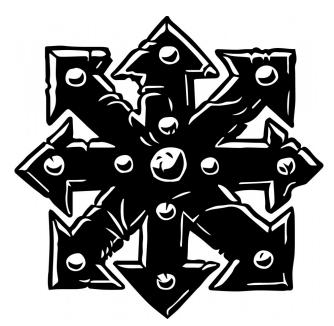
# THE IX AGE FANTASY BATTLES



# Warriors of the Dark Gods

Army Book (Core Rules)  $2^{nd}$  Edition, version 2023 beta 2 hotfix 1 – March 09, 2023

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The 9<sup>th</sup> Age: Fantasy Battles is a community-made miniatures wargame. All rules in this book are considered part of the Core Rules of T9A and should be available for use in any game. All rules and feedback can be found and given at: the-ninth-age.com. Refer to the Rulebook for instructions on How to Read Unit Entries. Recent changes are marked in **blue**, and listed at the end of this document. Copyright Creative Commons license: the-ninth-age.com/license.html. Edited with MTpX.

# **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

Rolls for Charge Range, Pursuit Distance, and Overrun Distance of Units with more than half of their models with this Favour gain Maximised (Charge Range, Pursuit Distance, Overrun Distance) are subject to Maximised Roll.



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

The first time a model with this Favour is on the winning side of a combat its model parts with this Favour gain +1 Strength until the end of the game. The Strength bonus from this Favour also affects the model parts' Special Attacks.



# **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

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 gain Minimised (Discipline Tests) are subject to Minimised Roll.



#### **Favour of Nukuja, Goddess of Sloth** Universal Rule

Attacks against the model suffer -1 to wound. When the model's unit declares a Charge or performs a March Move, the effect is lost until the start of the Melee Phase in the next Player Turn.



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

The model part gains **Lightning Reflexes** 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 | Түре                     | Duration | Effect  |
|--------------------------------|-------|--------------------------|----------|---|
| H Hellfire                     |       |                          |          |   |
| $\langle 6+  angle $ $\{10+\}$ | 18"   | Damage*<br>Direct<br>Hex | Instant  | The target suffers $\langle 2D3 \rangle$ $\{2D6\}$ hits with Strength 6, Armour Penetration 0, and Magical Attacks. |

<sup>\*</sup>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**, gain **Multiple Wounds** (**D3**), and their Armour Penetration is **set** to 10.

#### Symbol of Slaughter

Enchantment: Hand Weapon and Paired Weapons. While using this weapon, the wielder gains +2 Attack Value and +2 Agility. 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

Enchantment: Suit of Armour.

The wearer gains +1 Armour and **Parry**.

#### **Banner Enchantments**

Zealots' Banner

0−3 per Army.

Models in the second rank of the bearer's unit gain Extra Support (2). Large models gain Extra Support (4) instead. Models that already had Extra Support (X) ignore that instance of Extra Support (X) and gain Extra Support (4) instead. Multiple instances of Zealots' Banner do not stack.

#### Icon of the Infinite

35 pts

40 pts

50 pts

0-2 per Army.

The bearer can cast Hell fire (Hereditary Spell) as a Bound Spell with Power Level (4/8).

#### **Wasteland Torch**

30 pts

Cannot be taken by units that count towards Core.

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**

50 pts

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%

# Characters (Max. 45%)

| Exa 780       | l <b>ted Her</b> a | ald |     |     | sin | gle model   | Height Large<br>Type Infantry<br>Base 50×50 mm |
|---------------|--------------------|-----|-----|-----|-----|---|--|
| Global        | Adv                | Mar | Dis |     |     | Model Rules   |  |
|               | 7"                 | 14" | 9   |     |     | Fear, Fearless, Legendary Bea<br>pernal, Wizard Adept | asts (2), <b>Manifestation</b> , Su-           |
| Defensive     | HP                 | Def | Res | Arm |     |   |  |
|               | 5                  | 8   | 5   | 3   |     | Aegis (4+)  |  |
| Offensive     | Att                | Off | Str | AP  | Agi |   |  |
| Exalted Heral | d <b>6</b>         | 9   | 5   | 2   | 8   |   |  |

#### 

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 2 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            | <b>Hard Target (1)</b> . 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 (7", 14"), and Swiftstride  | Breath of Corruption (Occultism)                               |
| Emissary of Chaos         | Stomp Attacks (D6), Stubborn, Tall, and Terror  | Pentagram of Pain (Occultism)                                  |
| Sorcerer Immortal         | Channel (1), and Veil Walker  | Marked for Doom (Occultism) and<br>The Grave Calls (Occultism) |
| Unholy Avatar             | +1 Strength, +1 Armour Penetration, and <b>Divine Attacks</b>   | The Rot Within (Occultism)                                     |
|                           |   |  |

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# **Chosen Lord**

**285** pts

single model

Height Standard Type Infantry Base 25×25 mm

| — bimb I                 |         |       |     |       |        |                                | base 23~23 IIIII |
|--------------------------|---------|-------|-----|-------|--------|--------------------------------|------------------|
| 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- | Mount Options                  | pts              |
| Trophy Rack              |         |       |     |       | 25     | Scythed Skywheel               | 45               |
| Special Items            |         |       |     | up to | 150    | Karkadan                       | 90               |
| If General               |         |       |     | up to | 200    | War Dais                       | 110              |
| A single Gift of the Da  | rk God  | ds    |     | no l  | imit   | Black Steed                    | 115              |
| Must choose (one cho     | ice onl | y):   |     |       |        | Dark Chariot                   | 140              |
| Shield                   |         |       |     |       | free   | Chimera                        | 185              |
| Spiked Shield            |         |       |     |       | 10     | Wasteland Dragon (General only | 380              |
| Must choose a single I   | avour:  |       |     |       |        |                                |                  |
| Envy                     | 30      | Pride |     |       | 15     |                                |                  |
| Gluttony                 | 20      | Sloth |     |       | 35     |                                |                  |
| Greed                    | 10      | Wrath |     |       | 30     |                                |                  |
| Lust                     | free    |       |     |       |        |                                |                  |
| One choice only:         |         |       |     |       |        |                                |                  |
| Lance                    |         |       |     |       | 10     |                                |                  |
| Paired Weapons           |         |       |     |       | 10     |                                |                  |
| Great Weapon             |         |       |     |       | 20     |                                |                  |
| Halberd                  |         |       |     |       | 20     |                                |                  |
| —— 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.

