



INFERNAL DWARVES

DERNIER V2 COPY - 4 500 POINTS



1425 pts (32.00 %) 1125 pts (25.00 %) 1420 pts (32.00 %)
Characters **Core** **Special**
 (40 Max) (25 Least) (0 NoLimit)

Characters

DESPOTE #1
Overlord - Standard - Infantry - 20x20

415 POINTS

Global	Adv	Mar	Dis			Model Rules
	3"	9"	10			Keys to the Citadel, Infernal Brand
Defensive	HP	Def	Res	Arm		
	3	7	5	0	Infernal Armour	
Offensive	Att	Off	Str	Ap	Agi	
Overlord	4	7	4	1	4	Flintlock Axe, Infernal Weapon, Weapon Master, Spear, Paired Weapons, Hand Weapon, Hatred, Great Weapon

Options General • Blunderbuss (5+) • Talisman of Shielding • Crown of the Wizard King • Hero's Heart • Blaze of Protection • King Slayer

PROPHETE #1
Prophet - Standard - Infantry - 20x20

410 POINTS

Global	Adv	Mar	Dis			Model Rules
	3"	9"	9			Wizard Apprentice, Infernal Brand
Defensive	HP	Def	Res	Arm		
	3	4	5	0 (+1)	Infernal Armour, Shield	
Offensive	Att	Off	Str	Ap	Agi	
Prophet	2	4	4	1	2	Hand Weapon

Options Prophet of Lugar • On foot • Shield • Alchemy • Wizard Adept • Talisman of the Void • Magical Heirloom

CONJURATEUR VASSAL #2
Vassal Conjurer - Standard - Cavalry - 25x50

270 POINTS

Global	Adv	Mar	Dis			Model Rules
	4"	8"	7			Wizard Apprentice, Insignificant, Unbranded, Not a Leader
Defensive	HP	Def	Res	Arm		
	3	3	3	0 (+1)	Light Armour	
Offensive	Att	Off	Str	Ap	Agi	
Vassal Conjurer	1	3	3	0	3	Hand Weapon




MOUNT VASSAL STEED

Global	Adv	Mar	Dis			Model Rules
	8"	16"	C			Feigned Flight, Light Troops, Vanguard
Defensive	HP	Def	Res	Arm		
	C	C	C	C+1		
Offensive	Att	Off	Str	Ap	Agi	

<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
Vassal Steed	2	3	3	1	3	Harnessed


Options	Light Armour • Witchcraft • Wizard Adept • Vassal Steed • Essence of Mithril
----------------	--



VIZIR #1

Vizier - Standard - Infantry - 20x20


330 POINTS



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>		
	3"	9"	9	Infernal Brand		
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>		
	3	6	5	0 (+1)	Infernal Armour, Shield	
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
Vizier	3	6	4	1	3	Hand Weapon

Options	Battle Standard Bearer • Shield • Blunderbuss (5+) • Banner of the Twice-Branded • Golden Idol of Shamut • Death Cheater
----------------	--


Core



ESCLAVES ENCHAINES #1


Shackled Slaves x20 - Standard - Infantry - 25x25

130 POINTS



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>		
	4"	12"	4	Unstable, Insignificant, Chained Together		
<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>	
Shackled Slave	1	2	3	0	1	Paired Weapons


Options	Paired Weapons • Musician
----------------	---------------------------



CONSCRITS VASSAUX #1


Vassal Levies x40 - Standard - Infantry - 20x20

450 POINTS



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>		
	4"	8"	7	Scoring, Insignificant		
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>		
	1	3	3	0	Light Armour	
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
Vassal Levy	1	3	3	0	3	Paired Weapons, Oil Flasks, Bow, Bow


Options	Bow (4+) • Paired Weapons • Champion • Musician • Standard Bearer • Their Master's Banner
----------------	---



GUERRIERS INFERNAUX #1

Infernal Warriors x30 - Standard - Infantry - 20x20



545 POINTS



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>		
	3"	9"	9	Scoring, Infernal Brand		
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>		
	1	4	4	0 (+1)	Infernal Armour, Shield	
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	


<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
Infernal Warrior	1	4	3	0	2	Blunderbuss

