

# THE IX AGE

## FANTASY BATTLES



CULTISTS



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## Cultists

Daemon Legions Supplement Army Book  
2<sup>nd</sup> Edition, version 2021 – March 18, 2021

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The 9<sup>th</sup> Age: Fantasy Battles is a community-made miniatures wargame. All rules in this book are supplementary to the Core Rules of The 9<sup>th</sup> Age. They are produced by our teams and should be viable for use in any game, but you should seek permission from your opponent or tournament organiser to use, as they significantly increase the complexity of the game. All rules and feedback can be found and given at: [the-ninth-age.com](http://the-ninth-age.com). Refer to the Rulebook for instructions on How to Read Unit Entries.



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*Across every corner of the world, wherever mortal hearts seek the promise of power through transgression, the immortal word of the Dark Gods can be heard to whisper in mortal ears. Fallen Heroes and barbarians might turn to the Dark Gods as a group, but there is a greater source of converts—and a greater threat to mortal order—that lies within civilisation's very walls.*

*These are the heretics, the iconoclasts, the apostates: those who have turned against the gods and kings of their land, forsaking their own people to embrace a new family, forming a brotherhood that the pious call a Cult. Unlike those other servants of the Dark Gods—the Warriors, whose Pact they often facilitate—Cults do not seek power for themselves, but only for their unholy masters. Operating clandestine networks within the hearts of great nations and empires, they form a league of dissidents who have pledged to aid the schemes of the Dark Gods, to support the eternal quest to tear down the foundations of the Mortal Realm, laying it bare to the desecration of the Daemon Legions.*

—Professor Trifonas Zorbilis, Baroness Gunther  
Memorial Lecture, Department of Philosophy,  
Narrenwald. 962 A.S.

# Army Specific Rules

## Aegis

Unit profiles in this Army Book contain an additional Characteristic, which corresponds to the units' Aegis Saves, shortened Aeg. This Characteristic is treated as if the unit has the Personal Protection Aegis (X+) written on their profile, where X is the Aeg Characteristic value. Not having an Aeg value does not prevent a unit from being the target of an Aegis modifier.

## Nobody Expects...

At the start of step 6 of the Pre-Game Sequence (Determine the Deployment Zones), the opponent may choose to gain a +6 or -6 modifier to the roll for choosing the Deployment Zone. If so, the Cultists player **must** nominate one of the opponent's Characters as Destrian Inquisitor. If the Destrian Inquisitor has been removed as a casualty or is Fleeing at the end of the game, the Cultists player gains +200 Victory Points.

Ignore Nobody Expects... if the opponent's army is also from the Cultists Supplement.

*News from Reva. The Supreme Prelate has survived an attempted assassination. The Inquisition believes that heretical forces have infiltrated the upper echelons of ecclesiastical power. We are investigating how this was allowed to happen.*

—Briefing sent to Emperor Matthias, 954 A.S.

# Army Model Rules

## Universal Rules

### Daemonic Summon

At the end of step 3 of the owner's Magic Phase (Siphon the Veil), before Veil Token Limits are applied, each non-Fleeing model with Daemonic Summon may perform a single Daemonic Summon:

1. Choose a unit from the Summoned Daemons Army Category on your Army List.
2. Discard a number of Veil Tokens from your Veil Token pool corresponding to the chosen unit's Point Cost divided by 200, rounding fractions up. During the owner's Player Turn 1, only 2 Veil Tokens may be discarded for Daemonic Summon. Otherwise, a maximum of 6 Veil Tokens may be discarded for Daemonic Summon per Player Turn.
3. The chosen unit is deployed in a legal formation fully within 12" of the model that performs the Daemonic Summon. All models must be placed at least 1" away from other units and from Impassable Terrain. If the whole unit cannot be deployed, then no models can be deployed.

The unit counts as having moved during the Player Turn it arrives on the Battlefield. Any unit that entered the Battlefield on Game Turn 4 or later loses Scoring. If a unit from the Summoned Daemons Army Category has not entered the Battlefield before the end of the game, the unit counts as destroyed.

Until deployed on the Battlefield, units from the Summoned Daemons Army Category cannot perform any actions at all, and all their Special Items, rules, and abilities don't work while off the board.

### Pledged to Darkness

Models with Pledged to Darkness can only join or be joined by models with Pledged to Darkness. While joined by one or more Characters, R&F models with Pledged to Darkness gain **Fearless**.

Certain units with Pledged to Darkness can choose one of the following 4 Species Archetypes, which give the models the changes stated below. If any unit chooses one of these Species Archetypes, all units capable of doing so **must** choose the same Species Archetype.

Fallen Heroes	Kinslayers	The Dishonoured	Wayward Children
<ul style="list-style-type: none"><li>• Base: 25×25 mm</li><li>• Resilience <b>set</b> to 4</li><li>• -1 Agility</li></ul>	<ul style="list-style-type: none"><li>• Base: 25×25 mm</li><li>• +1 Offensive Skill</li><li>• +1 Defensive Skill</li></ul>	<ul style="list-style-type: none"><li>• -1" Advance Rate</li><li>• March Rate <b>set</b> to at least 9"*</li><li>• Resilience <b>set</b> to 4</li><li>• -1 Agility</li></ul>	<ul style="list-style-type: none"><li>• +1" Advance Rate</li><li>• +2" March Rate</li><li>• +1 Agility</li></ul>

\*The March Rate of Daemon Symbiotes and Possessed is **set** to at least 12" instead.

### Sacrificial Offerings

Immediately before performing a Casting Attempt with a Wizard in a unit containing one or more models with Sacrificial Offerings, you may inflict 1 hit against that unit. This hit wounds automatically with no saves of any kind allowed. If a Health Point loss was caused against a model with Sacrificial Offerings, the Casting Attempt gains a +1 Casting Modifier. Each unit can be affected by Sacrificial Offerings only once per Magic Phase.

*I had to hand it to them. At the age of nineteen, I could not have been more impressed by the temple. The pillars and intricate carvings of its great stone vault spoke of ancient and primordial power. The tiled floor and painted ceiling were tastefully flecked with colours that caught in the dancing candlelights—thick red and sharp silver flickering between pools of deepest shadow, at the edges of which stood terrible, half-glimpsed statues of writhing gods and devouring skulls. I raised my cowl, plunging my own face into a similar darkness, and immediately felt an overpowering sense of connection with my brothers and sisters, all hooded and anonymous, joined in an absolute bond, as we processed to a slow chant beneath the timeless vault. I knew beyond all doubt that here we would do great things, even as I looked up to see the naked figure chained to the altar, the Mistress raising her knife, and felt the dry taste of magic on my tongue.*

—From Memoirs of a Former Follower of the Dark Gods, by Sobolevsky Vladislavovich

## Hereditary Spell

Casting Value	Range	Type	Duration	Effect
<b>H rep</b>	<b>Spear of Infinity</b>			The target suffers 1 hit with Strength 2 [5], Armour Penetration 2, Area Attack (1x5), and [Multiple Wounds (2)]. The hits from <i>Spear of Infinity</i> gain +1 Strength for each other non-Attribute Spell successfully cast in this Magic Phase (including other instances of <i>Spear of Infinity</i> ).

# Special Items – Artefacts

## Ledger of Souls

75 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.

## Lugar's Dice

40 pts

A single model part of the bearer's model can reroll a single failed to-hit, to-wound, or Armour Save roll per Player Turn. Crush Attacks are not affected.

## Gem of Faith's Tithe

35 pts

Whenever the bearer attempts to cast a spell, the owner may choose a friendly Champion with Pledged to Darkness within 12". If so, use the position of the Champion when drawing Line of Sight and measuring range. For Direct spells, also use the Champion's Front Arc. The owner must use all of these or none at all. If the spell is successfully cast, the Champion suffers 1 hit that wounds automatically with no saves of any kind allowed.