#### **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.

## **Daemonic Wings**

55 pts

Models on foot only.

The bearer gains Fly (8", 16"), Light Troops, and Swiftstride.

#### 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.

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# **Doomlord**

Height Large Type Infantry

| The same of              |              |          |          |          | sin | gle model  | 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———          |              |          |          |          |     | Options  | pi                               |
|                          |              |          |          |          |     |  |                                  |
| Master of Destruc        | ction: Attac | k Attrik | oute – ( | Close Co | om- | Trophy Rack  |                                  |
| Master of Destruct       | ction: Attac | k Attrik | oute – ( | Close Co | om- | Trophy Rack<br>Special Items   | 2!<br>up to 150                  |
|                          |              |          |          |          |     | _ •  | 2                                |
| bat.                     | can use a Sl | nield or | a Spil   | ced Shi  | eld | Special Items  | 2<br>up to 15                    |
| bat.<br>The model part o | can use a Sl | nield or | a Spil   | ced Shi  | eld | Special Items<br>If General  | up to 15<br>up to 20             |
| bat.<br>The model part o | can use a Sl | nield or | a Spil   | ced Shi  | eld | Special Items If General Must choose (one choice only): Shield               | 2<br>up to 15<br>up to 20<br>fre |
| bat.<br>The model part o | can use a Sl | nield or | a Spil   | ced Shi  | eld | Special Items If General Must choose (one choice only): Shield Spiked Shield | 2<br>up to 15<br>up to 20<br>fre |
| The model part of        | can use a Sl | nield or | a Spil   | ced Shi  | eld | Special Items If General Must choose (one choice only): Shield               | 2<br>up to 15                    |

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Alchemy

### Sorcerer **130** pts

single model

**Great Weapon** 

Wasteland Behemoth

—Mount Options –

Height Standard Type Infantry Base 25×25 mm 45

– pts-

210

| ——Magic Options——— One choice only: |     |     |     |     | – pts- | — Mount Options — Scythed Skywheel | pts - |
|-------------------------------------|-----|-----|-----|-----|--------|------------------------------------|-------|
| Sorcerer                            | 2   | 4   | 3   | 0   | 3      |                                    |       |
| Offensive                           | Att | Off | Str | AP  | Agi    |                                    |       |
|                                     | 3   | 4   | 4   | 0   |        | Light Armour                       |       |
| Defensive                           | HP  | Def | Res | Arm |        |                                    |       |
|                                     | 4"  | 8"  | 8   |     |        | Battle Fever, Wizard Apprentice    |       |
| Global                              | Adv | Mar | Dis |     |        | Model Rules                        |       |

| One choice only: |  |     |
|------------------|--|-----|
| Wizard Adept     |  | 95  |
| Wizard Master    |  | 265 |
|                  |  |     |

| Occultism |     |
|-----------|-----|
|           | nto |

| Mount Options                         | pts |
|---------------------------------------|-----|
| Scythed Skywheel                      | 30  |
| Black Steed                           | 50  |
| War Dais                              | 50  |
| Dark Chariot                          | 80  |
| Battleshrine                          | 270 |
| Wasteland Behemoth                    | 325 |
| Wasteland Dragon (Wizard Master only) | 375 |
|                                       |     |

| Options        |           |
|----------------|-----------|
| Special Items  | up to 150 |
| If General     | up to 200 |
| Veil Walker    | 90        |
| Plate Armour   | 15        |
| Paired Weapons | 5         |

Evocation

| Global |
|--------|

# **Barbarian Chief**

Height Standard

| 100 pts   |     | 1101 |     |                | sin     | gle model                                     | Type Infantry Base 25×25 mm |
|---|-----|------|-----|----------------|---------|---|-----------------------------|
| Global  | Adv | Mar  | Dis |                |         | Model Rules                                   |                             |
|   | 4"  | 8"   | 9   |                |         | Battle Fever                                  |                             |
| Defensive   | HP  | Def  | Res | Arm            |         |   |                             |
|   | 3   | 5    | 4   | 0              |         | Heavy Armour                                  |                             |
| Offensive   | Att | Off  | Str | AP             | Agi     |   |                             |
| Barbarian Chief   | 3   | 5    | 5   | 1              | 5       | Deeds not Words                               |                             |
| Trophy Rack Special Items If General Shield Throwing Weapons ( One choice only: Light Lance | 4+) |      |     | up to<br>up to |         | Dark Chariot<br>Chimera<br>Wasteland Behemoth | 130<br>165<br>350           |
| Spear   |     |      |     |                | 5<br>10 |   |                             |
| Great Weapon<br>Paired Weapons  |     |      |     |                | 10      |   |                             |



### **Feldrak Ancestor 640** pts

single model

0-2 Units/Army

Height Gigantic Type Beast

Base 75×100 mm

pts-

| Global           | Adv | Mar | Dis |     |     | Model Rules  |
|------------------|-----|-----|-----|-----|-----|--|
|                  | 8"  | 16" | 9   |     |     | Legendary Beasts (2), Primal Legend  |
| Defensive        | HP  | Def | Res | Arm |     |  |
|                  | 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, <b>Dying Embers</b> , Flaming Attacks), Hatred (against Fly) |

#### Dying Embers: Attack Attribute.

—Model Rules —

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

#### **Primal Legend:** Universal Rule.

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

—Options — One Weapon Enchantment,

paying twice the listed Point Cost no limit One choice only:

