THE IX AGE
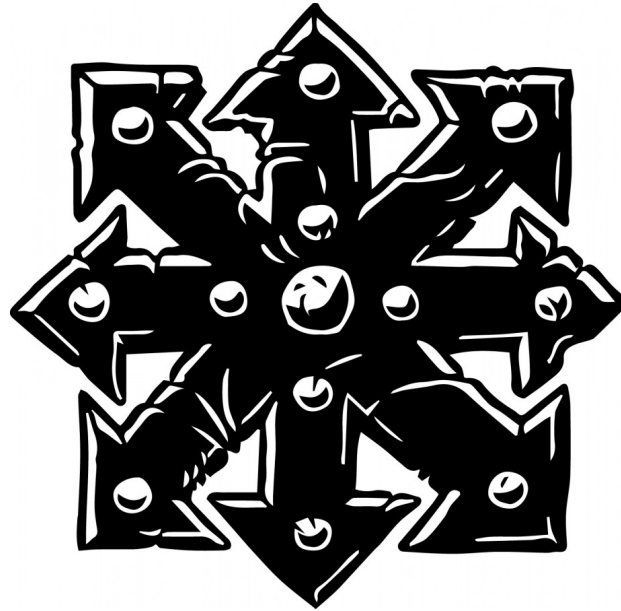## FANTASY BATTLES

Warriors of the Dark Gods

Army Book (Core Rules)
2nd Edition, version 2022 – March 24, 2022

Army Model Rules

Favours of the Dark Gods

A Character with a Favour cannot join a unit that contains any models with a different Favour.

Favour of Kuulima, Goddess of Envy
Attack Attribute – Close Combat

The model gains **Swiftstride**. In addition, a Charging model part with this Attack Attribute **must** reroll any natural to-hit rolls of '1'. Units with all of their models with this Favour **must** reroll any natural rolls of '1' when rolling for Charge Range.

Favour of Akaan, God of Gluttony
Attack Attribute – Close Combat

The first time a model with this Favour successfully Charges a Fleeing unit, or is on the winning side of a combat and does not Pursue or Overrun, its Close Combat Attacks from model parts with this Favour gain +1 Strength (the effect lasts for the duration of the game).

Favour of Sugulag, God of Greed
Universal Rule

The model part gains Great Weapon, Halberd, Paired Weapons, and **Weapon Master**. The Special Item allowance of Characters with this Favour is increased by 50 pts.

Favour of Cibaresh, God of Lust
Universal Rule

The model gains **Strider**. In addition, units with more than half of their models with this Favour are subject to the following rules:

- They gain **Feigned Flight**.
- They may declare Flee as a Charge Reaction even if they have Fearless.
- Their Rally Test in their next Player Turn after voluntarily declaring Flee as a Charge Reaction is subject to Minimised Roll. This does not apply if a unit fails to rally on the next friendly Player Turn or Flees involuntarily.

Favour of Savar, God of Pride
Universal Rule

Discipline Tests taken by units with at least one model with this Favour are subject to Minimised Roll.

Favour of Nukuja, Goddess of Sloth
Universal Rule

Models with this Favour gain +1 Resilience. If a model with this Favour declares a Charge against an enemy unit that is more than 10"* away or performs an Advance or March Move of more than 10"*, this effect is lost until the start of the Melee Phase in the next Player Turn.
*These distances are decreased to 6" if the model is Gigantic.

Favour of Vanadra, Goddess of Wrath
Attack Attribute – Close Combat

The model part gains **Lightning Reflexes** and +1 Agility. Close Combat Attacks allocated towards the model gain +1 to hit. These effects are only applied in the First Round of Combat.

Universal Rules

Battle Fever

Units with more than half of their models with Battle Fever **must** reroll failed Panic and Break Tests.

Irredeemable

The model cannot make Stomp Attacks and, when in the second rank and not in base contact with any enemy models, can make Grind Attacks across models in the first rank directly in front of it. When a model with Irredeemable is killed by a Melee Attack, remove it as a casualty only at the end of Initiative Step 0. A unit with at least one model with Irredeemable may never have more ranks than files.

Legendary Beasts (X)

The sum of the Legendary Beasts values stated in brackets of all models in the army is restricted to 1 per 750 Army Points, rounding fractions up.

Path of the Exiled

Units with more than half of their models with Path of the Exiled **must** reroll failed Break Tests. At the end of step 7 of a Round of Combat (after taking Break Tests), models with Path of the Exiled in a unit that failed a Break Test simultaneously perform Close Combat Attacks (ignoring the rules for Initiative Order, but otherwise following the normal rules such as Supporting Attacks and Allocating Attacks). Afterwards, they are removed as casualties. Models with Path of the Exiled cannot join or be joined by models with Path of the Favoured.

Path of the Favoured

Units with more than half of their models with Path of the Favoured **must** reroll failed Break Tests. In addition, model parts with Path of the Favoured upgraded to a Champion gain +1 Health Point to a maximum of 3, and their Discipline is **set** to 9.

Trophy Rack

The model's unit may reroll failed Discipline Tests unless Fleeing. Each time attacks made by the model kill an enemy model that it is fighting a Duel with, the model gains a +1 Combat Score modifier for the rest of the game (this also applies to attacks made outside the Melee Phase). In addition, the model may take a single Banner Enchantment (using the bearer's Special Item allowance as normal).

Veil Walker

When a model with Veil Walker casts a non-Bound Spell, you may discard a single Veil Token when declaring the target(s) of the spell and activate one of the following effects:

- *Secret of Flesh*: Failed to-wound rolls from this spell that occur during a Magic Phase **must** be rerolled.
- *Secret of Separation*: The spell's range is increased by 6″. Aura spells only gain +3″ range. Spells with type Caster are unaffected.
- *Secret of Substance*: Successful Armour Saves against wounds caused by this spell's effect **must** be rerolled.

Personal Protections

Unburnt

Successful to-wound rolls of attacks that are Flaming Attacks made against the model **must** be rerolled. In addition, the model considers all units consisting entirely of models without Unburnt as Insignificant.

Armoury

Hell-Forged Armour – Armour Equipment

Plate Armour. The wearer's model gains **Aegis (5+, against Toxic Attacks)**.

Spiked Shield – Armour Equipment

Models on foot only.

Shield. For each **successful** Armour Save roll of **4+** made by the model part against an enemy Melee Attack while using a Spiked Shield, the model part immediately inflicts 1 hit with its Strength and Armour Penetration on the model that caused the wound, before any casualties are removed, distributed onto the model's Health Pool. This is considered a Special Attack.

Hereditary Spell

Casting Value	Range	Type	Duration	Effect
H Hellfire ⟨**6+**⟩ {**10+**}	18″	Damage* Direct Hex	Instant	The target suffers ⟨2D3⟩ {2D6} hits with Strength 6, Armour Penetration 0, and Magical Attacks.

*The spell can target units Engaged and in base contact with the Caster's Front Facing.

Special Items

Weapon Enchantments

Burning Portent   130 pts
Enchantment: Hand Weapon.
Attacks made with this weapon become **Flaming Attacks** and **Magical Attacks**, gain **Multiple Wounds (D3)**, and their Armour Penetration is **set** to 10.

Symbol of Slaughter   35 pts
Enchantment: Hand Weapon and Paired Weapons.
While using this weapon, the wielder gains +2 Attack Value, +2 Agility, and **Magical Attacks**. Close Combat Attacks made against the wielder's model gain +1 to hit.

Armour Enchantments

Thrice-Forged   60 pts
Enchantment: Suit of Armour.
The wearer gains +3 Armour. If the wearer's model has Towering Presence, its Armour can **never** be improved beyond 5.

