement penalties for armour.

Special Skills

True Grit

Treat Injury rolls of 1-3 as Knocked Down, 4-5 as Stunned, 6 as Out of Action.

Thick Skull

If this warrior rolls a Stunned result on an Injury Roll, the result is changed to Knocked Down on a D6 roll of a 3+. If wearing a helmet, this roll is a 2+.

Extra Tough

This warrior can re-roll on the Serious Injuries table.

Resource Hunter

This warrior can modify one Exploration Phase dice by -1/+1.

Chaos Engineer

Whenever this Hero searches for Hellforged Armour or Obsidian Weapons, they get +3 to the Rarity Roll to represent their ability to craft the items themselves. The Hero ignores the Hellforged Armour special rules of Rarity and Gift of the Dark Gods, and cannot wear the armour themselves.

Tyrant

Model with Leader special rule only. As long as this Hero is not Knocked Down or Stunned, the party may re-roll Rout Tests. However, if this Hero is taken Out of Action, the party must immediately take a Rout Test.

Maximum Statistics

Profile	M	WS	BS	S	T	W	I	A	Ld
Infernal Dwarf	3	7	6	4	5	3	5	4	10

Profile	M	WS	BS	S	T	W	I	A	Ld
Bull Centaur	8	7	6	5	5	4	6	5	10

Starting Gold	Model Count
500pg	3-15

Hired Hands and Legendary Figures

Hired Hands	Legendary Figures
<ul style="list-style-type: none"> • Freelancer • Gladiator • Highwayman • Iron Orc Overseer • Ninja Scrapling • Ogre Mercenary • Warlock • Witch 	<ul style="list-style-type: none"> • Demicus, the Great Wizard • Yahn the Sneak

Heroes

Hero	Number Allowed	Start XP	Cost to Hire
Sorcerer	1	20	85pg
Bull Centaur	1	10	100pg
Gaoler	1-2	8	50pg

Henchmen

Henchmen	Number Allowed	Cost to Hire
Informer	-	15pg
Infernal Dwarf	1-5	40pg

Special Equipment

Man-catcher

Range	Strength
Close Combat	As User

Special Rules

Two-handed

Capture – a model taken Out of Action by this weapon does not roll on the Serious Injuries chart if the party owns an Infernal Engine. They are instead locked within the Infernal Engine. This rule does not affect Large Targets or models with the Animal special rule.

Mechanical Suit

Armour Save – 4+

Special Rules

+3M

Infernal Engine

Profile	M	WS	BS	S	T	W	I	A	Ld
Engine	-	-	-	-	8	4	-	-	-
Wheel	-	-	-	-	6	1	-	-	-
Daemon	6	-	-	-	6	3	-	-	-

Special Rules

Wheels – the Infernal Engine has four wheels. For each wheel destroyed, the Infernal Engine loses 2M, to a minimum of 0, in which case it can no longer move.

If the Daemon is slain, the Infernal Engine can no longer move.

Prisoners – the Infernal Engine can hold up to 6 prisoners (Large Targets count as 2 prisoners). Prisoners are captured when an enemy rolls Captured on the Serious Injuries table, or when your party rolls Straggler or Prisoners on the Exploration Charts.

Freeing Prisoners – Freed prisoners immediately return to their party. If a member of the currently active party is freed, they are placed within 2” of the Infernal Engine and may continue as normal. Prisoners can be freed in two ways:

- Destroying the Engine.
- Moving into base contact with the Infernal Engine while in possession of the keys (see below).

Keys – the owner of this item has the keys to it. Any enemy model that takes the owner Out of Action in close combat claims the keys.

Daemonic

Sacrifice – at the end of a skirmish, a Hero and the Infernal Engine may choose to skip the next skirmish. The Hero can gain rewards by sacrificing captives. Sacrificed captives are dead. Consult the table below:

Number of Captives Sacrificed	Reward
1-3	+1 Experience for party leader.
4-5	+D3 Experience which can be distributed amongst all Heroes.
6	+2D3 Experience which can be distributed amongst all Heroes. D6x5pg.