**Great Weapon** 10 Halberd 35 90 Paired Weapons

# **Character Mounts**

| Black                    | Steed       |         |        |             |        |  | Height Standard<br>Type Cavalry<br>Base 25×50 mm |
|--------------------------|-------------|---------|--------|-------------|--------|--|--|
| Global                   | Adv         | Mar     | Dis    |             |        | Model Rules  |  |
|                          | 8″          | 14"     | c      |             |        |  |  |
| Defensive                | HP          | Def     | Res    | Arm         |        |  |  |
|                          | С           | С       | c      | C+ <b>2</b> |        |  |  |
| Offensive                | Att         | Off     | Str    | AP          | Agi    |  |  |
| Black Steed              | 1           | 3       | 4      | 0           | 3      | Harnessed  |  |
| ——Options ————           |             |         |        |             | - pts- | —— Optional Model Rules———                                 |  |
| Barbarian Chief <b>m</b> | ust take Pr | ized St | allion |             | free   | <b>Prized Stallion:</b> Universal The model's March Rate i |  |

| Shadov        | w Chas | ser |     |     |     | Height Standard<br>Type Cavalry<br>Base 25×50 mm |
|---------------|--------|-----|-----|-----|-----|--|
| Global        | Adv    | Mar | Dis |     |     | Model Rules                                      |
|               | 10"    | 20" | c   |     |     | Light Troops, Strider, Vanguard (6")             |
| Defensive     | HP     | Def | Res | Arm |     |  |
|               | С      | C   | c   | C+1 |     |  |
| Offensive     | Att    | Off | Str | AP  | Agi |  |
| Shadow Chaser | 1      | 3   | 3   | 0   | 4   | Harnessed  |

| Scy         | ythed S       | Skyv            | whee             | el  |     |     | $\begin{array}{c} \textit{Height} \; Standard \\ \textit{Type} \; Construct \\ \textit{Base} \; 50 \times 50 \; mm \end{array}$ |
|-------------|---------------|-----------------|------------------|-----|-----|-----|---|
| Global      |               | Adv             | Mar              | Dis |     |     | Model Rules   |
|             | Ground<br>Fly | C<br><b>6</b> " | C<br><b>18</b> " | С   |     |     | Fly (6", 18"), Light Troops, Swiftstride, Tall  |
| Defensive   |               | HP              | Def              | Res | Arm |     |   |
|             |               | c               | С                | С   | С   |     | Cannot be Stomped, Hard Target (1)  |
| Offensive   |               | Att             | Off              | Str | AP  | Agi |   |
| Scythed Sky | wheel         |                 |                  | 3   | 0   | 3   | Grind Attacks (D3+1), Harnessed   |



### **War Dais**

0-2 Mounts/Army

0-3 Mounts/Army

Height Standard Type Infantry Base 50×50 mm

| Global    | Adv | Mar | Dis |             |     | Model Rules       |
|-----------|-----|-----|-----|-------------|-----|-------------------|
|           | С   | C   | C   |             |     | Tall              |
| Defensive | HP  | Def | Res | Arm         |     |                   |
|           | 4   | c   | c   | C+ <b>2</b> |     | 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

| Global          | Adv | Mar | Dis |             |     | Model Rules                   |
|-----------------|-----|-----|-----|-------------|-----|-------------------------------|
|                 | 8″  | 8"  | c   |             |     | Swiftstride                   |
| Defensive       | HP  | Def | Res | Arm         |     |                               |
|                 | 4   | С   | 5   | C+ <b>2</b> |     |                               |
| 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 0-1 Mounts/Army

*Type* Construct Base 50×100 mm

| 6000 P           |     |     |     |     |     | Date OU 100 mm  |
|------------------|-----|-----|-----|-----|-----|---|
| Global           | Adv | Mar | Dis |     |     | Model Rules   |
|                  | 5″  | 10" | С   |     |     | Channel (1), Fear, <b>Keeper of the Beacon</b> , Towering Presence, Trophy Rack, War Platform |
| Defensive        | HP  | Def | Res | Arm |     |   |
|                  | 5   | С   | 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         |             |  |
|           | С   | С   | c   | C+ <b>2</b> |             |  |
| Offensive | Att | Off | Str | AP          | Agi         |  |
| Karkadan  | 2   | 3   | 5   | 2           | 2 Harnessed |  |

|--|

### Chimera

Height Large

Type Cavalry 0-2 Mounts/Army Base 50×100 mm

| Global    | Adv | Mar | Dis |     |        | Model Rules  |
|-----------|-----|-----|-----|-----|--------|--|
|           | 8"  | 20" | С   |     |        | Fear, Legendary Beasts (1), Towering Presence                |
| Defensive | HP  | Def | Res | Arm |        |  |
|           | 4   | С   | 5   | С   |        |  |
| Offensive | Att | Off | Str | AP  | Agi    |  |
| Chimera   | 5   | 4   | 5   | 2   | 4      | Harnessed  |
| Options   |     |     |     |     | – pts- | —— Optional Model Rules ———————————————————————————————————— |
| Wings     |     |     |     |     | 40     | Wings: Universal Rule.                                       |

The model's March Rate is set to 16" and it gains Fly (8", 16") and Light Troops.

0-2 Mounts/Army



### **Wasteland Behemoth**

Height Gigantic

Type Beast

Base 100×150 mm

| PODE               |     |     |     |     |        | buse 100×100 mm   |
|--------------------|-----|-----|-----|-----|--------|---|
| Global             | Adv | Mar | Dis |     |        | Model Rules   |
|                    | 7″  | 14" | С   |     |        | 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   |
| Ontions            |     |     |     |     | - nts- | —— Ontional Model Rules———————————————————————————————————— |

**Additional Limbs** 

35 Additional Limbs: Universal Rule.

The model's March Rate is set to 20" and its Armour is **set** to 3.