Gladiator's Spirit   40 pts
Enchantment: Suit of Armour.
The wearer gains +1 Armour and **Parry**.

Banner Enchantments

Zealots' Banner   50 pts
0–3 per Army.
The maximum number of Supporting Attacks that models in the second rank of the bearer's unit can perform is increased by 1.

Icon of the Infinite   35 pts
0–2 per Army. Cannot be taken by units that count towards Core.
The bearer can cast *Hellfire* (Hereditary Spell) as a Bound Spell with Power Level (4/8).

Wasteland Torch   30 pts
The bearer's unit gains **Strider (Ruins)**. After determining Deployment Zones (at the end of step 6 of the Pre-Game Sequence), you may choose a single Field or Forest Terrain Feature that becomes Ruins. The bearer's unit gains **Flaming Attacks** in the First Round of Combat.

Artefacts

Ledger of Souls   65 pts
Dominant.
Immediately before removing a friendly model without Insignificant in a unit within 9″ of the bearer's model due to enemy attacks, you gain one Veil Token for each Health Point that model had the first time it entered the Battlefield.

Immortal Gauntlets   45 pts
At the start of any Round of Combat that the bearer is fighting, you may discard a Veil Token from your Veil Token pool. If so, choose either Divine Attacks, Flaming Attacks, or Magical Attacks. The bearer's Close Combat Attacks gain the chosen Attack Attribute. The chosen effect lasts until the end of the phase.

Lord of the Damned   35 pts
Sorcerers, Doomlords, and Shrine Priests only.
Any unit with Irredeemable within 18″ of the bearer's model may reroll the distance it moves in the Movement Phase with Random Movement.

Wyrd Stone   15 pts
One use only. **Must** be activated when the bearer's model suffers the first hit in the game. This hit is ignored. If the bearer is hit by several simultaneous attacks, the bearer chooses which attack to ignore.

Veilgate Orb   10 pts
At the end of Siphon the Veil, the army may keep up to 6 Veil Tokens instead of the normal 3.

Army Organisation
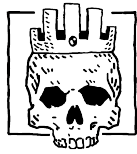
Characters
Max. 45%
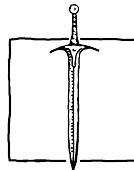
Core
Min. 20%
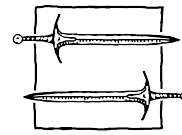
Special
No limit

Characters (Max. 45%)

Exalted Herald **860** pts			single model		*Height* Large *Type* Infantry *Base* 50×50 mm

Global	Adv	Mar	Dis		Model Rules
	8″	16″	9		Fear, Fearless, Legendary Beasts (2), **Manifestation**, Supernal, Wizard Adept

Defensive	HP	Def	Res	Arm	
	5	8	5	3	Aegis (4+)

Offensive	Att	Off	Str	AP	Agi	
Exalted Herald	6	9	5	2	8	

—— *Model Rules* ——

Manifestation: Universal Rule.

During Spell Selection, each Exalted Herald **must** choose two different Manifestations from the list below and apply the effects during the game. The model **must** select 3 spells out of the spells indicated for the chosen Manifestations, *Wrath of God* (Thaumaturgy), and *Hellfire* (Hereditary Spell). This replaces the normal rules for Spell Selection connected to being a Wizard Adept. In addition, *Guiding Light* (Divination) becomes the Attribute Spell for all non-Bound Spells cast by the model.

—— *Optional Model Rules* ——

	The Exalted Herald gains	The Exalted Herald has access to
Abiding Spirit	**Hard Target (1)**. At the end of each friendly Melee Phase, if the Exalted Herald has been on the winning side of a combat in this phase, it Recovers 1 Health Point.	*Smite the Unbeliever* (Thaumaturgy)
Brand of the Dragon	**Breath Attack (Str 4, AP 1, Flaming Attacks)**, **Fly (8″, 16″)**, **Light Troops**, and **Swiftstride**	*Breath of Corruption* (Occultism)
Emissary of Chaos	**Stomp Attacks (D6)**, **Stubborn**, **Tall**, and **Terror**	*Pentagram of Pain* (Occultism)
Sorcerer Immortal	**Veil Walker**	*Marked for Doom* (Occultism) and *The Grave Calls* (Occultism)
Unholy Avatar	+1 Strength, +1 Armour Penetration, and **Divine Attacks**	*The Rot Within* (Occultism)

Chosen Lord
295 pts

single model

Global	Adv	Mar	Dis		Model Rules
	5″	10″	9		Fearless, Path of the Favoured

Defensive	HP	Def	Res	Arm	
	3	7	5	0	Hell-Forged Armour

Offensive	Att	Off	Str	AP	Agi	
Chosen Lord	5	8	5	2	7	

——— Options ———

		pts –
Trophy Rack		25
Special Items		up to 150
If General		up to 200
A single **Gift of the Dark Gods**		no limit
Must choose (one choice only):		
Shield		free
Spiked Shield		10
Must choose a single Favour:		
Envy	45	Pride	20
Gluttony	15	Sloth	50
Greed	15	Wrath	20
Lust	5		
One choice only:		
Lance		10
Paired Weapons		10
Great Weapon		20
Halberd		20

——— Mount Options ———

	pts –
Scythed Skywheel	65
Karkadan	80
War Dais	95
Black Steed	100
Dark Chariot	130
Chimera	170
Wasteland Dragon (General only)	370

——— Optional Model Rules ———

Gifts of the Dark Gods. Each Gift is One of a Kind.

Gifts of the Dark Gods follow the general rules of Special Items concerning which model parts are affected.

Daemonic Wings   70 pts
Models on foot only.
The bearer gains **Fly (8″, 16″)**, **Light Troops**, and **Swiftstride**.

Idol of Spite   70 pts
One use only. May be activated at the start of a Round of Combat. For the duration of that Round of Combat, the bearer gains +1 Attack Value, +1 Strength, and +1 Armour Penetration.

Luck of the Dark Gods   65 pts
The bearer's model gains **Aegis (+1, max. 4+)**.

Dark Prelate   55 pts
The bearer can cast *Spectral Blades* (Evocation) and *Hand of Glory* (Occultism) as Bound Spells with Power Level (4/8) and type Caster's Unit. *Hand of Glory* is cast as the amplified version without performing The Sacrifice.

Entropic Aura   50 pts
Standard and Large models only.
Weapon Enchantments and Armour Enchantments carried by the bearer, models in the bearer's unit, and models in units that are in base contact with the bearer are ignored.

Doomlord
355 pts

single model

Height **Large**
Type **Infantry**
Base **40×40 mm**

Global	Adv	Mar	Dis		Model Rules
	6″	12″	9		Fearless, Path of the Exiled

Defensive	HP	Def	Res	Arm	
	4	6	5	1	Hell-Forged Armour

Offensive	Att	Off	Str	AP	Agi	
Doomlord	5	7	5	2	5	**Master of Destruction**

—— Model Rules ——

Master of Destruction: Attack Attribute – Close Combat.
The model part can use a Shield or a Spiked Shield simultaneously with a Great Weapon or a Halberd.