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

	IMMORTELS #2 Immortals x25 - Standard - Infantry - 20x20	605 POINTS	
--	--	-------------------	---

<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>		
	3"	9"	9	Scoring, Fear, Bodyguard, Infernal Brand		
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>		
	1	5	4	0	Parry, Aegis, Infernal Armour, Shield	
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
Immortal	1	5	4	1	2	Battle Focus

Options	Champion • Musician • Standard Bearer • Infernal Weapon • Flaming Standard
----------------	--

	TAURUKHS SANCTIFIES #1 Taurukh Anointed x3 - Large - Beast - 50x75	330 POINTS	
--	--	-------------------	---

<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>		
	7"	12"	9	Scoring, Tall, Fear, Bodyguard, Infernal Brand		
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>		
	3	5	5	0	Infernal Armour	
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
Taurukh Anointed	3	5	5	2	3	Impact Hits, Great Weapon, Great Weapon, Great Weapon

Options	Great Weapon • Musician
----------------	-------------------------

	ARTILLERIE INFERNALE #1 Infernal Artillery - Large - Construct - 75	155 POINTS	
--	---	-------------------	---

<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>		
	3"	3"	9	War Machine, Higher Calibre, Infernal Brand		
<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	Accurate, Move or Fire

Options	Naphtha Thrower and Fires of Industry (1)
----------------	---

	ARTILLERIE INFERNALE #1 Infernal Artillery - Large - Construct - 75	155 POINTS	
--	---	-------------------	---

<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>		
	3"	3"	9	War Machine, Higher Calibre, Infernal Brand		
<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	Accurate, Move or Fire

Options	Naphtha Thrower and Fires of Industry (1)
----------------	---



CAVALERIE VASSALE #1

Vassal Cavalry x5 - Standard - Cavalry - 25x50

175 POINTS



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>		
	8"	16"	7	Insignificant, Feigned Flight, Vanguard, Light Troops		
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>		
	1	4	3	1	Light Armour, Shield	
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
Vassal Rider	1	4	3	0	3	Lance, Oil Flasks, Bow
Vassal Steed	2	3	3	1	3	Harnessed

Magics

Racial Trait Spell

	Casting	Range	Type	Duration
H Curse of Nezibkesh				
<i>Mf</i>	(6+) {7+}	(18") {36"}	Translation missing: en.magic_spell.type_target.Hex	One Turn
<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>				



		Casting	Range	Type	Duration	Effect
2	Word of Iron	<5+> {9+}	<24"> {18"}	Augment	One Turn	The target gains <+1> {+2} to its Armour.
3	Glory of Gold	8+	18"	Augment	One Turn	The target gains +1 Armour Penetration, Flaming Attacks and Magical Attacks.
A	Alchemical Fire		18"	Hex	One Turn	The target gains Flammable against Melee Attacks.
1	Quicksilver Lash	7+	24"	Hex Missile Damage	Instant	The target suffers D3+1 hits with Flaming Attacks, Magical Attacks, and Armour Penetration 10. These hits always wound on a roll equal to or greater than "7 minus the target's Armour". An unmodified '6' always wounds and an unmodified '1' always fails to wound.
4	Silver Spike	<6+> {9+}	<18"> {36"}	Hex Missile Damage	Instant	The target suffers 1 hit with Strength 4 [6], Armour Penetration 10, Magical Attacks, [Multiple Wounds (D3)], and Area Attack (1x5).
6	Molter Copper	7+	24"	Hex Missile Damage	Instant	The target suffers D3+4 hits with Strength X, Armour Penetration 4, Flaming Attacks, and Magical Attacks, where X is equal to the target's Armour.
5	Corruption of Tin	8+	36"	Hex	Permanent	The target suffers -1 Armour.



		Casting	Range	Type	Duration	Effect
6	Bewitching Glare	8+ [12+]	18"	Hex	One Turn	Melee (and Shooting) Attacks against the target must re-roll failed to-wound rolls.