## Lifeforce Talisman

35 pts

Dominant.

Whenever the bearer Miscasts, the owner may choose to inflict D3 hits on the bearer's unit. These hits wound automatically with no saves of any kind allowed. If so, the owner may choose to apply a +1 or a -1 Miscast Modifier.

## Scurrying Veil

30 pts

Standard Height models only.

The bearer gains **Tiny**, and its March Rate is **set** to 20".

## Tiny: Universal Rule.

The model ignores friendly units when moving in the Charge and Movement Phase, but must follow the Unit Spacing rule at the end of the move.

## Fiendish Snares

20 pts

Immediately after Deployment Zones are chosen, the owner nominates a Terrain Feature other than Impassable Terrain or Open Terrain with its centre in their half of the Battlefield. The chosen Terrain Feature becomes Dangerous Terrain (2).

*In my experience, cults invest more time on recruitment than any other activity. They are constantly searching for dissatisfied, angry or lonely individuals—typically young and lacking close family—whom they approach at first as simple friends and sympathisers. After gaining the target's trust, an invitation to an innocent-seeming discussion group is sure to follow. Constant affirmation of friendship and approval, combined with sacrilegious forms of hypnosis and magical manipulation, are used to bring the convert deeper into the fold. When it is time to prove loyalty beyond doubt, there is initiation, after which, if she survives, the Novice rises through the various ranks of Acolyte, all under the auspices of a Leader who maintains power through a combination of charisma, eloquence, and cold-blooded murder.*

*In recent years the process has become more suspicious, riddled with traps to catch our agents. The number of our operatives among the ranks of the cults is dwindling, and with it our access to reliable intelligence. They seem determined to adapt to every new strategy we can conjure. For every cell we weed out, we are unable to prevent an atrocity such as the episode at Müzholm, Sunna rest their souls.*

—Inquisitor Karina von Naschen, field notes

# Daemonic Manifestations

Cultists armies possess an additional version of Special Items called Daemonic Manifestations. They follow the rules for Special Items, with the exception that they are not One of a Kind and that models cannot be affected by more than one instance of each Manifestation, unless specifically stated otherwise.

## $\infty$ Manifestations of Father Chaos

**Iron Husk** 95 pts  
The model's Resilience is set to 6.

**Kaleidoscopic Flesh** 45 pts  
The model gains Hard Target (1).

**Mark of the Eternal Champion** 45 pts  
If the bearer is not a Wizard, it becomes a Wizard Apprentice that does not select spells as normal but always knows *Spear of Infinity* (Hereditary Spell). If the bearer is already a Wizard, it knows *Spear of Infinity* in addition to its other spells and cannot select it during Spell Selection.

**Mirrored Scales** 45 pts  
Each Close Combat Attack allocated towards the model for which a natural '1' is rolled to hit is distributed onto the attacking model's Health Pool.

**Withering Vapour** 45 pts  
0-2 per Army.  
The bearer gains Breath Attack (Str 3, AP 2).

**Hammer Hand** 40 pts  
The model gains +1 Attack Value.

**Sorcerous Antennae** 40 pts  
0-2 per Army.  
At the start of Siphon the Veil in each of your Magic Phases, choose a single model part in each unit with one or more instances of this Manifestation. The chosen model part gains Channel (1) until the end of the Magic Phase.

**Cloven Hooves** 35 pts  
Unless the model already has Impact Hits (X), it gains Impact Hits (D3+1). These Impact Hits are resolved with Strength 5 and Armour Penetration 2.

**Living Shield** 30 pts  
The model gains Parry.

**Brimstone Secretions** 25 pts  
Attacks that are Divine Attacks made against the model lose this Attack Attribute.

**Centipede Legs** 25 pts  
The model gains +1" Advance Rate.

**Chitinous Scales** 25 pts  
The model gains +2 Armour, to a maximum of 3.

**Dark Hide** 25 pts  
The model gains Scout with the following exception: it must be deployed fully inside the owner's Deployment Zone, and the owner must have deployed at least one unit normally.

**Unnatural Roots** 25 pts  
A side with one or more models with Unnatural Roots Engaged in Combat at the end of the Round of Combat adds +1 to its Combat Score.

**Charged Tendrils** 15 pts  
At the end of Siphon the Veil, the owner is allowed to store up to 6 Veil Tokens instead of the normal 3.

**Dextrous Tentacles** 15 pts  
The model gains +1 Agility.

## Manifestations of Envy

**Greenfire Eyes** 40 pts  
One use only. Must be activated when the model's unit fails its first Charge Range roll. The unit must reroll the Charge Range roll.

**Piercing Spike** 25 pts  
Close Combat Attacks made by the model gain +1 Armour Penetration.

**Venom Sacs** 25 pts  
The model gains Poison Attacks. If the model's Close Combat Attacks already were Poison Attacks from another source than this Manifestation, the attack will automatically wound on successful to-hit rolls of 5+ instead of 6+.



## Manifestations of Gluttony

**Broodmother** 60 pts

Dominant.

At the end of each Round of Combat during which the model's unit was Engaged in Combat, and during which models with Broodmother caused at least three Health Point losses against enemy units with Close Combat Attacks, the unit Raises D3 Health Points.

**Digestive Vomit** 45 pts

One use only. **Must** be activated the first time the model's unit performs a Post-Combat Pivot or a Post-Combat Reform. The model gains +1 Strength and +1 Armour Penetration until the end of the game.

**Unhinging Jaw** 40 pts

Failed to-wound rolls from Close Combat Attacks against Large or Gigantic models made by the model **must** be rerolled.

## Manifestations of Greed

**Divining Snout** 20 pts

When Charging a unit that contains one or more Special Items, the model gains +2" Advance Rate for Charge Range rolls. The effects only apply in the Charge Phase and only if all models in the unit are affected by Divining Snout.

**Grasping Proboscis** 20 pts

At the end of each Round of Combat during which the model's unit was Engaged in Combat, and during which models with Grasping Proboscis caused at least three Health Point losses against enemy units with Melee Attacks, the owner gains D3 Veil Tokens to their Veil Token pool.

**Smothering Coils** 20 pts

The model gains +1 to-wound with Close Combat Attacks against models with Scoring.



## Manifestations of Lust

**Mesmerising Plumage** 40 pts

Dominant.

Enemy units in base contact with one or more models with this Manifestation suffer -1 Offensive Skill and -1 Defensive Skill.

**Roaming Hands** 35 pts

While the unit is Engaged with an enemy unit's Flank or Rear Facing, the model gains +1 Strength and +1 Armour Penetration.

**Hot Blood** 10 pts

The model gains **Devastating Charge (+2 Agi)**.



## Manifestations of Pride

**Stiff Upper Lip** 35 pts

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

**Bronze Backbone** 30 pts

The model gains **Hatred**.

**Horns of Hubris** 25 pts

The model gains **Vanguard (6")**.



## Manifestations of Sloth

**Chilling Yawn** 75 pts

Dominant.

Enemy units in base contact with one or more models with this Manifestation suffer -2 Agility.

**Aura of Despair** 50 pts

Dominant.

Enemy units suffer -2" Advance Rate to a minimum of 1" when rolling for Charge Range against units with at least one model with this Manifestation in the Charge Phase.

**Segmented Shell** 30 pts

When the model suffers a wound from an attack with Multiple Wounds (X), reduce X by 1, to a minimum of 1.



## Manifestations of Wrath

**Whipcrack Tail** 50 pts

The model gains **Lightning Reflexes**.

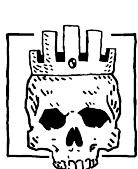
**Red Haze** 40 pts

The model's Close Combat Attacks gain +1 Strength and +1 Armour Penetration, but each of its Close Combat Attacks with a natural to-hit roll of '1' is distributed onto the attacking model's Health Pool.

