



# INFERNAL DWARVES

## VINCE ID UBT5 - 4 558 POINTS



Liste qui dépasse de 80pts car problème sur les 2 packs de Vassal Levies

1080 pts (24.00 %)    1280 pts (28.00 %)    1758 pts (39.00 %)    440 pts (10.00 %)  
**Characters**                      **Core**                      **Special**                      **Instruments of Destruction**  
 (40 Max)                              (25 Least)                      (0 NoLimit)                      (25 Max)

### Characters

#### PROPHET OF LUGAR, MASTER OF ALCHEMY GG

Prophet - Standard - Infantry - 20x20mm

## 520 POINTS

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

**Options** | Wizard Master • Alchemy • General • Great Weapon • Prophet of Lugar • On foot • Tablet of Vezodinezh • Rod of Battle

#### VIZIER BSB

Vizier - Standard - Infantry - 20x20mm

## 310 POINTS

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

**Options** | Battle Standard Bearer • Shield • Infernal Weapon • Flaming Standard x1 • Legion Standard x1 • Ring of Desiccation • Obsidian Rock

#### VASSAL CONJURER, ADEPT OF PYROMANCY

Vassal Conjurer - Standard - Infantry - 20x20mm

## 250 POINTS

| Global                 | Adv | Mar | Dis |     |     | Model Rules   |
|------------------------|-----|-----|-----|-----|-----|---|
|                        | 4"  | 8"  | 7   |     |     | Wizard Apprentice, Not a Leader, Insignificant, Unbranded |
| Defensive              | HP  | Def | Res | Arm |     |   |
|                        | 3   | 3   | 3   | 0   |     |   |
| Offensive              | Att | Off | Str | Ap  | Agi |   |
| <b>Vassal Conjurer</b> | 1   | 3   | 3   | 0   | 3   | Hand Weapon   |

**Options** | Wizard Adept • Pyromancy • Binding Scroll x1

### Core



**INFERNAL WARRIORS**  
Infernal Warriors x20 - Standard - Infantry - 20x20mm

**400 POINTS**



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

|                |  |
|----------------|--|
| <b>Options</b> | Ziggurat Regulars and Great Weapon • Champion • Musician • Standard Bearer |
|----------------|--|



**INFERNAL WARRIORS**  
Infernal Warriors x20 - Standard - Infantry - 20x20mm

**400 POINTS**



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

|                |  |
|----------------|--|
| <b>Options</b> | Ziggurat Regulars and Great Weapon • Champion • Musician • Standard Bearer |
|----------------|--|



**VASSAL LEVIES**  
Vassal Levies x20 - Standard - Infantry - 20x20mm

**240 POINTS**



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

|                |   |
|----------------|---|
| <b>Options</b> | Shield and Spear • Musician • Standard Bearer • Champion • Banner of the Relentless Company |
| <b>Notes</b>   | Champion ou Banner of the Relentless Company en trop!                                       |



**VASSAL LEVIES**  
Vassal Levies x20 - Standard - Infantry - 20x20mm

**240 POINTS**



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

|                |   |
|----------------|---|
| <b>Options</b> | Shield and Spear • Musician • Standard Bearer • Champion • Banner of the Relentless Company |
| <b>Notes</b>   | Champion ou Banner of the Relentless Company en trop!                                       |

Special



### IMMORTALS

Immortals x28 - Standard - Infantry - 20x20mm

723 POINTS



| Global    | Adv | Mar | Dis | Model Rules                              |   |              |
|-----------|-----|-----|-----|--|---|--------------|
|           | 3"  | 9"  | 9   | Fear, Scoring, Bodyguard, Infernal Brand |   |              |
| Defensive | HP  | Def | Res | Arm                                      |   |              |
|           | 1   | 5   | 4   | 0  | Aegis (5+, against Special Attacks), Parry, Shield, Infernal Armour |              |
| Offensive | Att | Off | Str | Ap                                       | Agi   |              |
| Immortal  | 1   | 5   | 4   | 1  | 2   | Battle Focus |

|                |  |
|----------------|--|
| <b>Options</b> | Champion • Musician • Standard Bearer • Greater Weapon • Icon of Ashuruk |
|----------------|--|