—— Options ——	pts –
Trophy Rack	25
Special Items	up to 150
If General	up to 200
Must choose (one choice only):	
Shield	free
Spiked Shield	50
One choice only:	
Paired Weapons	5
Halberd	25
Great Weapon	45

—— Mount Options ——	pts –
Wasteland Behemoth	210

Sorcerer
130 pts

single model

Height **Standard**
Type **Infantry**
Base **25×25 mm**

Global	Adv	Mar	Dis		Model Rules
	4″	8″	8		Battle Fever, Wizard Apprentice

Defensive	HP	Def	Res	Arm	
	3	4	4	0	Light Armour

Offensive	Att	Off	Str	AP	Agi	
Sorcerer	2	4	3	0	3	

—— Magic Options —— pts –

One choice only:
   Wizard Adept   95
   Wizard Master   265

Alchemy   Evocation   Occultism

—— Options ——	pts –
Special Items	up to 150
If General	up to 200
Veil Walker	90
Plate Armour	15
Paired Weapons	5

—— Mount Options ——	pts –
Black Steed	50
War Dais	50
Scythed Skywheel	55
Dark Chariot	80
Battleshrine	280
Wasteland Behemoth	325
Wasteland Dragon (General only)	375

Barbarian Chief
100 pts

single model

Height Standard
Type Infantry
Base 25×25 mm

Global	Adv	Mar	Dis		Model Rules
	4″	8″	9		Battle Fever

Defensive	HP	Def	Res	Arm	Model Rules
	3	5	4	0	Heavy Armour

Offensive	Att	Off	Str	AP	Agi	
Barbarian Chief	3	5	5	1	5	**Deeds not Words**

——— Model Rules ———

Deeds not Words: Attack Attribute.

The model part gains **Battle Focus** and **Hatred** while joined to one or more R&F models with Battle Fever.

——— Options ———	pts
Trophy Rack	25
Special Items	up to 100
If General	up to 150
Shield	5
Throwing Weapons (4+)	5
One choice only:	
Light Lance	5
Spear	5
Great Weapon	10
Paired Weapons	10

——— Mount Options ———	pts
War Dais	55
Black Steed	85
Shadow Chaser	90
Dark Chariot	130
Chimera	165
Wasteland Behemoth	350

Feldrak Ancestor
640 pts

single model   0–2 Units/Army

Height Gigantic
Type Beast
Base 75×100 mm

Global	Adv	Mar	Dis		Model Rules
	8″	16″	9		Legendary Beasts (2), **Primal Legend**

Defensive	HP	Def	Res	Arm	Model Rules
	8	6	6	3	Unburnt, Light Armour

Offensive	Att	Off	Str	AP	Agi	
Feldrak Ancestor	6	6	7	4	3	Breath Attack (Str 4, AP 1, **Dying Embers**, Flaming Attacks), Hatred (against Fly)

——— Model Rules ———

Dying Embers: Attack Attribute.

After using the Breath Attack, the model loses a Health Point with no saves of any kind allowed.

Primal Legend: Universal Rule.

If the model is the General, the maximum sum of Legendary Beasts values in the army is increased by 1. While the model is on the board, friendly units with Fly may not use Flying Movement.

——— Options ———	pts
One Weapon Enchantment,	
paying twice the listed Point Cost	no limit
One choice only:	
Great Weapon	10
Halberd	35
Paired Weapons	90

Character Mounts

Black Steed

Height Standard
Type Cavalry
Base 25×50 mm

Global	Adv	Mar	Dis		Model Rules
	8″	**14″**	C		

Defensive	HP	Def	Res	Arm	
	C	C	C	C+2	

Offensive	Att	Off	Str	AP	Agi	
Black Steed	**1**	**3**	**4**	**0**	**3**	Harnessed

—— Options —— pts —
Barbarian Chief **must** take **Prized Stallion**   free

—— Optional Model Rules ——
Prized Stallion: Universal Rule.
The model's March Rate is **set** to 16″.

Shadow Chaser

Height Standard
Type Cavalry
Base 25×50 mm

Global	Adv	Mar	Dis		Model Rules
	10″	**20″**	C		Light Troops, Strider, Vanguard (6″)

Defensive	HP	Def	Res	Arm	
	C	C	C	C+1	

Offensive	Att	Off	Str	AP	Agi	
Shadow Chaser	**1**	**3**	**3**	**0**	**4**	Harnessed

Scythed Skywheel

0–3 Mounts/Army

Height Standard
Type Construct
Base 50×50 mm

Global		Adv	Mar	Dis		Model Rules
Ground		C	C	C		Fly (6″, 18″), Light Troops, Swiftstride, Tall
Fly		**6″**	**18″**			

Defensive	HP	Def	Res	Arm	
	C	C	C	C	Cannot be Stomped, Hard Target (1)

Offensive	Att	Off	Str	AP	Agi	
Scythed Skywheel			**3**	**0**	**3**	Grind Attacks (D3+1), Harnessed

War Dais

Height Standard
Type Infantry
Base 50×50 mm

0–2 Mounts/Army

Global	Adv	Mar	Dis		Model Rules
	C	C	C		Tall

Defensive	HP	Def	Res	Arm	
	4	C	C	C+2	Cannot be Stomped

Offensive	Att	Off	Str	AP	Agi	
War Dais	4	5	4	1	4	Harnessed

Dark Chariot

Height Large
Type Construct
Base 50×100 mm

0–3 Mounts/Army

Global	Adv	Mar	Dis		Model Rules
	8″	8″	C		Swiftstride

Defensive	HP	Def	Res	Arm	
	4	C	5	C+2	

Offensive	Att	Off	Str	AP	Agi	
Black Steed (2)	1	3	4	0	3	Harnessed
Chassis			5	2		Impact Hits (D6+1), Inanimate

Battleshrine

Height Large
Type Construct
Base 50×100 mm

0–1 Mounts/Army

Global	Adv	Mar	Dis		Model Rules
	5″	10″	C		Channel (1), Fear, **Keeper of the Beacon**, Towering Presence, Trophy Rack, War Platform

Defensive	HP	Def	Res	Arm	
	5	C	5	C+1	Aegis (5+)

Offensive	Att	Off	Str	AP	Agi	
Wretched One (2)			4	0	1	Grind Attacks (D6+1), Harnessed

——Model Rules——

Keeper of the Beacon: Universal Rule.

After Spell Selection, the Wizard **must** replace one of its non-Hereditary Learned Spells with one of the following spells:
- *Whispers of the Veil* (Evocation)
- *The Grave Calls* (Occultism)
- *Wrath of God* (Thaumaturgy) (only if Wizard Master)
- *Hellfire* (Hereditary Spell)

Karkadan

0–4 Mounts/Army

Height Large
Type Cavalry
Base 50×75 mm

Global	Adv	Mar	Dis		Model Rules
	7″	**14″**	C		Fear

Defensive	HP	Def	Res	Arm	
	C	C	C	C+2	

Offensive	Att	Off	Str	AP	Agi	
Karkadan	**2**	**3**	**5**	**2**	**2**	Harnessed

Chimera

0–2 Mounts/Army

Height Large
Type Cavalry
Base 50×100 mm

Global	Adv	Mar	Dis		Model Rules
	8″	**20″**	C		Fear, Legendary Beasts (1), Towering Presence

Defensive	HP	Def	Res	Arm	
	4	C	5	C	

Offensive	Att	Off	Str	AP	Agi	
Chimera	**5**	**4**	**5**	**2**	**4**	Harnessed

—— Options ——————————————————————— pts –

Wings — 40

—— Optional Model Rules ——————————

Wings: Universal Rule.
The model's March Rate is **set** to 16″ and it gains **Fly (8″, 16″)** and **Light Troops**.