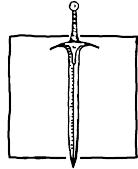
**Incendiary Ichor** 10 pts

The model gains **Aegis (2+, against Flaming Attacks)**. All Melee Attacks (including Special Attacks) and Shooting Attacks made by the model with Incendiary Ichor become **Flaming Attacks**. The model automatically fails all Fortitude Saves.

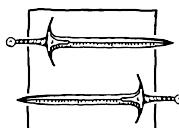
# Army Organisation



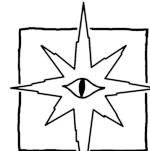
**Characters**  
Max. 35%



**Core**  
Min. 25%



**Special**  
No limit



**Summoned  
Daemons**  
Max. 45%



**Aves**  
Max. 3 units

## Characters (Max. 35%)



### Cult Leader

180 pts

single model

*Height* Standard  
*Type* Infantry  
*Base* 20×20 mm

*He looked into my eyes and I knew beyond all doubt I was loved. He held his arms aloft and his whole body seemed to float in a crimson aura, before a bolt of darkest aether shot from his chest, and struck down the paladin where he stood.*

Global	Adv	Mar	Dis	Model Rules		
	<b>4"</b>	<b>8"</b>	<b>8</b>	Pledged to Darkness, Unstable, Wizard Adept		
Defensive	HP	Def	Res	Arm	Aeg	
	<b>3</b>	<b>3</b>	<b>3</b>	<b>0</b>		Light Armour
Offensive	Att	Off	Str	AP	Agi	
Cult Leader	<b>1</b>	<b>3</b>	<b>3</b>	<b>0</b>	<b>3</b>	
<i>Magic Options</i>						
Wizard Master				150	<i>Species Archetype</i>	
					Kinslayers	free
Evocation		Occultism	Thaumaturgy		Fallen Heroes	10
					The Dishonoured	10
					Wayward Children	10
<i>Options</i>						
<b>Master of Ritual</b> (General only)				80	<i>Optional Model Rules</i>	
Special Items				up to 100	<b>Master of Ritual:</b> Universal Rule.	
If Wizard Master				up to 200	The model gains +1 Discipline, <b>Daemonic Summon</b> , <b>Scout</b> , and its Commanding Presence range is set to 18".	



## Daemon Symbiote

**200 pts**

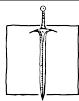
single model

Height Standard  
Type Infantry  
Base 20×20 mm

*I cannot say what mighty powers or foul magics they used, but they were surely not simple to perform. In any event, they have succeeded in binding man with daemon, not in temporary possession, but in a single, conjoined entity, capable of who knows what blasphemous powers.*

Global	Adv	Mar	Dis	Model Rules		
	<b>5"</b>	<b>10"</b>	<b>8</b>	Fearless, Pledged to Darkness, Supernal, Wizard Apprentice		
Defensive	HP	Def	Res	Arm	Aeg	
	<b>3</b>	<b>4</b>	<b>4</b>	<b>0</b>	<b>5+</b>	Heavy Armour
Offensive	Att	Off	Str	AP	Agi	
Daemon Symbiote	<b>4</b>	<b>5</b>	<b>5</b>	<b>2</b>	<b>6</b>	
<i>Magic Options</i>				pts-	<i>Options</i>	
Wizard Adept				75	A single Manifestation	no limit
					Special Items	up to 100
					Shield	5
Divination		Evocation			One choice only:	
					Paired Weapons	5
					Spear	5
					Great Weapon	10
					Halberd	10
<i>Species Archetype</i>				pts-		
Fallen Heroes					free	
Kinslayers					free	
The Dishonoured					free	
Wayward Children					20	

# Core (Min. 25%)



## Cultists

**105 pts + 3 pts/extra model**

**15-40 models**



*Height Standard  
Type Infantry  
Base 20x20 mm*

*The enemy ranks seemed little more than a rabble—poorly armed, lacking military training and clad in nothing but cowled robes. Yet something in the way they stood, or rather brooded, faces lost under hoods, made my blood run cold. I shall simply say that I pray you never know the ferocity of those zealots in battle.*

Global	Adv	Mar	Dis	Model Rules	
	<b>4"</b>	<b>8"</b>	<b>6</b>	<b>Pledged to Darkness, Sacrificial Offerings, Scoring, Unstable</b>	
Defensive	HP	Def	Res	Arm	Aeg
	<b>1</b>	<b>2</b>	<b>3</b>	<b>0</b>	
Offensive	Att	Off	Str	AP	Agi
Cultist	<b>1</b>	<b>2</b>	<b>3</b>	<b>0</b>	<b>3</b>
<i>Options</i>			pts-	<i>Command Group Options</i>	
One choice only:				pts-	
<b>Infiltrators</b> (0-15 Models/Unit, 0-3 Units/Army)			10	Champion	
<b>Eldritch Tome</b> (0-3 Units/Army)			40	Musician	
<b>Abyssal Conduit</b> (0-3 Units/Army)			70	<i>Optional Model Rules</i>	
Throwing Weapons (5+) ( <b>Infiltrators</b> only)			20	<b>Abyssal Conduit:</b> Universal Rule. One model in the unit that is not a Champion or Musician becomes a <b>Standard Bearer</b> with <b>Channel (1)</b> and <b>Daemonic Summon</b> .	
Spear			1/model	<b>Eldritch Tome:</b> Universal Rule. Units with Champion only. The unit gains <b>Wizard Conclave</b> that knows only <i>Spear of Infinity</i> (Hereditary Spell).	
<i>Species Archetype</i>			pts-	<b>Infiltrators:</b> Universal Rule. The model gains <b>Scout</b> and loses Scoring.	
Kinslayers			free		
Fallen Heroes			1/model		
The Dishonoured			1/model		
Wayward Children			1/model		

You will not know the true love of the Seven until you have fought side by side with their pets. Oh how they squirm and giggle! You can see the purest magic inside them! The lovely mutating madness of it!



## Lemures

**225 pts + 24 pts/extra model** **10-25 models**



**Height Standard**  
**Type Beast**  
**Base 25x25 mm**

The unit counts both towards Core and Summoned Daemons.

The unit cannot be deployed normally, but only through Daemonic Summon.

Global	Adv	Mar	Dis	Model Rules		
	4"	8"	7	Fearless, Scoring, Supernal		
Defensive	HP	Def	Res	Arm	Aeg	
	<b>1</b>	<b>3</b>	<b>5</b>	<b>0</b>	<b>5+</b>	Parry
Offensive	Att	Off	Str	AP	Agi	
Lemure	<b>1</b>	<b>3</b>	<b>3</b>	<b>0</b>	<b>2</b>	

—Options—	pts-	—Command Group Options—	pts-
Manifestation (one choice only):			
∞ Brimstone Secretions	1/model	Champion	10
✿ Stiff Upper Lip	1/model	Musician	10
⌚ Venom Sacs	2/model	Standard Bearer	10
▲ Chilling Yawn	3/model		
∞ Unnatural Roots	40		



## Succubi

**215 pts + 18 pts/extra model** **10-25 models**



**Height Standard**  
**Type Beast**  
**Base 25x25 mm**

The unit counts both towards Core and Summoned Daemons.

The unit cannot be deployed normally, but only through Daemonic Summon.

Global	Adv	Mar	Dis	Model Rules		
	5"	10"	7	Fearless, Scoring, Supernal		
Defensive	HP	Def	Res	Arm	Aeg	
	<b>1</b>	<b>4</b>	<b>3</b>	<b>0</b>	<b>5+</b>	
Offensive	Att	Off	Str	AP	Agi	
Succubus	<b>3</b>	<b>4</b>	<b>3</b>	<b>1</b>	<b>5</b>	Talon Scythes

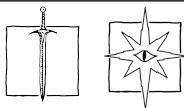
  

—Options—	pts-	—Command Group Options—	pts-
Manifestation (one choice only):			
⌚ Mesmerising Plumage	2/model	Champion	10
▲ Chilling Yawn	4/model	Musician	10
✿ Bronze Backbone	5/model	Standard Bearer	10
▨ Smothering Coils	7/model		

—Model Rules—

**Talon Scythes:** Close Combat Weapon.

Attacks made with Talon Scythes ignore Parry and, if allocated towards Standard or Large Infantry, gain a +1 to-hit modifier.