		<i>Casting</i>	<i>Range</i>	<i>Type</i>	<i>Duration</i>	<i>Effect</i>
5	Will-o'-the-Wisp	8+ [8+]	18"	Universal	One Turn	Choose which effect to apply when casting the spell: • The target gains Random Movement (2D6") • The target gains Random Movement (3D6")
4	The Wheel Turns	6+ [8+]	18"	Universal	One Turn	Melee Attacks against the target always (hit) [wound] on 4+.
A	Evil Eye		24"	Universal	One Turn	If this spell targets a friendly unit, the target gains +1 Advance Rate and +2 March Rate. If this spell targets an enemy unit, the target suffers -1 Advance Rate and -2 March Rate, to a minimum of 3 and 6 respectively. A unit cannot be affected by this spell more than twice in the same Magic Phase.
2	Deceptive Glamour	5+ [8+]	24"	Hex	One Turn	The target suffers -1 [-2] Offensive Skill, -1 [-2] Defensive Skill and -1 [-2] Agility.
1	Raven's Wing	7+ [9+]	18"	Augment	Instant	The target may perform a 8" [12"] Magical Move and gains Fly and Light Troops until the end of the Player Turn. In addition, the target loses Scoring until the start of the next friendly Magic Phase.
3	Twisted Effigy	5+ [7+]	36"	Hex	One Turn	The target cannot use Shooting Attacks [and suffers a -2 modifier to its casting rolls].

Magic items

Blaze of Protection: The wearer gains +3 Armour. Every enemy model in base contact with the wearer's model that could allocate one or more Close Combat Attacks towards it but doesn't, after resolving its Close Combat Attacks, suffers 1 hit with Strength 4, Armour Penetration 0, and **Flaming Attacks**, distributed onto the model's Health Pool. This is considered a Special Attack.

Crown of the Wizard King: During Spell Selection, randomise a Magic Path (from all Paths in this book). The bearer is a Wizard Apprentice using the randomised Path. It cannot select the Hereditary Spell. The bearer cannot take any Special Items nor any other upgrades that are restricted to Wizards (or any types of Wizards).

Hero's Heart: The wielder gains +1 Attack Value while using this weapon. Attacks made with this weapon become Magical Attacks and always have at least Strength 5 and at least Armour Penetration 2.

King Slayer: The wielder gains +X Attack Value while using this weapon, and attacks made with this weapon gain +X Strength, +X Armour Penetration, and Magical Attacks, where X is equal to the number of enemy Characters in base contact with the wielder's unit. This bonus is calculated at the Initiative Step when the attacks are made.

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

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 the Void: The bearer gains Channel (1).

Essence of Mithril: The wearer's Armour is set to 5 and can never be improved beyond this.

Death Cheater: The wearer gains +1 Armour and Fortitude (4+).

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).

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.

Their Master's Banner: Apply the following effects while the bearer's unit is within " of one or more models with Infernal Brand: • Models in the bearer's unit without Infernal Brand gain **Battle Focus**. • If the bearer's unit is composed entirely of models without Infernal Brand, it may reroll failed Charge Range rolls in the Charge Phase.

Banner of the Twice-Branded: One use only. May be activated at the end of the Charge Phase, immediately after all Charge Moves have been resolved. If the bearer's unit was successfully Charged during this phase, it may perform a Combat Reform (following the normal rules for Combat Reforms). • • •

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:

Aegis:

Battle Focus: If the attack hits with a natural to-hit roll of '6', the attack causes two hits instead of one.

Blunderbuss: Shooting Weapon
0-60 R&F Models with Blunderbuss or Flintlock Axe or Pistol per Army.

Range 12", Shots 1, Str 5, AP 3, Accurate, March and Shoot, Quick to Fire. Does not suffer the negative to-hit modifier from a Stand and Shoot Charge Reaction.

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.

Bow:

Chained Together:

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.

Feigned Flight: A unit consisting solely of models with Feigned Flight that voluntarily chooses to Flee as a Charge Reaction, and subsequently passes a Rally Test in its next Player Turn, doesn't become Shaken. Furthermore, the Reform that is made after Rallying in this case doesn't prevent the unit from moving nor from shooting (but it still counts as having moved for shooting purposes). This rule cannot be applied if a unit fails to rally on the next friendly Player Turn or involuntarily Flees, such as a result of a failed Panic Test or if it was already Fleeing when being charged.