Wasteland Behemoth

0–2 Mounts/Army

Height Gigantic
Type Beast
Base 100×150 mm

Global	Adv	Mar	Dis		Model Rules
	7″	**14″**	C		Legendary Beasts (1)

Defensive	HP	Def	Res	Arm	
	7	3	6	4	

Offensive	Att	Off	Str	AP	Agi	
Wasteland Behemoth	**6**	**3**	**6**	**3**	**3**	Harnessed

—— Options ——————————————————————— pts –

Additional Limbs — 35

—— Optional Model Rules ——————————

Additional Limbs: Universal Rule.
The model's March Rate is **set** to 20″ and its Armour is **set** to 3.

Wasteland Dragon

Height Gigantic
Type Beast
Base 50×100 mm

Global		Adv	Mar	Dis		Model Rules
	Ground	8″	16″	C		Fly (6″, 12″), Legendary Beasts (1), Light Troops
	Fly	6″	12″			

Defensive	HP	Def	Res	Arm	
	6	5	6	4	

Offensive	Att	Off	Str	AP	Agi	
Wasteland Dragon	5	5	6	3	3	Breath Attack (Str 4, AP 1, Flaming Attacks), Harnessed

Core (Min. 20%)
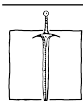
Warriors

230 pts + **20** pts/extra model   **10–30*** models

Height Standard
Type Infantry
Base 25×25 mm

Global	Adv	Mar	Dis		Model Rules
	4″	8″	8		Fearless, Path of the Favoured, Scoring

Defensive	HP	Def	Res	Arm	
	1	5	4	0	Hell-Forged Armour, Spiked Shield

Offensive	Att	Off	Str	AP	Agi	
Warrior	2	5	4	1	4	

— Options —   pts –

Only units with a Champion may upgrade Warriors with a single Favour:*

Envy	3/model	Pride	1/model
Gluttony	2/model	Sloth	10/model
Greed	8/model	Wrath	7/model
Lust	6/model		

*The max. unit size for a unit with a Favour is reduced to **25** models.

One choice only:

Paired Weapons	free
Great Weapon	3/model
Halberd	4/model

— Command Group Options —   pts –

Champion	30
Musician	10
Standard Bearer	10
Banner Enchantment	no limit
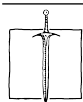
Fallen

145 pts + **15** pts/extra model   **5–15** models   0–2 Units/Army*

Height Standard
Type Infantry
Base 25×25 mm

*0–6 Units/Army if a Doomlord is the General

Global	Adv	Mar	Dis		Model Rules
	6″	12″	8		Fearless, Light Troops, Path of the Exiled

Defensive	HP	Def	Res	Arm	
	1	2	4	0	Hell-Forged Armour

Offensive	Att	Off	Str	AP	Agi	
Fallen	2	4	4	1	4	Paired Weapons

Barbarians

135 pts + **6** pts/extra model   **15–40** models

Height Standard
Type Infantry
Base 25×25 mm

Global	Adv	Mar	Dis		Model Rules
	4″	8″	7		Battle Fever, Scoring

Defensive	HP	Def	Res	Arm	
	1	4	3	0	Light Armour

Offensive	Att	Off	Str	AP	Agi
Barbarian	1	4	4	0	3

——Options——	pts
Shield	1/model
Throwing Weapons (5+)*	1/model
One choice only:	
Paired Weapons	free
Spear and Shield	3/model
Great Weapon	4/model
*0–40 Models/Army	

——Command Group Options——	pts
Champion	10
Musician	10
Standard Bearer	10
Banner Enchantment	no limit

Special (No limit)
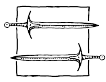
Barbarian Horsemen

130 pts + **18** pts/extra model   **5–15** models   0–4 Units/Army

Height Standard
Type Cavalry
Base 25×50 mm

Units of 8 or more models count towards Core instead of Special.

Global	Adv	Mar	Dis		Model Rules
	8″	**16″**	**8**		Battle Fever, Scoring
Defensive	HP	Def	Res	Arm	
	1	**4**	**3**	**1**	Heavy Armour
Offensive	Att	Off	Str	AP	Agi	
Barbarian Horseman	**1**	**4**	**4**	**0**	**3**	
Black Steed	**1**	**3**	**4**	**0**	**3**	Harnessed

—— Options —— pts –
Shield   2/model
One choice only:
    Great Weapon   free
    Paired Weapons   free
    Light Lance   2/model

—— Command Group Options —— pts –
Champion   10
Musician   10
Standard Bearer   10
    Banner Enchantment   no limit

Warhounds

95 pts + **8** pts/extra model   **5–15** models   0–4 Units/Army

Height Standard
Type Beast
Base 25×50 mm

Units of 8 or more models count towards Core instead of Special.

Global	Adv	Mar	Dis		Model Rules
	8″	**16″**	**5**		Insignificant, **Release the Hounds**
Defensive	HP	Def	Res	Arm	
	1	**3**	**3**	**0**	
Offensive	Att	Off	Str	AP	Agi	
Warhound	**1**	**3**	**3**	**0**	**4**	

—— Model Rules ——

Release the Hounds: Universal Rule.
    One use only. May be activated at the start of a friendly Player Turn (all models in a unit must activate this rule at the same time). The model gains +6″ March Rate and **Devastating Charge (+1 Att, +1 Str)** during this Player Turn.
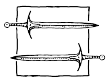
Warrior Knights

255 pts + **36** pts/extra model

5–10 models   0–5 Units/Army

Height Standard
Type Cavalry
Base 25×50 mm

Global	Adv	Mar	Dis		Model Rules
	8″	14″	8		Fearless, Path of the Favoured, Scoring

Defensive	HP	Def	Res	Arm	
	1	5	4	2	Hell-Forged Armour, Shield

Offensive	Att	Off	Str	AP	Agi	
Warrior Rider	2	5	4	1	4	
Black Steed	1	3	4	0	3	Harnessed

—— Options ——— pts –

Only units with a Champion may upgrade Warrior Riders with a single Favour:

Envy	4/model	Pride	2/model
Gluttony	3/model	Sloth	7/model
Greed	7/model	Wrath	8/model
Lust	12/model		

One choice only:
Great Weapon	1/model
Lance	7/model

—— Command Group Options ——— pts –

Champion	30
Musician	10
Standard Bearer	10
Banner Enchantment	no limit

Warrior Chariot

230 pts

single model   0–4 Units/Army

Height Large
Type Construct
Base 50×100 mm

Global	Adv	Mar	Dis		Model Rules
	8″	8″	8		Fearless, Path of the Favoured, Swiftstride

Defensive	HP	Def	Res	Arm	
	4	5	5	1	Hell-Forged Armour

Offensive	Att	Off	Str	AP	Agi	
Warrior Crew (2)	2	5	4	1	4	Halberd
Black Steed (2)	1	3	4	0	3	Harnessed
Chassis			5	2		Impact Hits (D6+1), Inanimate
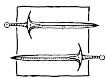
Chosen

250 pts + **50** pts/extra model   **5–10** models   0–4 Units/Army

Height Standard
Type Infantry
Base 25×25 mm

Global	Adv	Mar	Dis		Model Rules
	5″	10″	8		Fearless, Path of the Favoured, Scoring

Defensive	HP	Def	Res	Arm	
	2	6	4	0	Hell-Forged Armour, Spiked Shield

Offensive	Att	Off	Str	AP	Agi	
Chosen	3	6	4	1	5	**Master of Battle**

Model Rules

Master of Battle: Attack Attribute.
The model's maximum number of Supporting Attacks is **set** to 3.