12 AMR HS SI AO QRS Ch Mo Co Sp



# **Wasteland Dragon**

Height **Gigantic** Type **Beast** 

0–1 Mounts/Army Base 50×100 mm

| Global           |   | Adv | Mar        | Dis |     |     | Model Rules  |
|------------------|---|-----|------------|-----|-----|-----|--|
|                  |   | 7″  | 14"<br>14" | С   |     |     | Fly (7", 14"), Legendary Beasts (1), Light Troops, <b>Meeting</b> of Minds |
| Defensive        |   | HP  | Def        | Res | Arm |     |  |
|                  |   | 6   | 5          | 6   | 4   |     |  |
| Offensive        |   | Att | Off        | Str | AP  | Agi |  |
| Wasteland Dragon | 1 | 5   | 5          | 6   | 3   | 3   | Breath Attack (Str 4, AP 1, Flaming Attacks), Harnessed                    |

-----Model Rules -

 $\textbf{Meeting of Minds:} \ \textbf{Universal Rule.}$ 

The model gains +4" March Rate for ground movement.

# **Core** (Min. 20%)

|  | <b>riors</b><br>ets + <b>20</b> pts/e                            | xtra mod                            | lel                |     | 10-                                  | <b>30</b> * models                | FEE                                      | Height Standard<br>Type Infantry<br>Base 25×25 mm |
|--|--|-------------------------------------|--------------------|-----|--------------------------------------|-----------------------------------|--|---|
| Global   | Adv  | Mar                                 | Dis                |     |                                      | Model Rules                       |  |   |
|  | 4"   | 8″                                  | 8                  |     |                                      | Fearless, Patl                    | n of the Favoured, S                     | coring  |
| Defensive  | HP   | Def                                 | Res                | Arm |                                      |                                   |  |   |
|  | 1  | 5                                   | 4                  | 0   |                                      | Hell-Forged                       | Armour, Spiked Shi                       | eld   |
| Offensive  | Att  | Off                                 | Str                | AP  | Agi                                  |                                   |  |   |
| Warrior  | 2  | 5                                   | 4                  | 1   | 4                                    |                                   |  |   |
| a single Favou Envy Gluttony Greed Lust *The max. unit s to <b>25</b> models. One choice only Paired Weap Great Weap Halberd | 3/model<br>3/model<br>7/model<br>5/model<br>size for a unit<br>: | Pride<br>Sloth<br>Wrath<br>with a I | <sup>2</sup> avour |     | odel<br>odel<br>iced<br>free<br>odel | Musician<br>Standard Be<br>Banner | earer<br>Enchantment                     | 1<br>1<br>no lim                                  |
| Q  |  |                                     |                    |     |                                      |                                   |  |   |
|  | ots + <b>15</b> pts/6  |                                     |                    |     | <b>5-</b> 1                          | 15 models                         | 0–2 Units/Army*                          | Height Standard Type Infantry Base 25×25 mm       |
| 145 p  | ots + <b>15</b> pts/6  | d is the                            | Gener              | al  | 5-1                                  |                                   | 0–2 Units/Army*                          | Type <b>Infantry</b>                              |
| <b>145</b> p   | r if a Doomlor   | rd is the                           | Gener              | al  | 5-1                                  | Model Rules                       | •  | Type Infantry Base 25×25 mm                       |
| 145 p 0-6 Units/Army   | r if a Doomlor  Adv 6"   | rd is the  Mar  12"                 | Gener              |     | 5-1                                  | Model Rules                       | 0–2 Units/Army*<br>nt Troops, Path of tl | Type Infantry Base 25×25 mm                       |
| 145 p 0-6 Units/Army   | ots + <b>15</b> pts/6  or if a Doomlor  Adv  6"  HP              | Mar 12" Def                         | Gener              | Arm | 5-1                                  | Model Rules<br>Fearless, Ligh     | nt Troops, Path of tl                    | Type Infantry Base 25×25 mm                       |
| 145 p  | r if a Doomlor  Adv 6"   | rd is the  Mar  12"                 | Gener              |     | <b>5</b> –1                          | Model Rules                       | nt Troops, Path of tl                    | Type Infantry Base 25×25 mm                       |

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## **Barbarians**

DE.

Height Standard Type Infantry

| <b>135</b> pt    | s + <b>6</b> pts/ext | ra mod | lel |      | 15-    | <b>40</b> models            | 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- | ——Command Group Options ——— | pts           |  |
| Shield           |                      |        |     | 1/mo | odel   | Champion                    | 10            |  |
| Throwing Weapo   | ns (5+)*             |        |     | 1/mo | odel   | Musician                    | 10            |  |
| One choice only: |                      |        |     |      |        | Standard Bearer             | 10            |  |
| Paired Weapo     | ons                  |        |     |      | free   | Banner Enchantment          | no limit      |  |
| Spear and Sh     | ield                 |        |     | 3/mo | odel   |                             |               |  |
| Great Weapor     | n                    |        |     | 4/mo | odel   |                             |               |  |
| *0-40 Models/Ar  | rmy                  |        |     |      |        |                             |               |  |