## Myrmidons

**215 pts + 22 pts/extra model** **10-30 models**

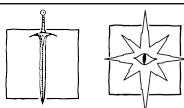


**Height Standard**  
**Type Beast**  
**Base 25x25 mm**

The unit counts both towards Core and Summoned Daemons.

The unit cannot be deployed normally, but only through Daemonic Summon.

Global	Adv	Mar	Dis	Model Rules	
	<b>5"</b>	<b>10"</b>	<b>8</b>	Fearless, Scoring, Supernal	
Defensive	HP	Def	Res	Arm	Aeg
	<b>1</b>	<b>4</b>	<b>3</b>	<b>0</b>	<b>5+</b>
Offensive	Att	Off	Str	AP	Agi
Myrmidon	<b>1</b>	<b>5</b>	<b>5</b>	<b>1</b>	<b>4</b>
Devastating Charge (Battle Focus), Fight in Extra Rank					
<i>Options</i>				<i>Command Group Options</i>	
Manifestation (one choice only):				<i>pts-</i>	
	<b>Hot Blood</b>			1/model	<b>Champion</b> 10
	<b>Unhinging Jaw</b>			2/model	<b>Musician</b> 10
	<b>Whipcrack Tail</b>			3/model	<b>Standard Bearer</b> 10
	<b>Piercing Spike</b>			4/model	
	<b>Bronze Backbone</b>			5/model	



## Imps

**205 pts + 15 pts/extra model** **10-25 models** **0-40 Models/Army**



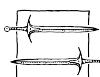
**Height Standard**  
**Type Beast**  
**Base 25x25 mm**

The unit counts both towards Core and Summoned Daemons.

The unit cannot be deployed normally, but only through Daemonic Summon.

Global	Adv	Mar	Dis	Model Rules	
	<b>5"</b>	<b>10"</b>	<b>6</b>	Fearless, Scoring, Supernal	
Defensive	HP	Def	Res	Arm	Aeg
	<b>1</b>	<b>2</b>	<b>3</b>	<b>0</b>	<b>5+</b>
Offensive	Att	Off	Str	AP	Agi
Imp	<b>1</b>	<b>2</b>	<b>2</b>	<b>0</b>	<b>3</b>
<b>Energy Bolts (4+)</b>					
<i>Model Rules</i>				<i>Command Group Options</i>	
<b>Energy Bolts:</b> Shooting Weapon. Range 24", Shots 1, Str 5, AP 0, <b>Reload!</b> , <b>Volley Fire.</b>				<i>pts-</i>	
				<b>Champion</b>	10
				<b>Musician</b>	10
				Standard Bearer with (one choice only):	
				<b>Firestarter (Spear of Infinity)</b>	45
				(Hereditary Spell))	
				<b>Firestarter (Hand of Heaven (Thaumaturgy))</b>	60
<i>Optional Model Rules</i>					
<b>Firestarter (X):</b> Universal Rule. The Standard Bearer can cast the spell stated in brackets as a Bound Spell with Power Level (5/8).					
<i>Options</i>				<i>pts-</i>	
Manifestation (one choice only):					
	<b>Incendiary Ichor</b>			1/model	
	<b>Charged Tendrils</b>			20	
	<b>Mark of the Eternal Champion</b> (Champion only)			25	
	<b>Sorcerous Antennae</b>			50	

# Special (No limit)



## Profane Idol

**290 pts**

single model

0–2 Units/Army

Height Gigantic  
Type Infantry  
Base 50×75 mm

*"It's too quiet," muttered the sergeant. We listened to the wind, waiting, watching. There was a susurrus in the forest. The treetops up the hill seemed to sway—then we heard it. Footfall like the great hammer of Volund, growing closer, the very stones of our outpost shaking. Finally, it came around the hillside, and I saw the sergeant's eyes move up... and up. "Dear goddess," he whispered. Those were his last words.*

Global	Adv	Mar	Dis	Model Rules		
	<b>7"</b>	<b>14"</b>	<b>8</b>	Fearless, Supernal		
Defensive	HP	Def	Res	Arm	Aeg	
	<b>7</b>	<b>3</b>	<b>5</b>	<b>2</b>	<b>5+</b>	
Offensive	Att	Off	Str	AP	Agi	
Profane Idol	<b>5</b>	<b>3</b>	<b>5</b>	<b>2</b>	<b>3</b>	

— Options —

**Doomsday Colossus**

pts-

45

Must choose (one choice only):

**Heretic Golem**

free

**Wicker Man**

10

**Apostate Automaton**

50

— Optional Model Rules —

**Apostate Automaton:** Universal Rule.

The model gains +1 Resilience, **Crush Attack**, and its Armour is set to 3.

**Doomsday Colossus:** 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.

**Heretic Golem:** Universal Rule.

The model gains +1 Strength and +1 Armour Penetration.

**Wicker Man:** Universal Rule.

The model gains **Flammable**, **Flaming Attacks**, and **Grind Attacks (3D3)**. These Grind Attacks are resolved with Strength 4, Armour Penetration 0, and Flaming Attacks.



## Possessed

**140 pts + 11 pts/extra model**

**10-25 models**

**0-2 Units/Army**

**Height Standard**  
**Type Infantry**  
**Base 20x20 mm**

*I do not envy your mission to find the Devil Monks. It is said they let the daemons enter their bodies to fill them with evil strength, and that they rip open your flesh and drink the blood from your stomach. They want the madness to fill them, they welcome it, for they have known more suffering than they can stand.*

Global	Adv	Mar	Dis	Model Rules		
	<b>5"</b>	<b>10"</b>	<b>7</b>	Fearless, Pledged to Darkness, Scoring, Supernal		
Defensive	HP	Def	Res	Arm	Aeg	
	<b>1</b>	<b>2</b>	<b>3</b>	<b>0</b>	<b>5+</b>	Light Armour
Offensive	Att	Off	Str	AP	Agi	
Possessed	<b>2</b>	<b>2</b>	<b>4</b>	<b>1</b>	<b>4</b>	
<b>Options</b>				<b>pts-</b>	<b>Species Archetype</b>	
Manifestation (one choice only):				<b>pts-</b>		
✿ Bronze Backbone				3/model	Kinslayers	
∞ Chitinous Scales				3/model	free	
YY Red Haze				3/model	Fallen Heroes	
One choice only:					Wayward Children	
Great Weapon				2/model	2/model	
Paired Weapons				2/model	The Dishonoured	
Spear				2/model	2/model	
					<b>Command Group Options</b>	
				<b>pts-</b>		
				Champion	10	
				Musician	10	
				Standard Bearer	10	



## Ritual Altar

**220 pts**

**single model**

**0-1 Units/Army**

**Height Standard**  
**Type Construct**  
**Base 60 mm round**

*Oh ye true and loyal servants of Nukuja, hear me. I will show you how to consecrate and anoint the exact and living altar of the faithful. Let it be a beacon of our creed and caste! Let it be the shining path to the Goddess, through which she will send her sweet unerring missives of destruction, so we might sleep at last!*

Global	Adv	Mar	Dis	Model Rules		
	<b>2"</b>	<b>2"</b>	<b>6</b>	Daemonic Summon, <b>Dark Conclave</b> , Fearless, Sacrificial Offerings, Tall, Unstable, War Machine, Wizard Adept		
Defensive	HP	Def	Res	Arm	Aeg	
	<b>5</b>	<b>2</b>	<b>4</b>	<b>0</b>	<b>5+</b>	
Offensive	Att	Off	Str	AP	Agi	
Council Members	<b>5</b>	<b>2</b>	<b>3</b>	<b>0</b>	<b>3</b>	

**Model Rules**

**Dark Conclave:** Universal Rule.

Spells cast by the model gain +3" range for each additional friendly Wizard within 12" of the Caster. This bonus can never increase the combined modifier beyond +9", however other sources may.