Options — pts

Must choose a single Favour:

Envy	9/model	Pride	free
Gluttony	2/model	Sloth	10/model
Greed	13/model	Wrath	18/model
Lust	2/model		

One choice only:

Paired Weapons	free
Great Weapon	3/model
Halberd	7/model

Command Group Options — pts

Champion	30
Musician	10
Standard Bearer	10
Banner Enchantment	no limit
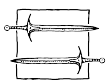
Chosen Knights

410 pts + **100** pts/extra model   **3–5** models   0–12 Models/Army

Height Large
Type Cavalry
Base 50×75 mm

Global	Adv	Mar	Dis		Model Rules
	7″	14″	8		Fear, Fearless, Path of the Favoured, Scoring

Defensive	HP	Def	Res	Arm	
	3	6	4	2	Hell-Forged Armour

Offensive	Att	Off	Str	AP	Agi	
Chosen Rider	3	6	4	1	5	Halberd
Karkadan	2	3	5	2	2	Harnessed

Options — pts

Chosen Riders **must** choose a single Favour:

Envy	5/model	Pride	free
Gluttony	free	Sloth	15/model
Greed	6/model	Wrath	3/model
Lust	6/model		

Command Group Options — pts

Champion	20
Musician	10
Standard Bearer	10
Banner Enchantment	no limit
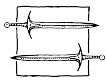
Chosen Chariot

335 pts

single model 0–2 Units/Army

Height Large
Type Construct
Base 50×100 mm

Global	Adv	Mar	Dis		Model Rules
	7″	7″	8		Fear, Fearless, Path of the Favoured, Swiftstride

Defensive	HP	Def	Res	Arm	
	5	6	5	2	Hell-Forged Armour

Offensive	Att	Off	Str	AP	Agi	
Chosen Crew (2)	3	6	4	1	5	Halberd
Karkadan	2	3	5	2	2	Harnessed
Chassis			5	2		Impact Hits (D6+1), Inanimate

—— *Options* —————————————————————— *pts* –

Chosen Crew **must** choose a single Favour:

Envy	20	Pride	15
Gluttony	10	Sloth	60
Greed	35	Wrath	free
Lust	25		

Chimera

200 pts

single model 0–3 Units/Army

Height Large
Type Beast
Base 50×100 mm

Global	Adv	Mar	Dis		Model Rules
	8″	20″	8		Fear, Towering Presence

Defensive	HP	Def	Res	Arm	
	4	3	5	3	

Offensive	Att	Off	Str	AP	Agi	
Chimera	5	4	5	2	4	

—— *Options* —————————————— *pts* –   —— *Optional Model Rules* ——————

Wings (0–2 Units/Army) 25

Wings: Universal Rule.
  The model's March Rate is **set** to 16″ and it gains
  Fly (8″, 16″) and **Light Troops**.

Wretched Ones

75 pts + **85** pts/extra model

1–6 models 0–2 Units/Army

Height Large
Type Infantry
Base 40×40 mm

Global	Adv	Mar	Dis		Model Rules
	3D6″		5		Fearless, Irredeemable, Random Movement (3D6″), Unbreakable

Defensive	HP	Def	Res	Arm	
	3	2	4	0	Fortitude (5+)

Offensive	Att	Off	Str	AP	Agi	
Wretched One			4	0	1	Grind Attacks (D6+1)
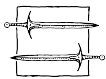
Forsworn

200 pts + **60** pts/extra model   **3–9** models   0–3 Units/Army   *Height* Large *Type* Infantry *Base* 40×40 mm

Global	Adv	Mar	Dis		Model Rules
	6″	**12″**	**8**		Bodyguard (Doomlord), Fearless, Path of the Exiled, Scoring

Defensive	HP	Def	Res	Arm	
	3	**4**	**4**	**1**	Hell-Forged Armour

Offensive	Att	Off	Str	AP	Agi	
Forsworn	**2**	**5**	**4**	**1**	**4**	

—— Options ——   pts –
Spiked Shield   15/model
Damnation*   10/model
One choice only:
   Paired Weapons   free
   Great Weapon   2/model
   Halberd   2/model
*0–2 Units/Army and 0–6 Models/Unit

—— Command Group Options ——   pts –
Champion   10
Musician   10
Standard Bearer   10
   Banner Enchantment   no limit

—— Optional Model Rules ——

Damnation: Universal Rule.

The unit cannot be joined by any Characters, and it may never have more ranks than files. When the unit fails a Break Test, it does not perform the extra Close Combat Attacks from Path of the Exiled. Instead replace each model of the unit with a Wretched One model after step 8 of the Round of Combat Sequence (after taking Panic Tests):

- The unit with Damnation is considered destroyed and its models are considered to be removed as casualties.
- Each Wretched One model is placed in the same position and facing the same direction as the replaced model, even if the replaced model was in base contact with an enemy unit. In this case, the Wretched One model is placed in base contact with the enemy unit too.
- The Wretched One models form a new unit.
- The Wretched One unit follows the rules for Summoned Units, except that it ignores the Unit Spacing rule when placed on the Battlefield.
- The Wretched One unit cannot perform any Combat Reforms during that Round of Combat, however the enemy units can do so as normal.
- Note that the following Round of Combat is not considered the First Round of Combat for the Wretched One unit nor the enemy units it is Engaged with.

Feldraks

340 pts + **115** pts/extra model   **3–6** models   0–12 Models/Army   *Height* Large *Type* Beast *Base* 50×75 mm

Global	Adv	Mar	Dis		Model Rules
	8″	**16″**	**9**		Fear, Scoring

Defensive	HP	Def	Res	Arm	
	4	**4**	**5**	**2**	Unburnt, Light Armour

Offensive	Att	Off	Str	AP	Agi	
Feldrak	**3**	**4**	**5**	**2**	**3**	Hatred (against Fly)

—— Options ——   pts –
One choice only:
   Great Weapon   8/model
   Halberd   10/model
   Paired Weapons   15/model

—— Command Group Options ——   pts –
Champion   10
Musician   10
Standard Bearer   10
   Banner Enchantment   no limit

Battleshrine

320 pts

single model   0–2 Units/Army

Height Large
Type Construct
Base 50×100 mm

Global	Adv	Mar	Dis		Model Rules
	5″	10″	8		Battle Fever, **Beacon of the Dark Gods**, Channel (1), Fear, Not a Leader, Towering Presence, Trophy Rack, War Platform, Wizard Apprentice

Defensive	HP	Def	Res	Arm	
	5	4	5	4	Aegis (5+)

Offensive	Att	Off	Str	AP	Agi	
Shrine Priest	1	4	3	0	3	
Wretched One (2)			4	0	1	Grind Attacks (D6+1), Harnessed

—— Options ——   pts –

The Shrine Priest may take a single Banner Enchantment* or Artefact*   no limit
*from this Army Book only; this replaces the option to take a Banner Enchantment from Trophy Rack

—— Model Rules ——

Beacon of the Dark Gods: Universal Rule.

Instead of selecting spells as normal, the Wizard **must** select one of the following spells during Spell Selection:
- *Whispers of the Veil* (Evocation)
- *The Grave Calls* (Occultism)
- *Hellfire* (Hereditary Spell)

Flayers

155 pts + **12** pts/extra model

5–10 models   0–4 Units/Army

Height Standard
Type Cavalry
Base 25×50 mm

Global	Adv	Mar	Dis		Model Rules
	10″	20″	8		Battle Fever, Feigned Flight, Light Troops, Strider, Vanguard (6″)

Defensive	HP	Def	Res	Arm	
	1	4	3	1	Light Armour

Offensive	Att	Off	Str	AP	Agi	
Flayer	1	4	4	0	4	
Shadow Chaser	1	3	3	0	4	Harnessed

—— Options ——   pts –

Shield	2/model
Light Lance	2/model
One choice only:	
Bow (4+)	1/model
Throwing Weapons (5+)	2/model
Skinning Lash (0–15 Models/Army)	4/model

—— Command Group Options ——   pts –

Champion	10
Musician	10

—— Optional Model Rules ——

Skinning Lash: Special Attack.