Equipment

Infernal Dwarf	Cost to Equip
Dagger	1 st free / 2pg
Mace / Hammer	3pg
Axe / Shield	5pg
Sword / Steel Whip (Gaoler only) / Helmet	10pg
Double-handed Weapon	15pg
Pistol	15pg (30pg for a brace)
Light Armour	20pg
Man-catcher (Gaoler only)	25pg
Blunderbuss	30pg
Handgun	35pg
Heavy Armour	50pg
Infernal Engine	125pg
Mechanical Suit (Sorcerer only)	175pg

Informer	Cost to Equip
Dagger	1 st free / 2pg
Sling	2pg
Mace	3pg
Axe / Shield	5pg
Spear / Bow / Helmet	10pg
Light Armour	20pg

Warrior Profiles

Sorcerer

Infernal Sorcerers are eager to find Weirdstone for use in terrible experiments.

M	WS	BS	S	T	W	I	A	Ld
3	4	3	3	4	1	2	1	9

Equipment – any from Infernal Dwarf list.

Skills – Combat, Academic, Strength, Special

Special Rules

Hard Head

Hard to Kill

Stamina

Leader

Wizard – uses Infernal Rituals.

Starts with two spells. One determined as normal, the other Sacrificial Ritual.

Bull Centaur

A powerful bodyguard to the Sorcerer.

M	WS	BS	S	T	W	I	A	Ld
8	4	3	4	4	1	3	2	9

Equipment – any from Infernal Dwarf list other than missile weapons.

Skills – Combat, Strength

Special Rules

Hard Head

Hard to Kill

Large Target

Gaoler

These sadists have joined the party in search of slaves.

M	WS	BS	S	T	W	I	A	Ld
3	4	3	3	4	1	2	1	9

Equipment – any from Infernal Dwarf list.

Skills – Combat, Shooting, Strength, Special

Special Rules

Hard Head

Hard to Kill

Stamina

Causes Fear in any Human.

Informer

Informers are slaves who have survived by snitching on their fellow slaves.

M	WS	BS	S	T	W	I	A	Ld
4	3	3	3	3	1	3	1	7

Equipment – any from Informer list.

Special Rules

Must re-roll any level up rolls of 10-12.

Infernal Dwarf

These evil souls follow and assist the Gaolers.

M	WS	BS	S	T	W	I	A	Ld
3	4	3	3	4	1	2	1	9

Equipment – any from Infernal Dwarf list.

Special Rules

Hard Head

Hard to Kill

Stamina

Infernal Rituals

0. Sacrificial Ritual
1. Spirit of Flame
2. Bellow of Doom
3. Volcanic Fumes
4. Flickering Hide
5. Lava Flow
6. Earthquake

Sacrificial Ritual – Difficulty 10

Range base contact. Must be cast on Infernal Engine. Remove one captive permanently. Additional sacrifices reduce the Difficulty by 1 per sacrifice. The Sorcerer gains +D3 Experience at the end of the skirmish.

Spirit of Flame – Difficulty 9

Range 18" Draw a straight line from the Sorcerer. All models touched by the line suffer a S4 hit.

Bellow of Doom – Difficulty 8

Range base contact. All models in base contact must pass a Ld test or Flee.

Volcanic Fumes – Difficulty 7

Range 8". Draw a straight line from the Sorcerer. All models touched by the line suffer a S4 hit on a 4+. Wounds caused by this spell ignore armour saves.

Flickering Hide – Difficulty 10

Range 6". Cast on friendly model in range. The model has a 4+ Ward Save. If hit (even if not wounded) by an enemy model, this model causes a S3 hit to the enemy at the end of the combat phase. Lasts until the caster's next Magic Phase.

Lava Flow – Difficulty 7

Range 12". Cast on self. The Sorcerer may move 12" in any direction, but can only reappear on ground level.

Earthquake – Difficulty 9

Range 3". Targets all models in range. Each model must pass an I test or suffer D3 S4 hits.