The model **must** select 2 spells from: *Spear of Infinity* (Hereditary Spell), *Hand of Heaven* (Thaumaturgy), and *The Grave Calls* (Occultism) during Spell Selection. This overrides the normal Spell Selection rules connected to being a Wizard Adept.

When performing a Daemonic Summon with the model, divide the chosen unit's Point Cost by 300 (instead of 200), rounding fractions up, for determining the number of discarded Veil Tokens.

**Grand Council** **pts-**  
**50**

**Optional Model Rules**

**Grand Council:** Universal Rule.

The model's Health Points and Attack Value are **set** to 8, and its base size is changed to 120 mm round. The model can also select *Wrath of God* (Thaumaturgy) as one of its 2 spells.

# Summoned Daemons (Max. 45%)

*The commander gave thanks that we had finally brought this most troublesome of enemies to the field, and that their numbers were so few. But his smile vanished at the overpowering stench of sulphur. From behind their camp we heard several blood-curdling screams. There was a moment's awful silence—and then they were everywhere. The daemons fell on us like a tempest.*



## Threshing Engine

155 pts

single model

0-5 Units/Army

Height Large  
Type Construct  
Base 50×100 mm



The unit also counts towards Aves if taking Fly.

The unit cannot be deployed normally, but only through Daemon Summon.

Global	Adv	Mar	Dis	Model Rules			
	<b>10"</b>	<b>10"</b>	<b>7</b>	Fearless, Supernal, Swiftstride			
Defensive	HP	Def	Res	Arm	Aeg		
	<b>4</b>	<b>4</b>	<b>4</b>	<b>0</b>	<b>5+</b>	Hard Target (1)	
Offensive	Att	Off	Str	AP	Agi		
Tiller (2)	<b>2</b>	<b>4</b>	<b>3</b>	<b>3</b>	<b>3</b>		
Draft Beast (2)	<b>1</b>	<b>3</b>	<b>3</b>	<b>0</b>	<b>3</b>	Harnessed	
Chassis			<b>4</b>	<b>3</b>		Impact Hits (2D3), Inanimate	
<hr/> Options <hr/>				<hr/> Optional Model Rules <hr/>			
One choice only:				<b>Horde Thresher:</b> Universal Rule.			
Fly (9", 9") and Light Troops (0-2 Units/Army)				Changes to the model's profile:			
<b>Horde Thresher</b> (0-3 Units/Army)				• Its base size is changed to <b>100×100 mm</b> .			
<b>Legion Thresher</b> (0-2 Units/Army)				• Its Health Points are set to <b>6</b> .			
Manifestation (one choice only):				• It gains <b>1</b> additional Tiller.			
<b>Divining Snout</b>				• It gains <b>1</b> additional Draft Beast.			
<b>Whipcrack Tail</b>				• It gains <b>Colossal Stature</b> .			
<b>Mark of the Eternal Champion</b>				• The Chassis gains <b>Impact Hits (3D3)</b> .			
<b>Roaming Hands</b>				<b>Legion Thresher:</b> Universal Rule.			
<hr/> Command Group Options <hr/>				Changes to the model's profile:			
Standard Bearer				• Its base size is changed to <b>100×150 mm</b> .			
				• Its Health Points are set to <b>8</b> .			
				• It gains <b>2</b> additional Tillers.			
				• It gains <b>2</b> additional Draft Beasts.			
				• It gains <b>Colossal Stature</b> .			
				• The Chassis gains <b>Impact Hits (4D3)</b> .			

### Colossal Stature: Universal Rule.

The model counts as Gigantic for the purpose of determining the number of Full Ranks.



## Eidolons

**170 pts + 30 pts/extra model**

**5-10 models**

0-18 Models/Army

Height Standard  
Type Beast  
Base 25x25 mm

The unit cannot be deployed normally, but only through Daemonic Summon.

Global	Adv	Mar	Dis	Model Rules		
	<b>5"</b>	<b>10"</b>	<b>7</b>	Fearless, Light Troops, Skirmisher, Supernal, Wizard Conclave		
Defensive	HP	Def	Res	Arm	Aeg	
	<b>1</b>	<b>2</b>	<b>4</b>	<b>0</b>	<b>5+</b>	Hard Target (1)
Offensive	Att	Off	Str	AP	Agi	
Eidolon	<b>1</b>	<b>2</b>	<b>2</b>	<b>0</b>	<b>3</b>	<b>Dark Fire (3+)</b>

— Model Rules —

**Dark Fire:** Shooting Weapon.  
Range 18", Shots 2, Str 4, AP 0.  
Armour Save rolls of '1', '2', '3', and '4' are **always** considered failed when saving wounds caused by Dark Fire.

— Options — pts —

Manifestation (one choice only):	
Incendiary Ichor	1/model
Aura of Despair	5/model
Kaleidoscopic Flesh	6/model
Sorcerous Antennae	30

— Wizard Conclave —

**Must** select 2 spells from:

- *Fate's Judgement* (Divination)
- *Hasten the Hour* (Evocation)
- *Hand of Heaven* (Thaumaturgy)
- *Spear of Infinity* (Hereditary Spell)

— Command Group Options — pts —

Champion	120
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## Hellhounds

**175 pts + 20 pts/extra model**

**5-15 models**

Height Standard  
Type Beast  
Base 25x50 mm

The unit cannot be deployed normally, but only through Daemonic Summon.

Global	Adv	Mar	Dis	Model Rules		
	<b>9"</b>	<b>18"</b>	<b>7</b>	Fearless, Hellish Growl, Supernal		
Defensive	HP	Def	Res	Arm	Aeg	
	<b>1</b>	<b>3</b>	<b>4</b>	<b>0</b>	<b>5+</b>	
Offensive	Att	Off	Str	AP	Agi	
Hellhound	<b>3</b>	<b>5</b>	<b>3</b>	<b>0</b>	<b>4</b>	Lethal Strike

— Model Rules —

**Hellish Growl:** Universal Rule.  
At the start of each Round of Combat, enemy units in base contact with one or more models with Hellish Growl **must** take a Discipline Test with a -1 modifier. Failed to-wound rolls from attacks made by the model against units that fail this test **must** be rerolled. The effect lasts until the end of the Round of Combat.

— Options — pts —

Manifestation (one choice only):	
Grasping Proboscis	1/model
Hot Blood	1/model
Incendiary Ichor	1/model
Centipede Legs	2/model
Digestive Vomit	2/model

— Command Group Options — pts —

Champion	10
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## **Titanslayer Chariot**

**205 pts**

single model

0–2 Units/Army

Height Large  
Type Construct  
Base 50×100 mm

The unit cannot be deployed normally, but only through Daemonic Summon.

Global	Adv	Mar	Dis	Model Rules		
	7"	7"	8	Fearless, Mountain Breaker, Supernal, Swiftstride		
Defensive	HP	Def	Res	Arm	Aeg	
	<b>4</b>	<b>4</b>	<b>5</b>	<b>0</b>	<b>5+</b>	
Offensive	Att	Off	Str	AP	Agi	
Myrmidon (2)	<b>1</b>	<b>5</b>	<b>5</b>	<b>1</b>	<b>4</b>	Devastating Charge (Battle Focus)
Chthonic Machinator	<b>3</b>	<b>3</b>	<b>6</b>	<b>3</b>	<b>3</b>	Harnessed
Chassis			<b>7</b>	<b>2</b>		Impact Hits (D3+1), Inanimate

— Model Rules —

### **Mountain Breaker:** Universal Rule.

The model gains +2" Advance Rate when rolling for Charge Range against units that consist entirely of models with Towering Presence in the Charge Phase. In addition, the model's Impact Hits gain **Multiple Wounds (D3, against Towering Presence)**.