A unit with at least one model with Skinning Lash can make a Sweeping Attack against a single unengaged enemy unit when passing within 1″ (it does not need to and cannot move through or over that unit). The enemy unit suffers 1 hit with Strength 4 and Armour Penetration 0 for each model with Skinning Lash in the unit. A unit that loses one or more Health Points due to one or more Skinning Lash Sweeping Attack suffers –1 Discipline until the end of its next Player Turn.

Hellmaw
260 pts

single model   0–2 Units/Army

Height Gigantic
Type Construct
Base 100×150 mm

Global	Adv	Mar	Dis			Model Rules		
	5″	10″	5			Fearless, **Gateway**, Supernal		

Defensive	HP	Def	Res	Arm				
	5	3	5	2		Aegis (5+)		

Offensive	Att	Off	Str	AP	Agi			
Hellmaw	5	3	5	2	1			

—— Options ———————————————— pts –

One choice only:
    One **Ominous Gateway**   100
    Two **Ominous Gateways**   200

—— Model Rules ——————————————————

Gateway: Universal Rule.

At the end of each friendly Magic Phase, each Hellmaw may do one of the following:

- **Open a Gateway:** Mark a single point on the Battlefield with a Gateway Marker. This point **must** be within Line of Sight and 24″ of the Hellmaw, and more than 6″ away from enemy units. There can never be more than 4 friendly Gateway Markers on the Battlefield (including Ominous Gateways).

- **Close a Gateway:** Choose a friendly Gateway Marker with its centre within Line of Sight and 24″ of the Hellmaw. All units within 6″ of the centre of the marker suffer D6 hits with **Toxic Attacks** and **Magical Attacks**. Then remove the marker.
  If all friendly Hellmaws have been removed as casualties, immediately close all friendly Gateways as described above.

A friendly unit may choose to enter the Gateway if all the following conditions are met:

- The unit does not contain any Gigantic models.
- The unit is in contact with the centre of a friendly Gateway Marker.
- All models in the unit just performed an Advance or March Move and no other model has moved since.

Remove the unit from the Battlefield. The unit:

1. Is then placed back on the Battlefield within 3″ of the centre of any other friendly Gateway Marker. No model can end up with its centre farther away than its March Rate from the centre of the chosen marker.
2. **Must** have the same formation, but may face any direction.
3. **Must** follow the Unit Spacing rule.
4. Suffers D6 + X hits with **Toxic Attacks** and **Magical Attacks**, distributed by the owner, where X is equal to the number of ranks in the unit. Hits distributed onto models with Hell-Forged Armour or Supernal automatically fail to wound.
5. Loses Scoring until its next Player Turn.

Only a single unit may exit the same Gateway Marker in each Player Turn.

—— Optional Model Rules ——————————————————

Ominous Gateway: Universal Rule.
0–2 per Army.
At the start of step 7 of the Pre-Game Sequence (Spell Selection), for each Ominous Gateway in your army, mark a point on the Battlefield outside the opponent's Deployment Zone with a Gateway Marker.

Forsaken One
390 pts

		Height	Gigantic
single model	0–2 Units/Army	Type	Beast
		Base	50×100 mm

Global	Adv	Mar	Dis	Model Rules
	3D6″		5	Fearless, Irredeemable, Legendary Beasts (2), Random Movement (3D6″), Unbreakable

Defensive	HP	Def	Res	Arm	
	6	2	6	0	Fortitude (5+)

Offensive	Att	Off	Str	AP	Agi	
Forsaken One			6	2	1	Grind Attacks (D6+3)
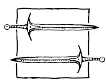
Marauding Giant
290 pts

		Height	Gigantic
single model	0–3 Units/Army	Type	Infantry
		Base	50×75 mm

Global	Adv	Mar	Dis	Model Rules
	7″	14″	8	**Giant See, Giant Do**, Legendary Beasts (1)

Defensive	HP	Def	Res	Arm	
	7	3	5	1	

Offensive	Att	Off	Str	AP	Agi	
Marauding Giant	5	3	5	2	3	**Rage**

——Model Rules——

Giant See, Giant Do: Universal Rule.
The model gains **Battle Fever**.

Rage: Attack Attribute – Close Combat.
Whenever the model loses a Health Point, it gains +1 Attack Value. Whenever it gains a Health Point, it suffers −1 Attack Value.

——Options—— pts

Big Brother	25

Must choose (one choice only):

Giant Club	free
Tribal Warspear	10
Monstrous Familiar	15

——Optional Model Rules——

Big Brother: Universal Rule.
The model's Health Points are **set** to 8, and its base size is changed to 75×100 mm. The roll for the number of hits from its Stomp Attacks is subject to Maximised Roll.

Giant Club: Close Combat Weapon.
Attacks made with this weapon gain +1 Strength and +1 Armour Penetration.

Monstrous Familiar: Universal Rule.
The model gains **Wizard Apprentice**. Instead of selecting spells as normal, it **must** select one of the following spells (during Spell Selection): *Glory of Gold* (Alchemy), *Breath of Corruption* (Occultism), or *Hellfire* (Hereditary Spell).

Tribal Warspear: Close Combat Weapon.
Attacks with a Tribal Warspear gain +1 Strength and **Multiple Wounds (D3, against Towering Presence)**. Charging enemy units in base contact with the wielder suffer −1 Agility. The wielder gains **Not a Leader** and **War Platform** with the following exception: it can only join units that include at least one Barbarians model.

Feldrak Elder
450 pts

single model   0–2 Units/Army

Height Gigantic
Type Beast
Base 50×100 mm

Global	Adv	Mar	Dis		Model Rules
	8″	**16″**	**9**		Legendary Beasts (2)

Defensive	HP	Def	Res	Arm	
	6	**5**	**6**	**3**	Unburnt, Light Armour

Offensive	Att	Off	Str	AP	Agi	
Feldrak Elder	**5**	**5**	**6**	**3**	**3**	Hatred (against Fly)

—— Options ——————————————————— pts –

One choice only:

Great Weapon	25	Paired Weapons	65
Halberd	45		

Quick Reference Sheet

Characters

Exalted Herald

										Rules
Exalted Herald	Adv	**8″**	Mar	**16″**	Dis	**9**				Fear, Fearless, Legendary Beasts (2), Manifestation, Supernal, Wizard Adept
Large, Infantry	HP	**5**	Def	**8**	Res	**5**	Arm	**3**		Aegis (4+)
Exalted Herald	Att	**6**	Off	**9**	Str	**5**	AP	**2**	Agi **8**	

Chosen Lord

										Rules
Chosen Lord	Adv	**5″**	Mar	**10″**	Dis	**9**				Fearless, Path of the Favoured
Standard, Infantry	HP	**3**	Def	**7**	Res	**5**	Arm	**0**		Hell-Forged Armour
Chosen Lord	Att	**5**	Off	**8**	Str	**5**	AP	**2**	Agi **7**	

Doomlord

										Rules
Doomlord	Adv	**6″**	Mar	**12″**	Dis	**9**				Fearless, Path of the Exiled
Large, Infantry	HP	**4**	Def	**6**	Res	**5**	Arm	**1**		Hell-Forged Armour
Doomlord	Att	**5**	Off	**7**	Str	**5**	AP	**2**	Agi **5**	Master of Destruction