# **Special** (No limit)

| Barbaria 125 pts + 20               |       |          |         |         | <b>5</b> –1                                     | <b>15</b> models | 0-4 Units/Army             | Height Standard Type Cavalry Base 25×50 mm |
|-------------------------------------|-------|----------|---------|---------|---|------------------|----------------------------|--|
| Units of 8 or mor                   | e mod | els cour | nt towa | ards Co | re ins  | tead of Speci    | al.                        |  |
| Global                              | Adv   | Mar      | Dis     |         |   | Model Rules      |                            |  |
|                                     | 8″    | 16"      | 8       |         |   | Battle Feve      | r, Scoring                 |  |
| Defensive                           | HP    | Def      | Res     | Arm     |   |                  |                            |  |
|                                     | 1     | 4        | 3       | 1       |   | Heavy Arm        | our                        |  |
| Offensive                           | Att   | Off      | Str     | AP      | Agi   |                  |                            |  |
| Barbarian Horseman                  | 1     | 4        | 4       | 0       | 3   |                  |                            |  |
| Black Steed                         | 1     | 3        | 4       | 0       | 3   | Harnessed        |                            |  |
| Options                             |       |          |         |         | – pts-  | Command          | d Group Options ————       | pts-                                       |
| Shield                              |       |          |         |         |   |                  | l                          | 10   |
| One choice only:                    |       |          |         | Musicia |   |                  | _                          | 10   |
| Great Weapon                        |       |          |         |         | free Standard Bearer<br>free Banner Enchantment |                  |                            | 10<br>no limit                             |
| Paired Weapons<br>Light Lance       |       |          |         | 2/mc    |   | Danne            | er Enchantment             | no mint                                    |
| <b>Warhour 95</b> pts + <b>8</b> pt |       | a mode   | 1       |         | 5-:   | <b>15</b> models | 0-4 Units/Army             | Height Standard Type Beast Base 25×50 mm   |
| Units of 8 or mor                   | e mod | els cour | nt towa | ards Co | re ins  | tead of Speci    | al.                        |  |
| Global                              | Adv   | Mar      | Dis     |         |   | Model Rules      |                            |  |
|                                     | 8″    | 16"      | 5       |         |   | Insignifica      | nt, <b>Release the Hou</b> | nds  |
| Defensive                           | HP    | Def      | Res     | Arm     |   |                  |                            |  |
|                                     | 1     | 3        | 3       | 0       |   |                  |                            |  |
| Offensive                           | Att   | Off      | Str     | AP      | Agi   |                  |                            |  |

#### Release the Hounds: Universal Rule.

Warhound

—Model Rules-

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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.

4



# Warrior Knights

DE

Height Standard Type Cavalry

| <b>255</b> pts       | + <b>33</b> pts/e | extra mo | del    |           | <b>5–10</b> models |              | 0-5 Units/Army         | Base 25×50 mm |  |
|----------------------|-------------------|----------|--------|-----------|--------------------|--------------|------------------------|---------------|--|
| Global               | Adv               | Mar      | Dis    |           |                    | Model Rules  |                        |               |  |
|                      | 8"                | 14"      | 8      |           |                    | Fearless, Pa | ath of the Favoured, S | coring        |  |
| Defensive            | HP                | Def      | Res    | Arm       |                    |              |                        |               |  |
|                      | 1                 | 5        | 4      | 2         |                    | Hell-Forge   | d 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-             | Command      | d Group Options ————   | pts           |  |
| Only units with a Cl | hampion n         | nay upgi | rade W | Jarrior i | Rid-               | Champion 30  |                        |               |  |
| ers with a single    | Favour:           |          |        |           |                    | Musician 10  |                        |               |  |
| Envy                 | 5/model           | Pride    |        | 2/mc      | del                | Standard 1   | Bearer                 | 10            |  |
| Gluttony             | 4/model           | Sloth    |        | 4/mc      | del                | Banne        | er Enchantment         | no limit      |  |
| Greed                | 7/model           | Wrath    |        | 8/mc      | del                |              |                        |               |  |
| Lust                 | 8/model           |          |        |           |                    |              |                        |               |  |
| One choice only:     |                   |          |        |           |                    |              |                        |               |  |
| Great Weapon         |                   |          |        | 1/mc      | del                |              |                        |               |  |
| orcat weapon         |                   |          |        | 1/1110    | uci                |              |                        |               |  |



# Warrior Chariot 220 pts

single model

0-4 Units/Army

Height Large

Type Construct

Base 50×100 m

|                  |     |     |     |     | 51118 | gie illouei  | 0-4 Units/Army        | Base 50×100 mm |
|------------------|-----|-----|-----|-----|-------|--------------|-----------------------|----------------|
| Global           | Adv | Mar | Dis |     |       | Model Rules  |                       |                |
|                  | 8"  | 8"  | 8   |     |       | Fearless, Pa | th of the Favoured, S | wiftstride     |
| Defensive        | HP  | Def | Res | Arm |       |              |                       |                |
|                  | 4   | 5   | 5   | 1   |       | Hell-Forged  | l 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     |                |
|                  |     |     |     |     |       |              |                       |                |

| Cho 235 p       | <b>sen</b><br>ots + <b>45</b> pts/0 | extra mo | del |       | <b>5-</b> 1 | 10 models    | 0-4 Units/Army       | Height Standard<br>Type Infantry<br>Base 25×25 mm |  |
|-----------------|-------------------------------------|----------|-----|-------|-------------|--------------|----------------------|---|--|
| Global          | Adv                                 | Mar      | Dis |       |             | Model Rules  |                      |   |  |
|                 | 5"                                  | 10"      | 8   |       |             | Fearless, Pa | ath of the Favoured, | Scoring   |  |
| Defensive       | HP                                  | Def      | Res | Arm   |             |              |                      |   |  |
|                 | 2                                   | 6        | 4   | 0     |             | Hell-Forge   | l Armour, Spiked Shi | eld   |  |
| Offensive       | Att                                 | Off      | Str | AP    | Agi         |              |                      |   |  |
| Chosen          | 3                                   | 6        | 4   | 1     | 5           | Extra Supp   | ort (3)              |   |  |
| ——Options———    |                                     |          |     |       | – pts-      | Command      | l Group Options ———  | pts   |  |
| Must choose a s | single Favour:                      | :        |     |       |             | Champion     | <u>l</u>             | 30  |  |
| Envy            | 5/model                             | Pride    |     | f     | free        | Musician     |                      | 10  |  |
| Gluttony        | 4/model                             | Sloth    |     | 6/mc  | odel        | Standard 1   | Bearer               | 10  |  |
| Greed           | 12/model                            | Wrath    |     | 14/mc | odel        | Banne        | er Enchantment       | no limit  |  |
| Lust            | 2/model                             |          |     |       |             |              |                      |   |  |
| One choice only | :                                   |          |     |       |             |              |                      |   |  |
| Paired Wea      | pons                                |          |     | f     | free        |              |                      |   |  |
| Great Weap      | on                                  |          |     | 3/mc  | odel        |              |                      |   |  |
| Halberd         |                                     |          |     | 7/mc  | odel        |              |                      |   |  |