— Options — pts -

### Manifestation (one choice only):

▲ Segmented Shell	5
✖ Stiff Upper Lip	5
● Digestive Vomit	10
■ Divining Snout	10
∞ Centipede Legs	20

— Command Group Options — pts -

Standard Bearer 10



## **Mageblight Gremlins**

**175 pts + 33 pts/extra model**

**2–4 models**

0–3 Units/Army

Height Standard  
Type Beast  
Base 40×40 mm

The unit cannot be deployed normally, but only through Daemonic Summon.

Global	Adv	Mar	Dis	Model Rules		
	5"	10"	6	Fearless, Light Troops, Skirmisher, Supernal		
Defensive	HP	Def	Res	Arm	Aeg	
	<b>4</b>	<b>3</b>	<b>3</b>	<b>0</b>	<b>5+</b>	Hard Target (1)
Offensive	Att	Off	Str	AP	Agi	
Mageblight Goblin	<b>5</b>	<b>3</b>	<b>2</b>	<b>0</b>	<b>2</b>	Poison Attacks, Spell Craving

— Model Rules —

### **Spell Craving:** Attack Attribute – Close Combat.

The model can perform up to 3 Supporting Attacks. When determining Combat Score, a side with at least one model with Spell Craving Engaged in Combat adds +X to its side's Combat Score, where X is the number of non-Bound non-Attribute Spells known by enemy Wizards in units in base contact with it (note that multiple instances of the same spell count as 1 each).

— Options — pts -

### Manifestation (one choice only):

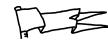
◆ Greenfire Eyes	5/model
∞ Living Shield	10/model
▼ Piercing Spike	10/model
∞ Unnatural Roots	10
▼ Venom Sacs	15/model



## Clawed Fiends

**260 pts + 96 pts/extra model**

**3-6 models**



**Height Large**

**Type Beast**

**Base 40x40 mm**

The unit cannot be deployed normally, but only through Daemonic Summon.

Global	Adv	Mar	Dis	Model Rules	
	<b>9"</b>	<b>18"</b>	<b>7</b>	Fearless, Scoring, Supernal	
Defensive	HP	Def	Res	Arm	Aeg
	<b>3</b>	<b>4</b>	<b>4</b>	<b>0</b>	<b>5+</b>
Offensive	Att	Off	Str	AP	Agi
Clawed Fiend	<b>3</b>	<b>4</b>	<b>4</b>	<b>2</b>	<b>4</b>

—Model Rules—

**Smother:** Attack Attribute – Close Combat.

If the attack is allocated towards a Large model, it gains +1 to hit and +1 to wound.

**Smother**

—Options— pts-

Manifestation (one choice only):

Mesmerising Plumage	8/model
Piercing Spike	12/model
Unhinging Jaw	15/model
Broodmother	17/model

—Command Group Options— pts-

Champion	10
Musician	10
Standard Bearer	10



## Hoarders

**270 pts + 115 pts/extra model**

**3-6 models**



**Height Large**

**Type Beast**

**Base 40x40 mm**

The unit cannot be deployed normally, but only through Daemonic Summon.

Global	Adv	Mar	Dis	Model Rules	
	<b>5"</b>	<b>10"</b>	<b>8</b>	Fear, Fearless, Scoring, Strider, Supernal	
Defensive	HP	Def	Res	Arm	Aeg
	<b>4</b>	<b>5</b>	<b>5</b>	<b>0</b>	<b>5+</b>
Offensive	Att	Off	Str	AP	Agi
Hoarder	<b>3</b>	<b>3</b>	<b>4</b>	<b>0</b>	<b>2</b>

—Model Rules—

**Tightening Grasp:** Special Attack.

The model gains **Grind Attacks (X)**, and can make Grind Attacks as Supporting Attacks, ignoring the maximum number of Supporting Attacks. When the model is not Engaged in Combat, X is set to 1.

At the start of each Round of Combat other than the First Round of Combat, if the model is Engaged, X is increased by +1 (e.g. Grind Attacks (1) becomes Grind Attacks (2)).

—Options— pts-

Up to two Manifestations:

Chitinous Scales	3/model
Grasping Proboscis	5/model
Divining Snout	7/model
Smothering Coils	10/model
Mirrored Scales	18/model
Unnatural Roots	30

—Command Group Options— pts-

Champion	10
Musician	10
Standard Bearer	10



## Sirens

195 pts + 20 pts/extra model

5-15 models

0-3 Units/Army

Height Standard  
Type Cavalry  
Base 25x50 mm

The unit cannot be deployed normally, but only through Daemonic Summon.

Global	Adv	Mar	Dis	Model Rules		
	9"	18"	9	Elusive, Fearless, Feigned Flight, Light Troops, Strider, Supernal		
Defensive	HP	Def	Res	Arm	Aeg	
	1	5	3	0	5+	Hard Target (1)
Offensive	Att	Off	Str	AP	Agi	
Siren	2	5	4	1	4	
Symbiotic Steed	1	3	3	0	3	Harnessed

— Model Rules —

**Elusive:** Universal Rule.  
Units composed entirely of models with Elusive may declare a Flee Charge Reaction despite being Fearless.

— Options —

Manifestation (one choice only):

∞ Centipede Legs	1/model
∅ Hot Blood	1/model
∅ Mesmerising Plumage	5/model
∅ Roaming Hands	6/model
∞ Hammer Hand	9/model

— Command Group Options —

Champion	10
Musician	10
Standard Bearer	10



## Blazing Glory

300 pts

single model

0-2 Units/Army

Height Large  
Type Beast  
Base 50x50 mm



The unit also counts towards Aves if taking Fly.

The unit cannot be deployed normally, but only through Daemonic Summon.

Global	Adv	Mar	Dis	Model Rules		
	8"	16"	8	Falling Star, Fear, Fearless, Supernal, Towering Presence		
Defensive	HP	Def	Res	Arm	Aeg	
	5	*	5	0	5+	
Offensive	Att	Off	Str	AP	Agi	
Blazing Glory	5	*	5	5	5	

— Model Rules —

**Falling Star:** Universal Rule.

The model's Offensive Skill and Defensive Skill are set to twice the model's current number of Health Points.

The model counts as a Character for the purpose of issuing, accepting, and refusing Duels. When the model fights a Duel during a Round of Combat, it gains **Stubborn** until the end of the Round of Combat.

— Options —	pts -
Fly (8", 16")	60
Manifestation (one choice only):	
∞ Brimstone Secretions	10
∅ Stiff Upper Lip	20
∞ Cloven Hooves	25
∅ Bronze Backbone	35



## Hope Harvester

**285 pts**

single model

0–2 Units/Army

Height Large  
Type Beast  
Base 50×100 mm

The unit cannot be deployed normally, but only through Daemonic Summon.

Global	Adv	Mar	Dis	Model Rules		
	<b>5"</b>	<b>10"</b>	<b>7</b>	Fear, Fearless, Not a Leader, Supernal, War Platform		
Defensive	HP	Def	Res	Arm	Aeg	
	<b>5</b>	<b>4</b>	<b>5</b>	<b>3</b>	<b>5+</b>	
Offensive	Att	Off	Str	AP	Agi	
Hope Harvester	<b>4</b>	<b>4</b>	<b>6</b>	<b>3</b>	<b>1</b>	<b>Aether Battery (3+)</b>

—Model Rules—

### Aether Battery: Artillery Weapon.

Volley Gun. Range 18", Shots 2D6×2, Str 4, AP 1.  
Before rolling for the number of shots, the owner may choose to discard 1–3 Veil Tokens from their Veil Token pool. If so, the number of shots is increased by +3 per discarded Veil Token.