Sorcerer

										Rules
Sorcerer	Adv	**4″**	Mar	**8″**	Dis	**8**				Battle Fever, Wizard Apprentice
Standard, Infantry	HP	**3**	Def	**4**	Res	**4**	Arm	**0**		Light Armour
Sorcerer	Att	**2**	Off	**4**	Str	**3**	AP	**0**	Agi **3**	

Barbarian Chief

										Rules
Barbarian Chief	Adv	**4″**	Mar	**8″**	Dis	**9**				Battle Fever
Standard, Infantry	HP	**3**	Def	**5**	Res	**4**	Arm	**0**		Heavy Armour
Barbarian Chief	Att	**3**	Off	**5**	Str	**5**	AP	**1**	Agi **5**	Deeds not Words

Feldrak Ancestor

										Rules
Feldrak Ancestor	Adv	**8″**	Mar	**16″**	Dis	**9**				Legendary Beasts (2), Primal Legend
Gigantic, Beast	HP	**8**	Def	**6**	Res	**6**	Arm	**3**		Unburnt, Light Armour
Feldrak Ancestor	Att	**6**	Off	**6**	Str	**7**	AP	**4**	Agi **3**	Breath Attack (Str 4, AP 1, Dying Embers, Flaming Attacks), Hatred (against Fly)

Character Mounts

Black Steed

										Rules
Black Steed	Adv	**8″**	Mar	**14″**	Dis	C				
Standard, Cavalry	HP	C	Def	C	Res	C	Arm	**C+2**		
Black Steed	Att	**1**	Off	**3**	Str	**4**	AP	**0**	Agi **3**	Harnessed

Shadow Chaser

										Rules
Shadow Chaser	Adv	**10″**	Mar	**20″**	Dis	C				Light Troops, Strider, Vanguard (6″)
Standard, Cavalry	HP	C	Def	C	Res	C	Arm	**C+1**		
Shadow Chaser	Att	**1**	Off	**3**	Str	**3**	AP	**0**	Agi **4**	Harnessed

Scythed Skywheel

										Rules
Scythed Skywheel	Adv	C	Mar	C	Dis	C				Fly (6″, 18″), Light Troops, Swiftstride, Tall
Standard, Construct	HP	C	Def	C	Res	C	Arm	C		Cannot be Stomped, Hard Target (1)
Scythed Skywheel	Att	-	Off	-	Str	**3**	AP	**0**	Agi **3**	Grind Attacks (D3+1), Harnessed

War Dais

										Rules
War Dais	Adv	C	Mar	C	Dis	C				Tall
Standard, Infantry	HP	**4**	Def	C	Res	C	Arm	**C+2**		Cannot be Stomped
War Dais	Att	**4**	Off	**5**	Str	**4**	AP	**1**	Agi **4**	Harnessed

Dark Chariot

										Rules
Dark Chariot	Adv	**8″**	Mar	**8″**	Dis	C				Swiftstride
Large, Construct	HP	**4**	Def	C	Res	**5**	Arm	**C+2**		
Black Steed (2)	Att	**1**	Off	**3**	Str	**4**	AP	**0**	Agi **3**	Harnessed
Chassis					Str	**5**	AP	**2**	Agi	Impact Hits (D6+1), Inanimate

Battleshrine

										Rules
Battleshrine	Adv	**5″**	Mar	**10″**	Dis	C				Channel (1), Fear, Keeper of the Beacon, Towering Presence, Trophy Rack, War Platform
Large, Construct	HP	**5**	Def	C	Res	**5**	Arm	**C+1**		Aegis (5+)
Wretched One (2)	Att	-	Off	-	Str	**4**	AP	**0**	Agi **1**	Grind Attacks (D6+1), Harnessed

Karkadan

										Rules
Karkadan	Adv	**7″**	Mar	**14″**	Dis	C				Fear
Large, Cavalry	HP	C	Def	C	Res	C	Arm	**C+2**		
Karkadan	Att	**2**	Off	**3**	Str	**5**	AP	**2**	Agi **2**	Harnessed

Chimera

										Rules
Chimera	Adv	**8″**	Mar	**20″**	Dis	C				Fear, Legendary Beasts (1), Towering Presence
Large, Cavalry	HP	**4**	Def	C	Res	**5**	Arm	C		
Chimera	Att	**5**	Off	**4**	Str	**5**	AP	**2**	Agi **4**	Harnessed

Wasteland Behemoth

										Rules
Wasteland Behemoth	Adv	**7″**	Mar	**14″**	Dis	C				Legendary Beasts (1)
Gigantic, Beast	HP	**7**	Def	**3**	Res	**6**	Arm	**4**		
Wasteland Behemoth	Att	**6**	Off	**3**	Str	**6**	AP	**3**	Agi **3**	Harnessed

Wasteland Dragon

										Rules
Wasteland Dragon	Adv	**8″**	Mar	**16″**	Dis	C				Fly (6″, 12″), Legendary Beasts (1), Light Troops
Gigantic, Beast	HP	**6**	Def	**5**	Res	**6**	Arm	**4**		
Wasteland Dragon	Att	**5**	Off	**5**	Str	**6**	AP	**3**	Agi **3**	Breath Attack (Str 4, AP 1, Flaming Attacks), Harnessed

Core

Warriors — *Adv* **4"** *Mar* **8"** *Dis* **8** ☛ — Fearless, Path of the Favoured, Scoring

Standard, Infantry	*HP* 1	*Def* 5	*Res* 4	*Arm* 0		Hell-Forged Armour, Spiked Shield
Warrior	*Att* 2	*Off* 5	*Str* 4	*AP* 1	*Agi* 4	

Fallen — *Adv* **6"** *Mar* **12"** *Dis* **8** ☛ — Fearless, Light Troops, Path of the Exiled

Standard, Infantry	*HP* 1	*Def* 2	*Res* 4	*Arm* 0		Hell-Forged Armour
Fallen	*Att* 2	*Off* 4	*Str* 4	*AP* 1	*Agi* 4	Paired Weapons

Barbarians — *Adv* **4"** *Mar* **8"** *Dis* **7** ☛ — Battle Fever, Scoring

Standard, Infantry	*HP* 1	*Def* 4	*Res* 3	*Arm* 0		Light Armour
Barbarian	*Att* 1	*Off* 4	*Str* 4	*AP* 0	*Agi* 3	

Special

Barbarian Horsemen — *Adv* **8"** *Mar* **16"** *Dis* **8** ☛ — Battle Fever, Scoring

Standard, Cavalry	*HP* 1	*Def* 4	*Res* 3	*Arm* 1		Heavy Armour
Barbarian Horseman	*Att* 1	*Off* 4	*Str* 4	*AP* 0	*Agi* 3	
Black Steed	*Att* 1	*Off* 3	*Str* 4	*AP* 0	*Agi* 3	Harnessed

Warhounds — *Adv* **8"** *Mar* **16"** *Dis* **5** — Insignificant, Release the Hounds

Standard, Beast	*HP* 1	*Def* 3	*Res* 3	*Arm* 0		
Warhound	*Att* 1	*Off* 3	*Str* 3	*AP* 0	*Agi* 4	

Warrior Knights — *Adv* **8"** *Mar* **14"** *Dis* **8** ☛ — Fearless, Path of the Favoured, Scoring

Standard, Cavalry	*HP* 1	*Def* 5	*Res* 4	*Arm* 2		Hell-Forged Armour, Shield
Warrior Rider	*Att* 2	*Off* 5	*Str* 4	*AP* 1	*Agi* 4	
Black Steed	*Att* 1	*Off* 3	*Str* 4	*AP* 0	*Agi* 3	Harnessed