| 1 ' 1                    | <b>en Knig</b><br>s + <b>112</b> pts/ |          | odel   |              | 3-5    | <b>5</b> models | 0–12 Models/Army        | Height Large<br>Type Cavalry<br>Base 50×75 mm |
|--------------------------|---------------------------------------|----------|--------|--------------|--------|-----------------|-------------------------|---|
| Global                   | Adv                                   | Mar      | Dis    |              |        | Model Rules     |                         |   |
|                          | 7"                                    | 14"      | 8      |              |        | Fear, Fear      | less, Path of the Favou | red, Scoring                                  |
| Defensive                | HP                                    | Def      | Res    | Arm          |        |                 |                         |   |
|                          | 3                                     | 6        | 4      | 2            |        | Hell-Forgo      | ed Armour               |   |
| Offensive                | Att                                   | Off      | Str    | AP           | Agi    |                 |                         |   |
| Chosen Rider             | 3                                     | 6        | 4      | 1            | 5      | Halberd         |                         |   |
| Karkadan                 | 2                                     | 3        | 5      | 2            | 2      | Harnesse        | d                       |   |
| Options                  |                                       |          |        |              | - pts- | Comma           | nd Group Options ————   | pts-  |
| Chosen Riders <b>m</b> ı | u <b>st</b> choose a                  | single l | Favoui | r:           |        | Champio         | n                       | 20  |
| Envy                     | 6/model                               | Pride    |        | f            | free   | Musician        | l                       | 10  |
| Gluttony                 | 1/model                               | Sloth    |        | 11/mc        | del    | Standard        | l Bearer                | 10  |
| Greed                    | 4/model                               | Wrath    |        | <b>4</b> /mc | del    | Bann            | ner Enchantment         | no limit                                      |
| Lust                     | 2/model                               |          |        |              |        |                 |                         |   |

| <b>Chosen ( 320</b> pts                   | Char                            | iot            |                  |          | singl              | e model                                | 0–2 Units/Army  | Height Large Type Construct Base 50×100 mm    |
|---|---------------------------------|----------------|------------------|----------|--------------------|--|---|---|
| Global                                    | Adv                             | Mar            | Dis              |          | 1                  | Model Rules                            |   |   |
|   | 7"                              | 7″             | 8                |          | I                  | Fear, Fearle                           | ss, Path of the Favou   | red, Swiftstride                              |
| Defensive                                 | HP                              | Def            | Res              | Arm      |                    |  |   |   |
|   | 5                               | 6              | 5                | 2        | I                  | Hell-Forged                            | Armour  |   |
| Offensive                                 | Att                             | Off            | Str              | AP       | Agi                |  |   |   |
| Chosen Crew (2)                           | 3                               | 6              | 4                | 1        | _                  | Halberd                                |   |   |
| ` ,                                       |                                 |                |                  |          |                    |  |   |   |
| Karkadan                                  | 2                               | 3              | 5                | 2        |                    | Harnessed                              |   |   |
| Chassis                                   |                                 |                | 5                | 2        | I                  | mpact Hits                             | (D6+1), Inanimate   |   |
| — Options ———                             |                                 |                |                  |          | — pts-             |  |   |   |
| Chosen Crew <b>must</b> cho               |                                 |                | vour:            |          | 1.5                |  |   |   |
| Envy<br>Gluttony                          |                                 | Pride<br>Sloth |                  |          | 15<br>50           |  |   |   |
| Greed                                     | 35                              | Wrath          |                  |          | free               |  |   |   |
| Lust                                      | 15                              | Wideli         |                  |          | 1100               |  |   |   |
| Chimera<br>200 pts                        | l                               |                |                  |          | singl              | e model                                | 0-3 Units/Army  | Height Large<br>Type Beast<br>Base 50×100 mm  |
| Global                                    | Adv                             | Mar            | Dis              |          | 1                  | Model Rules                            |   |   |
|   | 8"                              | 20"            | 8                |          | I                  | Fear, Tower                            | ing Presence  |   |
| Defensive                                 | HP                              | Def            | Res              | Arm      |                    |  |   |   |
|   | 4                               | 3              | 5                | 3        |                    |  |   |   |
| Offensive                                 | Att                             | Off            | Str              | AP       | Agi                |  |   |   |
| Chimera                                   | 5                               | 4              | 5                | 2        | 4                  |  |   |   |
| — Options ———                             | \)                              |                |                  |          | — pts<br><b>25</b> |  | Model Rules   |   |
| Wings (0–2 Units/Arn                      | шу)                             |                |                  |          | 20                 |  |   |   |
| Wings (0–2 Units/Arm  Wretche 75 pts + 90 | d On                            |                | el               |          |                    | The mod                                | lel's March Rate is s   | ps.  Height Large Type Infantry Base 40×40 mm |
| <b>←</b> Wretche                          | d On                            |                | <b>el</b><br>Dis |          | <b>1-6</b> 1       | The mod                                | lel's March Rate is s   | ps.  Height Large Type Infantry               |
| <b>Wretche 75</b> pts + 90                | ed On                           | ra mode        |                  |          | 1-6 r              | The models  Model Rules                | lel's March Rate is s<br>16") and Light Troo<br>0–2 Units/Army                              | ps.  Height Large Type Infantry               |
| <b>Wretche 75</b> pts + 90                | ed On<br>pts/ext                | ra mode        | Dis              | Arm      | 1-6 r              | The models  Model Rules Fearless, Irri | lel's March Rate is s<br>16") and Light Troo<br>0–2 Units/Army                              | Height Large Type Infantry Base 40×40 mm      |
| <b>Wretche 75</b> pts + 90                | ed On<br>pts/ext<br>Adv<br>3D6" | Mar            | Dis<br><b>5</b>  | Arm<br>O | 1-6 r              | The models  Model Rules Fearless, Irri | lel's March Rate is s<br>16") and <b>Light Troo</b><br>0–2 Units/Army<br>redeemable, Randor | Height Large Type Infantry Base 40×40 mm      |