### DISCIPLES OF LUGAR

Disciples of Lugar x20 - Standard - Infantry - 20x20mm

520 POINTS



| Global            | Adv | Mar | Dis | Model Rules  |                                     |   |
|-------------------|-----|-----|-----|--|-------------------------------------|---|
|                   | 4"  | 12" | 9   | Scoring, Ghost Step, Infernal Brand, Theocratic Litigators |                                     |   |
| Defensive         | HP  | Def | Res | Arm  |                                     |   |
|                   | 1   | 4   | 4   | 0  | Aegis (2+, against Flaming Attacks) |   |
| Offensive         | Att | Off | Str | Ap   | Agi                                 |   |
| Disciple of Lugar | 2   | 4   | 4   | 1  | 3                                   | Lethal Strike, Magical Attacks, Flaming Attacks |

|                |  |
|----------------|--|
| <b>Options</b> | Champion • Musician • Standard Bearer • Paired Weapons • Banner of Speed |
|----------------|--|



### INFERNAL ARTILLERY - TITAN MORTAR

Infernal Artillery - Large - Construct - 75mm round

265 POINTS



| Global    | Adv | Mar | Dis | Model Rules   |                 |                        |
|-----------|-----|-----|-----|---|-----------------|------------------------|
|           | 3"  | 3"  | 9   | War Machine, Fires of Industry (2, 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+) |
|----------------|-------------------|



### VASSAL SLINGSHOT

Vassal Slingshot - Standard - Construct - 60mm round

125 POINTS



| Global    | Adv | Mar | Dis | Model Rules   |                         |              |
|-----------|-----|-----|-----|---|-------------------------|--------------|
|           | 4"  | 4"  | 7   | War Machine, Insignificant, Fires of Industry (1, 1), Vassal Slingshot (4+) |                         |              |
| Defensive | HP  | Def | Res | Arm   |                         |              |
|           | 5   | 1   | 4   | 0   | Flammable, Light Armour |              |
| Offensive | Att | Off | Str | Ap  | Agi                     |              |
| Crew      | 3   | 3   | 3   | 0   | 3                       | Move or Fire |



|   |                  | Casting | Range | Type                 | Duration | Effect  |
|---|------------------|---------|-------|----------------------|----------|---|
| 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. |



Pyromancy

|   |                   | Casting  | Range         | Type                 | Duration      | Effect  |
|---|-------------------|----------|---------------|----------------------|---------------|---|
| 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.                               |
| 3 | Flaming Swords    | 8+ [11+] | 18" [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. |
| 4 | Pyroclastic Flow  | 7+ [10+] | 24" [12"]     | Hex, Missile, Damage | Instant       | The target suffers 2D6 [3D6] hits with Strength 4, Armour Penetration 0, Flaming Attacks and Magical Attacks.                           |
| 6 | 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.                           |
| 4 | Blaze             |          | 18"           | Hex, Missile, Damage | Instant       | The target suffers 1 hit with Strength 6, Armour Penetration 2, Flaming Attacks, and Magical Attacks.                                   |
| 1 | Fireball          | 4+       | 36"           | Hex, Missile, Damage | Instant       | The target suffers D6 hits with Strength 4, Armour Penetration 0, Flaming Attacks and Magical Attacks.                                  |

## Magic items

**Rod of Battle:** The bearer can cast a Bound Spell, Power Level (4/8):

Type: Augment. Range 18". Duration: One Turn.

The target gains +1 to hit with its Close Combat Attacks.

**Tablet of Vezodinezh:** When the bearer attempts to cast a non-Bound Spell using three or more Magic Dice, treat a single rolled '1' or '2' as a natural '3'. If the bearer would suffer a Witch fire Miscast effect, treat it as Magical Inferno instead.

**Obsidian Rock:** The bearer gains Magic Resistance (2).

**Ring of Desiccation:** At the start of every Round of Combat, every enemy unit in base contact with the bearer's model gains one **Incendiary** marker.