—Options— pts-

### Manifestation (one choice only):

▲ Segmented Shell	30
∞ Sorcerous Antennae	30
▲ Aura of Despair	50
∞ Mark of the Eternal Champion	50
▲ Chilling Yawn	65



## Brazen Beasts

**350 pts + 95 pts/extra model**

**3–6 models**



Height Large  
Type Cavalry  
Base 50×75 mm

The unit cannot be deployed normally, but only through Daemonic Summon.

Global	Adv	Mar	Dis	Model Rules		
	<b>7"</b>	<b>14"</b>	<b>8</b>	Fear, Fearless, Scoring, Supernal		
Defensive	HP	Def	Res	Arm	Aeg	
	<b>4</b>	<b>3</b>	<b>4</b>	<b>0</b>	<b>5+</b>	
Offensive	Att	Off	Str	AP	Agi	
Daredevil	<b>1</b>	<b>5</b>	<b>3</b>	<b>0</b>	<b>4</b>	Battle Focus, Devastating Charge (+2 Att,+2 Str,+2 AP)
Beast	<b>2</b>	<b>4</b>	<b>5</b>	<b>2</b>	<b>2</b>	Battle Focus, Harnessed, Impact Hits (2)

—Options— pts-

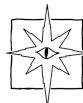
### Manifestation (one choice only):

▲ Incendiary Ichor	1/model
∞ Chitinous Scales	5/model
∞ Centipede Legs	8/model
▲ Whipcrack Tail	12/model
▲ Red Haze	24/model

—Command Group Options— pts-

Champion	10
Musician	10
Standard Bearer	10

# Aves (Max. 3 units)



## Furies

**165 pts + 10 pts/extra model**    **5-15 models**    **0-3 Units/Army**

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

The unit counts both towards Aves and Summoned Daemons.

The unit cannot be deployed normally, but only through Daemonic Summon.

Global	Adv	Mar	Dis	Model Rules			
	<i>Ground</i> <i>Fly</i>	<b>4"</b> <b>10"</b>	<b>8"</b> <b>20"</b>	<b>5</b>	Fearless, Fly (10", 20"), Light Troops, Skirmisher, Supernatural		
Defensive		HP	Def	Res	Arm	Aeg	
		<b>1</b>	<b>3</b>	<b>3</b>	<b>0</b>	<b>6+</b> Hard Target (1)	
Offensive		Att	Off	Str	AP	Agi	
Fury		<b>1</b>	<b>3</b>	<b>4</b>	<b>1</b>	<b>4</b> Devastating Charge (+1 Str)	

— Options ————— pts —

Manifestation (one choice only):



**Red Haze**

1/model



**Venom Sacs**

1/model



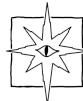
**Kaleidoscopic Flesh**

2/model



**Mesmerising Plumage**

5/model



## Veil Serpents

**240 pts + 45 pts/extra model**    **3-6 models**    **0-3 Units/Army**

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

The unit counts both towards Aves and Summoned Daemons.

The unit cannot be deployed normally, but only through Daemonic Summon.

Global	Adv	Mar	Dis	Model Rules			
	<i>Ground</i> <i>Fly</i>	<b>2"</b> <b>9"</b>	<b>4"</b> <b>12"</b>	<b>7</b>	Fearless, Fly (9", 12"), Light Troops, <b>Morphlings</b> , Supernatural, Wizard Conclave		
Defensive		HP	Def	Res	Arm	Aeg	
		<b>3</b>	<b>4</b>	<b>4</b>	<b>0</b>	<b>5+</b>	
Offensive		Att	Off	Str	AP	Agi	
Veil Serpent		<b>3</b>	<b>4</b>	<b>4</b>	<b>0</b>	<b>4</b>	

— Model Rules —————

**Morphlings:** Universal Rule.

During Spell Selection, each unit of Veil Serpents **must** choose a Manifestation from the list below and apply the effects during the game.

- $\infty$  **Writhing Nightmares**
- $\oslash$  **Mesmerising Plumage**
- $\triangle$  **Chilling Yawn**

— Wizard Conclave —————

**Must** select 2 spells from:

- *Smite the Unbeliever* (Thaumaturgy)
- *Deceptive Glamour* (Witchcraft)
- *Twisted Effigy* (Witchcraft)
- *Spear of Infinity* (Hereditary Spell)

— Command Group Options ————— pts —

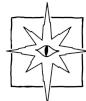
Champion

130

— Optional Manifestation —————

**Writhing Nightmares:** Manifestation.

Enemy units in base contact with one or more models with Writhing Nightmares suffer -1 Discipline.



## Bloat Flies

**300 pts + 100 pts/extr model** **3-6 models**

0-3 Units/Army

*Height Large  
Type Beast  
Base 50x75 mm*

The unit counts both towards Aves and Summoned Daemons.

The unit cannot be deployed normally, but only through Daemonic Summon.

Global	Adv	Mar	Dis	Model Rules				
	<i>Ground</i> <i>Fly</i>	<b>2"</b> <b>6"</b>	<b>4"</b> <b>14"</b>	<b>8</b>				
Defensive		HP	Def	Res	Arm	Aeg		
		<b>4</b>	<b>2</b>	<b>4</b>	<b>0</b>	Aegis (5+, against Magical Attacks), Fortitude (5+)		
Offensive		Att	Off	Str	AP	Agi		
Bloat Fly		<b>2</b>	<b>5</b>	<b>6</b>	<b>3</b>	<b>3</b>		

—Model Rules—

### Acid Blood: Special Attack.

For each Fortitude Save the model fails against Melee Attacks, the model immediately inflicts 1 hit with Toxic Attacks against the model that caused the wound, before any casualties are removed, distributed onto the model's Health Pool.

—Options—

pts-

### Manifestation (one choice only):

$\infty$ Dextrous Tentacles	5/model
$\odot$ Digestive Vomit	6/model
$\infty$ Kaleidoscopic Flesh	6/model
$\odot$ Unhinging Jaw	8/model
$\odot$ Broodmother	18/model

—Command Group Options—

pts-

Champion	10
Musician	10
Standard Bearer	10

# Quick Reference Sheet

## Characters

<b>Cult Leader</b>	Adv	4"	Mar	8"	Dis	8		Pledged to Darkness, Unstable, Wizard Adept
Standard, Infantry	HP	3	Def	3	Res	3	Arm	0 Aeg
Cult Leader	Att	1	Off	3	Str	3	AP	0 Agi 3
<b>Daemon Symbiote</b>	Adv	5"	Mar	10"	Dis	8		Fearless, Pledged to Darkness, Supernal, Wizard Apprentice
Standard, Infantry	HP	3	Def	4	Res	4	Arm	0 Aeg 5+
Daemon Symbiote	Att	4	Off	5	Str	5	AP	2 Agi 6

## Core

<b>Cultists</b>	Adv	4"	Mar	8"	Dis	6		Pledged to Darkness, Sacrificial Offerings, Scoring, Unstable
Standard, Infantry	HP	1	Def	2	Res	3	Arm	0 Aeg
Cultist	Att	1	Off	2	Str	3	AP	0 Agi 3
<b>Lemures</b>	Adv	4"	Mar	8"	Dis	7		Fearless, Scoring, Supernal
Standard, Beast	HP	1	Def	3	Res	5	Arm	0 Aeg 5+
Lemure	Att	1	Off	3	Str	3	AP	0 Agi 2
<b>Succubi</b>	Adv	5"	Mar	10"	Dis	7		Fearless, Scoring, Supernal
Standard, Beast	HP	1	Def	4	Res	3	Arm	0 Aeg 5+
Succubus	Att	3	Off	4	Str	3	AP	1 Agi 5
<b>Myrmidons</b>	Adv	5"	Mar	10"	Dis	8		Fearless, Scoring, Supernal
Standard, Beast	HP	1	Def	4	Res	3	Arm	0 Aeg 5+
Myrmidon	Att	1	Off	5	Str	5	AP	1 Agi 4
<b>Imps</b>	Adv	5"	Mar	10"	Dis	6		Fearless, Scoring, Supernal
Standard, Beast	HP	1	Def	2	Res	3	Arm	0 Aeg 5+ Aegis (3+, against Shooting Attacks)
Imp	Att	1	Off	2	Str	2	AP	0 Agi 3 Energy Bolts (4+)