1 Grind Attacks (D6+1)

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Wretched One

| Forswor 200 pts + 60      |        | xtra mo | odel |      | 3-9    | <b>9</b> models      | 0-3 Units/Army |           | Height Large<br>Type Infantry<br>Base 40×40 mm |  |
|---------------------------|--------|---------|------|------|--------|----------------------|----------------|-----------|--|--|
| Global                    | Adv    | Mar     | Dis  |      |        | Model Rules          |                |           |  |  |
|                           | 6"     | 12"     | 8    |      |        | Bodyguard<br>Scoring | (Doomlord),    | Fearless, | Path of the Exile                              |  |
| 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- | Command              | Group Options  |           | pts  |  |
| Spiked Shield             |        |         |      | 15/m | odel   | Champion             |                |           | 10   |  |
| Damnation*                |        |         |      | 10/m | odel   | Musician             |                |           | 10   |  |
| One choice only:          |        |         |      |      |        | Standard I           | Bearer         |           | 10   |  |
| Paired Weapons            |        |         |      |      | free   | Banne                | r Enchantment  |           | no limit                                       |  |
| Great Weapon              |        |         |      | 2/mo | odel   |                      |                |           |  |  |
| Halberd                   |        |         |      | 2/m  | odel   |                      |                |           |  |  |
| *0-2 Units/Army and 0     | 0–6 Mo | dels/U  | nit  |      |        |                      |                |           |  |  |
| —— 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.

| Feldrake 340 pts + 1 |     | 'extra n | nodel |       | 3-6    | <b>5</b> models | 0-12 Models/Army      | Height Large<br>Type Beast<br>Base 50×75 mm |      |
|----------------------|-----|----------|-------|-------|--------|-----------------|-----------------------|---|------|
| Global               | Adv | Mar      | Dis   |       |        | Model Rules     |                       |   |      |
|                      | 8"  | 16"      | 9     |       |        | Fear, Scori     | ing, Tall             |   |      |
| 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 (ag      | gainst Fly)           |   |      |
| Options              |     |          |       |       | – pts- | —— Comman       | nd Group Options ———— |   | pts- |
| One choice only:     |     |          |       |       |        | Champio         | n                     |   | 10   |
| <b>Great Weapon</b>  |     |          |       | 8/mo  | odel   | Musician        |                       |   | 10   |
| Halberd              |     |          |       | 10/mc | odel   | Standard        | Bearer                |   | 10   |
| Paired Weapons       |     |          |       | 15/mo | odel   | Bann            | er Enchantment        | no lin                                      | nit  |

| Battlesh 320 pts   | rine |     |     |       | sing   | gle model   | 0–2 Units/Army       | Height Large Type Construct Base 50×100 mm                    |
|--|------|-----|-----|-------|--------|-------------|----------------------|---|
| Global   | Adv  | Mar | Dis |       |        | Model Rules |                      |   |
|  | 5″   | 10" | 8   |       |        | Not a Lead  |                      | <b>k Gods</b> , Channel (1), Fear<br>e, Trophy Rack, War Plat |
| 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 Atta  | cks (D6+1), Harnesse | d   |
| ——Options———   |      |     |     |       | – pts- |             |                      |   |
| The Shrine Priest ma<br>ment* or Artefact*<br>*from this Army Book | •    |     |     | no li | imit   |             |                      |   |

Instead of selecting spells as normal, the Wizard **must** select one of the following spells during Spell Selection:

• Whispers of the Veil (Evocation)

take a Banner Enchantment from Trophy Rack

- The Grave Calls (Occultism)
- *Hellfire* (Hereditary Spell)

| Flayers 145 pts +      |         | xtra mo | odel |      | 5-3    | <b>10</b> models  | 0-4 Units/Army              | Height Standard<br>Type Cavalry<br>Base 25×50 mm |  |
|------------------------|---------|---------|------|------|--------|---|-----------------------------|--|--|
| Global                 | Adv     | Mar     | Dis  |      |        | Model Rules   |                             |  |  |
|                        | 10"     | 20"     | 8    |      |        | Battle Feve<br>guard (6")   | r, Feigned Flight, Li       | ght Troops, Strider, Van                         |  |
| Defensive              | HP      | Def     | Res  | Arm  |        |   |                             |  |  |
|                        | 1       | 4       | 3    | 1    |        | Light Armo  | ur                          |  |  |
| Offensive              | Att     | Off     | Str  | AP   | Agi    |   |                             |  |  |
| Flayer                 | 1       | 4       | 4    | 0    | 4      |   |                             |  |  |
| Shadow Chaser          | 1       | 3       | 3    | 0    | 4      | Harnessed   |                             |  |  |
| ——Options———           |         |         |      |      | – pts- | —— Optional 1   | Model Rules————             |  |  |
| Shield                 |         |         |      | 2/mo | odel   | Skinning  | <b>Lash:</b> Special Attack |  |  |
| Light Lance            |         |         |      | 2/mo | odel   | A unit wi   | ith at least one model      | with Skinning Lash can                           |  |
| One choice only:       |         |         |      |      |        |   |                             | inst a single unengaged                          |  |
| Bow (4+)               |         |         |      | 1/mo |        | •   |                             | thin 1" (it does not need                        |  |
| Throwing Weapo         |         |         |      | 2/mo |        |   |                             | or over that unit). The                          |  |
| Skinning Lash (        | 0-15 Mo | dels/Aı | rmy) | 4/mo | odel   | •   |                             | Strength 4 and Armour                            |  |
| —— Command Group Optio | ns      |         |      |      | – pts- |   |                             | l with Skinning Lash in                          |  |
| Champion               |         |         |      |      | 10     |   |                             | e or more Health Points                          |  |
| Musician               |         |         |      |      | 10     | due to one or more Skinning Lash Sweeping Attack<br>suffers –1 Discipline until the end of its next Player<br>Turn. |                             |  |  |