Warrior Chariot — *Adv* **8"** *Mar* **8"** *Dis* **8** — Fearless, Path of the Favoured, Swiftstride

Large, Construct	*HP* 4	*Def* 5	*Res* 5	*Arm* 1		Hell-Forged Armour
Warrior Crew (2)	*Att* 2	*Off* 5	*Str* 4	*AP* 1	*Agi* 4	Halberd
Black Steed (2)	*Att* 1	*Off* 3	*Str* 4	*AP* 0	*Agi* 3	Harnessed
Chassis			*Str* 5	*AP* 2	*Agi*	Impact Hits (D6+1), Inanimate

Chosen — *Adv* **5"** *Mar* **10"** *Dis* **8** ☛ — Fearless, Path of the Favoured, Scoring

Standard, Infantry	*HP* 2	*Def* 6	*Res* 4	*Arm* 0		Hell-Forged Armour, Spiked Shield
Chosen	*Att* 3	*Off* 6	*Str* 4	*AP* 1	*Agi* 5	Master of Battle

Chosen Knights — *Adv* **7"** *Mar* **14"** *Dis* **8** ☛ — Fear, Fearless, Path of the Favoured, Scoring

Large, Cavalry	*HP* 3	*Def* 6	*Res* 4	*Arm* 2		Hell-Forged Armour
Chosen Rider	*Att* 3	*Off* 6	*Str* 4	*AP* 1	*Agi* 5	Halberd
Karkadan	*Att* 2	*Off* 3	*Str* 5	*AP* 2	*Agi* 2	Harnessed

Chosen Chariot — *Adv* **7"** *Mar* **7"** *Dis* **8** — Fear, Fearless, Path of the Favoured, Swiftstride

Large, Construct	*HP* 5	*Def* 6	*Res* 5	*Arm* 2		Hell-Forged Armour
Chosen Crew (2)	*Att* 3	*Off* 6	*Str* 4	*AP* 1	*Agi* 5	Halberd
Karkadan	*Att* 2	*Off* 3	*Str* 5	*AP* 2	*Agi* 2	Harnessed
Chassis			*Str* 5	*AP* 2	*Agi*	Impact Hits (D6+1), Inanimate

Chimera — *Adv* **8"** *Mar* **20"** *Dis* **8** — Fear, Towering Presence

Large, Beast	*HP* 4	*Def* 3	*Res* 5	*Arm* 3		
Chimera	*Att* 5	*Off* 4	*Str* 5	*AP* 2	*Agi* 4	

Wretched Ones — *Adv* **3D6"** *Mar* **-** *Dis* **5** — Fearless, Irredeemable, Random Movement (3D6"), Unbreakable

Large, Infantry	*HP* 3	*Def* 2	*Res* 4	*Arm* 0		Fortitude (5+)
Wretched One	*Att* -	*Off* -	*Str* 4	*AP* 0	*Agi* 1	Grind Attacks (D6+1)

Forsworn — *Adv* **6"** *Mar* **12"** *Dis* **8** ☛ — Bodyguard (Doomlord), Fearless, Path of the Exiled, Scoring

Large, Infantry	*HP* 3	*Def* 4	*Res* 4	*Arm* 1		Hell-Forged Armour
Forsworn	*Att* 2	*Off* 5	*Str* 4	*AP* 1	*Agi* 4	

Feldraks — *Adv* **8"** *Mar* **16"** *Dis* **9** ☛ — Fear, Scoring

Large, Beast	*HP* 4	*Def* 4	*Res* 5	*Arm* 2		Unburnt, Light Armour
Feldrak	*Att* 3	*Off* 4	*Str* 5	*AP* 2	*Agi* 3	Hatred (against Fly)

Battleshrine — *Adv* **5"** *Mar* **10"** *Dis* **8** — Battle Fever, Beacon of the Dark Gods, Channel (1), Fear, Not a Leader, Towering Presence, Trophy Rack, War Platform, Wizard Apprentice

Large, Construct	*HP* 5	*Def* 4	*Res* 5	*Arm* 4		Aegis (5+)
Shrine Priest	*Att* 1	*Off* 4	*Str* 3	*AP* 0	*Agi* 3	
Wretched One (2)	*Att* -	*Off* -	*Str* 4	*AP* 0	*Agi* 1	Grind Attacks (D6+1), Harnessed

Unit											Special Rules
Flayers	Adv	10″	Mar	20″	Dis	8					Battle Fever, Feigned Flight, Light Troops, Strider, Vanguard (6″)
Standard, Cavalry	HP	1	Def	4	Res	3	Arm	1			Light Armour
Flayer	Att	1	Off	4	Str	4	AP	0	Agi	4	
Shadow Chaser	Att	1	Off	3	Str	3	AP	0	Agi	4	Harnessed
Hellmaw	Adv	5″	Mar	10″	Dis	5					Fearless, Gateway, Supernal
Gigantic, Construct	HP	5	Def	3	Res	5	Arm	2			Aegis (5+)
Hellmaw	Att	5	Off	3	Str	5	AP	2	Agi	1	
Forsaken One	Adv	3D6″	Mar	-	Dis	5					Fearless, Irredeemable, Legendary Beasts (2), Random Movement (3D6″), Unbreakable
Gigantic, Beast	HP	6	Def	2	Res	6	Arm	0			Fortitude (5+)
Forsaken One	Att	-	Off	-	Str	6	AP	2	Agi	1	Grind Attacks (D6+3)
Marauding Giant	Adv	7″	Mar	14″	Dis	8					Giant See, Giant Do, Legendary Beasts (1)
Gigantic, Infantry	HP	7	Def	3	Res	5	Arm	1			
Marauding Giant	Att	5	Off	3	Str	5	AP	2	Agi	3	Rage
Feldrak Elder	Adv	8″	Mar	16″	Dis	9					Legendary Beasts (2)
Gigantic, Beast	HP	6	Def	5	Res	6	Arm	3			Unburnt, Light Armour
Feldrak Elder	Att	5	Off	5	Str	6	AP	3	Agi	3	Hatred (against Fly)

Aim Table

Name	Aim	Shooting Model
Bow	4+	Flayer
Throwing Weapons	4+	Barbarian Chief
	5+	Barbarian, Flayer

Favours of the Dark Gods

This is only a short summary. Refer to the corresponding chapters above for the complete rules.

Envy Attack Attribute – Close Combat	Model part gains Swiftstride and reroll to-hit rolls of '1' when Charging. Reroll rolls of '1' in Charge Range rolls for units consisting entirely of models with this Favour.
Gluttony Attack Attribute – Close Combat	Model part gains +1 Strength with Close Combat Attacks for the rest of the game the first time it successfully Charges a Fleeing unit, or wins a combat and doesn't Pursue or Overrun.
Greed Universal Rule	The model part gains Great Weapon, Halberd, Paired Weapons, and Weapon Master. +50 pts Special Item allowance.
Lust Universal Rule	Model gains Strider. Units with majority of models with this Favour gain Feigned Flight, may declare Flee even if Fearless, and then Rally with Minimised Roll the next turn.
Pride Universal Rule	Minimised Roll for Discipline Tests.
Sloth Universal Rule	Model gains +1 Resilience, unless it declares a 10+″ (6+″ for Gigantic) Charge or Advance/March Moves for 10″ or more (6+″ for Gigantic) (lost for a Player Turn).
Wrath Attack Attribute – Close Combat	Model part gains Lightning Reflexes and +1 Agility. Enemies gain +1 to hit the model. Effects apply only in the First Round of Combat.