## Special

<b>Profane Idol</b>	Adv	7"	Mar	14"	Dis	8		Fearless, Supernal
Gigantic, Infantry	HP	7	Def	3	Res	5	Arm	2 Aeg 5+
Profane Idol	Att	5	Off	3	Str	5	AP	2 Agi 3
<b>Possessed</b>	Adv	5"	Mar	10"	Dis	7		Fearless, Pledged to Darkness, Scoring, Supernal
Standard, Infantry	HP	1	Def	2	Res	3	Arm	0 Aeg 5+ Light Armour
Possessed	Att	2	Off	2	Str	4	AP	1 Agi 4
<b>Ritual Altar</b>	Adv	2"	Mar	2"	Dis	6		Daemonic Summon, Dark Conclave, Fearless, Sacrificial Offerings, Tall, Unstable, War Machine, Wizard Adept
Standard, Construct	HP	5	Def	2	Res	4	Arm	0 Aeg 5+
Council Members	Att	5	Off	2	Str	3	AP	0 Agi 3

## Summoned Daemons

<b>Threshing Engine</b>	Adv	10"	Mar	10"	Dis	7		Fearless, Supernal, Swiftstride
Large, Construct	HP	4	Def	4	Res	4	Arm	0 Aeg 5+ Hard Target (1)
Tiller (2)	Att	2	Off	4	Str	3	AP	3 Agi 3
Draft Beast (2)	Att	1	Off	3	Str	3	AP	0 Agi 3 Harnessed
Chassis					Str	4	AP	3 Agi Impact Hits (2D3), Inanimate
<b>Eidolons</b>	Adv	5"	Mar	10"	Dis	7		Fearless, Light Troops, Skirmisher, Supernal, Wizard Conclave
Standard, Beast	HP	1	Def	2	Res	4	Arm	0 Aeg 5+ Hard Target (1)
Eidolon	Att	1	Off	2	Str	2	AP	0 Agi 3 Dark Fire (3+)
<b>Hellhounds</b>	Adv	9"	Mar	18"	Dis	7		Fearless, Hellish Growl, Supernal
Standard, Beast	HP	1	Def	3	Res	4	Arm	0 Aeg 5+
Hellhound	Att	3	Off	5	Str	3	AP	0 Agi 4 Lethal Strike
<b>Titanslayer Chariot</b>	Adv	7"	Mar	7"	Dis	8		Fearless, Mountain Breaker, Supernal, Swiftstride
Large, Construct	HP	4	Def	4	Res	5	Arm	0 Aeg 5+
Myrmidon (2)	Att	1	Off	5	Str	5	AP	1 Agi 4 Devastating Charge (Battle Focus)
Chthonic Machinaton	Att	3	Off	3	Str	6	AP	3 Agi 3 Harnessed
Chassis					Str	7	AP	2 Agi Impact Hits (D3+1), Inanimate

<b>Mageblight Gremlins</b>	Adv	5"	Mar	10"	Dis	6		Fearless, Light Troops, Skirmisher, Supernal
Standard, Beast	HP	4	Def	3	Res	3	Arm 0 Aeg 5+	Hard Target (1)
Mageblight Gremlin	Att	5	Off	3	Str	2	AP 0 Agi 2	Poison Attacks, Spell Craving
<b>Clawed Fiends</b>	Adv	9"	Mar	18"	Dis	7		Fearless, Scoring, Supernal
Large, Beast	HP	3	Def	4	Res	4	Arm 0 Aeg 5+	
Clawed Fiend	Att	3	Off	4	Str	4	AP 2 Agi 4	Smother
<b>Hoarders</b>	Adv	5"	Mar	10"	Dis	8		Fear, Fearless, Scoring, Strider, Supernal
Large, Beast	HP	4	Def	5	Res	5	Arm 0 Aeg 5+	
Hoarder	Att	3	Off	3	Str	4	AP 0 Agi 2	Tightening Grasp
<b>Sirens</b>	Adv	9"	Mar	18"	Dis	9		Elusive, Fearless, Feigned Flight, Light Troops, Strider, Supernal
Standard, Cavalry	HP	1	Def	5	Res	3	Arm 0 Aeg 5+	Hard Target (1)
Siren	Att	2	Off	5	Str	4	AP 1 Agi 4	
Symbiotic Steed	Att	1	Off	3	Str	3	AP 0 Agi 3	Harnessed
<b>Blazing Glory</b>	Adv	8"	Mar	16"	Dis	8		Falling Star, Fear, Fearless, Supernal, Towering Presence
Large, Beast	HP	5	Def	*	Res	5	Arm 0 Aeg 5+	
Blazing Glory	Att	5	Off	*	Str	5	AP 5 Agi 5	
<b>Hope Harvester</b>	Adv	5"	Mar	10"	Dis	7		Fear, Fearless, Not a Leader, Supernal, War Platform
Large, Beast	HP	5	Def	4	Res	5	Arm 3 Aeg 5+	
Hope Harvester	Att	4	Off	4	Str	6	AP 3 Agi 1	Aether Battery (3+)
<b>Brazen Beasts</b>	Adv	7"	Mar	14"	Dis	8		Fear, Fearless, Scoring, Supernal
Large, Cavalry	HP	4	Def	3	Res	4	Arm 0 Aeg 5+	
Daredevil	Att	1	Off	5	Str	3	AP 0 Agi 4	Battle Focus, Devastating Charge (+2 Att,+2 Str, +2 AP)
Beast	Att	2	Off	4	Str	5	AP 2 Agi 2	Battle Focus, Harnessed, Impact Hits (2)

## Aves

<b>Furies</b>	Adv	4"	Mar	8"	Dis	5		Fearless, Fly (10", 20"), Light Troops, Skirmisher, Supernal
Standard, Beast	HP	1	Def	3	Res	3	Arm 0 Aeg 6+	Hard Target (1)
Fury	Att	1	Off	3	Str	4	AP 1 Agi 4	Devastating Charge (+1 Str)
<b>Veil Serpents</b>	Adv	2"	Mar	4"	Dis	7		Fearless, Fly (9", 12"), Light Troops, Morphlings, Supernal, Wizard Conclave
Large, Beast	HP	3	Def	4	Res	4	Arm 0 Aeg 5+	
Veil Serpent	Att	3	Off	4	Str	4	AP 0 Agi 4	
<b>Bloat Flies</b>	Adv	2"	Mar	4"	Dis	8		Fear, Fearless, Fly (6", 14"), Light Troops, Supernal
Large, Beast	HP	4	Def	2	Res	4	Arm 0 Aeg	Aegis (5+, against Magical Attacks), Fortitude (5+)
Bloat Fly	Att	2	Off	5	Str	6	AP 3 Agi 3	Acid Blood

## Shooting Weapons

Name	Artillery	Range	Str	AP	Shots	Rules
Dark Fire	-	18"	4	0	2	Armour Save rolls of '1', '2', '3', '4' of the target always fail
Energy Bolts	-	24"	5	0	1	Reload!, Volley Fire
Aether Battery	Volley Gun	18"	4	1	2D6x2	Discard 1-3 Veil Tokens: Shots +3/token discarded

## Aim Table

Name	Aim	Shooting Model
Aether Battery	3+	Hope Harvester
Dark Fire	3+	Eidolon
Energy Bolts	4+	Imp