Flintlock Axe: Shooting Weapon

0–60 R&F Models with Blunderbuss or Flintlock Axe or Pistol per Army.

Range 18", Shots 1, Str 4, AP 2. Counts as a Close Combat Weapon with Two-Handed in close combat. Close Combat Attacks made with it gain +1 Strength. Can be enchanted like a Close Combat Weapon, but only Close Combat Attacks are affected by the Weapon Enchantment unless specifically stated otherwise. The model may shoot from the third rank (in addition to the first and second).

Great Weapon: Attacks made with a Great Weapon gain +2 Strength, +2 Armour Penetration and always strike at Initiative Step 0 (regardless of the wielder's Agility). A model using this weapon cannot simultaneously use a Shield against Melee 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.

Hatred: During the first Round of Combat, failed to-hit rolls from attacks with Hatred must be rerolled.

Higher Calibre: The minimum range and the maximum range of the model's Artillery Weapon are 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

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, when losing a Round of Combat, 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:

Keys to the Citadel: The model **must** buy Weapon Enchantments for two of its mundane weapons. The Point Cost of one of the Weapon Enchantments, the cheapest if applicable, is halved, rounding fractions up.

Lance: Attacks made with a Lance and allocated toward models in the wielders' Front Facing gain Devastating Charge (+2 Strength, +2 Armour Penetration). Infantry cannot use Lances.

Light Armour: Armor +1

Light Troops: Units composed entirely of models with Light Troops are allowed to make any number of Reforms when performing Advance Moves or March Moves. They are allowed to shoot even if they Marched or Reformed. No model can end its movement with its centre further away than its March Rate from its starting position, around any obstructions (including the Unit Spacing rule). This means that when checking the distance travelled by a model, check the path the model would have taken if it was alone, with the exception that the unit as a whole cannot break the Unit Spacing rule while performing the move. If a model performed any action during the movement (such as a Sweeping Attack), the distance moved is counted from its starting position to the point on the Battlefield where it performed that action and then to its final position.

If more than half the models in a unit have Light Troops, the unit always counts as having 0 Full Ranks. Characters with Light Troops that are joined to units with one or more models without Light Troops, lose this rule for as long as they remain with the unit. An Infantry Character joined to an Infantry unit with both Light Troops and the same Size as the Character gains Light Troops for as long as it remains with the 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: If one or more simultaneous attacks with Oil Flasks hit, after resolving these attacks, the target unit gains one Incendiary marker.

Paired Weapons: The wielder gains +1 Attack Value when using Paired Weapons. Attacks made with Paired Weapons gain +1 Offensive Skill and ignore Parry. A model using this weapon cannot simultaneously use a Shield against Melee Attacks.

Parry:

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.

Shield: +1 Armour Hand Weapons wielded by models on foot can be used alongside a Shield, then giving Parry.

Spear:

Tall:

Unbranded: The model cannot take any Special Items from this Army Book and cannot cast Curse of Nezibkesh (Hereditary Spell). It cannot join units with more than half of their models with Infernal Brand or units of Shackled Slaves.

Unstable:

Vanguard: After Deployment (including units with Scout), models with Vanguard may perform a 12" move. The move is performed as an Advance Move in the Movement Phase, including any actions and restrictions the unit would normally have (such as Wheeling, Reforming, joining units, leaving units and so on). The 12" distance is used instead of the unit's Advance Rate and March Rate. This move cannot be used to move within 12" of enemy units. This is decreased to 6" for enemy units which have either Scouted or Vanguarded. Units that have moved in this way may not Declare Charges in the first Player Turn (if their side has the first turn). If both players have units with Vanguard, alternate moving units one at a time, starting with the player that finished deploying last. Instead of moving a unit, a player may declare to not move any more Vanguarding units.

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.

Weapon Master:

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

Your 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.

Despote #1	Immortels #2	Esclaves enchainés #1	Taurukhs sanctifiés #1	Artillerie infernale #1	Artillerie infernale #1	Cavalerie vassale #1	Prophète #1	Conscrits vassaux #1	Conjurateur vassal #2	Vizir #1	Guerriers infernaux #1