**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.

## Magic banners

**Icon of Ashuruk:**

**Banner of Speed:** A unit with one or more Banners of Speed gains +1" Advance Rate and +2" March Rate.

**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.

**Legion Standard:** A unit with one Legion Standard increases the maximum of its Rank Bonus by +1 (normally this means the unit can add up to 4 Full Ranks to its Combat Score). A unit with two or more Legion Standards increases the maximum of its Rank Bonus by +2 instead.

**Banner of the Relentless Company:** One use only. May be activated during the owner's Movement Phase. All Infantry models in the bearer's unit always have March Rate 15", until the end of the Player Turn. Only a single Banner of the Relentless Company may be activated during the same phase.

## 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.

**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.

**Bound or Broken:** The model cannot take any Special Items from this Army Book and cannot cast Curse of Nezibkesh (Hereditary Spell). In addition, if the model's unit is within 6" of a friendly non-Fleeing model with Infernal Brand, the model:

- Gains Battle Focus.
- Must reroll failed Charge Range rolls in the Charge Phase.

**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.

**Fearless:** If more than half of a unit's models are Fearless, the unit automatically passes Panic Tests and Decimated Tests and cannot declare a Flee Charge Reaction (unless already Fleeing). Models that are Fearless are also 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.

**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.

**Flaming Attacks:** The attack doesn't have any special effect. However, it interacts with other rules, such as Flammable and Regeneration.

**Flammable:**

**Full Steam Ahead!:** Universal Rule.

The model may only perform a single Pivot or Wheel during a March Move. If the model is Charging, it must Pursue or Overrun if possible. If the model is not Charging, it always passes Restrain Pursuit Tests and its Pursuit Distance is always 0".

**Furnace Breach:** Universal Rule.

Instead of rolling on the Misfire Table as normal, apply the following Misfire Effects:

- 2 or less: The model may not shoot its Artillery Weapon until the end of the game. In addition, the model's Grind Attacks become Flaming Attacks and Magical Attacks.
- 3+: The model loses 1 Health Point with no saves of any kind allowed.

**Ghost Step:** The model treats all Terrain Features as Open Terrain for movement purposes, but must abide by the Unit Spacing rule upon the completion of its moves.

**Grind Attacks:** A model part with Grind Attacks resolves these attacks at its own Agility. It must choose an enemy unit in base contact with it. The chosen enemy unit suffers a number of hits equal to the value stated in brackets (X). These hits are resolved with the model part's own 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). When several model parts in the same unit have Grind Attacks and when

X is a random number (e.g. Grind Attacks (2D3)), roll for the number of hits separately for each model part.

**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.

**Insignificant:**

**Lethal Strike:** If the attack wounds with a natural to-wound roll of 6+, its Armour Penetration is set to 10 and the target of the attack cannot take a Regeneration save against it.

**Light Armour:** Armor +1

**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).

**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:** Close Combat, Shooting

If one or more simultaneous attacks with Oil Flasks hit, after resolving these attacks, the target unit gains one Incendiary marker.

**Parry:**

**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

**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.

**Theocratic Litigators:** Universal Rule.

The bearer's unit and enemy units in base contact with the bearer's unit gain **Magic Resistance (2)** that is also applied to friendly spells. This Magic Resistance value cannot be increased.

**Unbranded:** Universal Rule.

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.

**Unbreakable:** The model gains Fearless and its unit automatically passes all Break Tests. Characters with Unbreakable can only join units consisting entirely of models with Unbreakable. Units with one or more models with Unbreakable can only be joined by Characters with Unbreakable.

**Vassal Slingshot:** Artillery Weapon.

This Artillery Weapon can be fired in two ways:

- Bolt Thrower: Range 48", Shots 1, Str 3 [6], AP 10, Area Attack (1x5), [Multiple Wounds (D3)].
- Oil Flask Thrower: Range 36", Shots 3, Str 1, AP 0. The target unit gains one Incendiary marker for every successful hit.

**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.

**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.

Prophet of Lugar, Master of Alchemy GG



Immortals



Vizier BSB



Disciples of Lugar



Vassal Conjurer, Adept of Pyromancy



Infernal Artillery - Titan Mortar



Infernal Warriors



Vassal Slingshot



Infernal Warriors



Vassal Slingshot



Vassal Levies



Vassal Levies



Infernal Engine - Naphtha Thrower