| Hellmay 325 pts | N   |     |     |     | sing | le model             | 0-2 Units/Army   | Height Gigantic<br>Type Construct<br>Base 100×150 mm |
|-----------------|-----|-----|-----|-----|------|----------------------|------------------|--|
| Global          | Adv | Mar | Dis |     |      | Model Rules          |                  |  |
|                 | 6"  | 12" | 5   |     |      | Fearless, <b>G</b> a | ateway, Supernal |  |
| Defensive       | HP  | Def | Res | Arm |      |                      |                  |  |
|                 | 7   | 3   | 5   | 2   |      | Aegis (5+)           |                  |  |
| Offensive       | Att | Off | Str | AP  | Agi  |                      |                  |  |
| Hellmaw         | 5   | 3   | 5   | 2   | 1    |                      |                  |  |
| Model Rules     |     |     |     |     |      |                      |                  |  |

Gateway: Universal Rule.

At the start of step 7 of the Pre-Game Sequence (Spell Selection), mark a point on the Battlefield <del>outside</del> at least 1.5" away from the opponent's Deployment Zone with a Gateway Marker.

At the start of each friendly Movement Magic Phase, if the model is not Engaged in Combat, you may apply one of the following effects:

- Mark a single point on the Battlefield within 24" of the model with a Gateway Marker. Before doing so, you
  may remove any friendly Gateway Marker from the Battlefield that was not placed during this Player Turn.
  Immediately before removing the Gateway Marker, all units within 1.5" of the marker suffer 2D3 hits with
  Toxic Attacks. There can never be more than 4 friendly Gateway Markers on the Battlefield.
- Target a single unengaged friendly unit within 6" of the model that does not contain any Gigantic models and that is neither Fleeing nor Shaken. The unit loses Scoring until the start of the next phase. Remove the unit from the Battlefield and immediately place it back on the Battlefield with **Special Ambush (within 1.5" of a friendly Gateway Marker that was not placed during this Player Turn)**. If the unit cannot be placed following these rules, it counts as is considered destroyed where it was removed.

When all friendly Hellmaws are removed as casualties, all units within 1.5" of one or more friendly Gateway Markers suffer 2D3 hits with **Toxic Attacks**, and the markers are removed.

| Forsal 390 pts | ken One | е   |     |     | single model | 0-2 Units/Army                                | Height Gigantic<br>Type Beast<br>Base 50×100 mm |
|----------------|---------|-----|-----|-----|--------------|---|---|
| Global         | Adv     | Mar | Dis |     | Model Rules  |   |   |
|                | 3D6"    |     | 5   |     |              | Irredeemable, Legend<br>t (3D6″), Unbreakable | lary Beasts (2), Random                         |
| Defensive      | HP      | Def | Res | Arm |              |   |   |
|                | 6       | 2   | 6   | 0   | Fortitude    | (5+)  |   |
| Offensive      | Att     | Off | Str | AP  | Agi          |   |   |
| Forsaken One   |         |     | 6   | 2   | 1 Grind Atta | acks (D6+3)                                   |   |

| Maraud 290 pts       | ing G    | iant     |     |     | sin | gle model   | 0–3 Units/Army              | Height Gigantic<br>Type Infantry<br>Base 50×75 mm |
|----------------------|----------|----------|-----|-----|-----|-------------|-----------------------------|---|
| Global               | Adv      | Mar      | Dis |     |     | Model Rules |                             |   |
|                      | 7″       | 14"      | 8   |     |     | Giant See,  | <b>Giant Do</b> , 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          |          |          |     |     |     | Options     |                             | pts   |
| Giant See, Giant Do: | Univers  | al Rule. |     |     |     | Big Broth   | er                          | 25  |
| The model gains Ba   | ttle Fev | er.      |     |     |     | Must choo   | ose (one choice only)       | :   |
|                      |          |          |     |     |     | Giant       | Club                        | free  |
|                      |          |          |     |     |     | Triba       | l Warspear                  | 10  |
|                      |          |          |     |     |     |             | trous Familiar              | 15  |

#### Big Brother: Universal Rule.

The model's Health Points are **set** to 8, and its base size is changed to 75×100 mm. The model gains **Maximised** (**Stomp Attacks**). 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 Exclusive (Barbarians), Not a Leader, and War Platform.

| Feldrak 445 pts                             | Elde     | r      |      |     | sin    | gle 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, L  | ight Armour    |   |
| Offensive                                   | Att      | Off    | Str  | AP  | Agi    |             |                |   |
| Feldrak Elder                               | 5        | 5      | 6    | 3   | 3      | Hatred (ag  | ainst Fly)     |   |
| Options                                     |          |        |      |     | – pts- |             |                |   |
| One choice only:<br>Great Weapon<br>Halberd | 25<br>45 | Paired | Weap | ons | 65     |             |                |   |

# **Quick Reference Sheet**

#### **Characters**

| Exalted Herald     | Adv | 7″ | Mar       | 14" | 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  | $O\!f\!f$ | 9   | Str | 5 | AP  | 2 | Agi | 8 |  |
| 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  | $O\!f\!f$ | 8   | Str | 5 | AP  | 2 | Agi | 7 |  |
| 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  | $O\!f\!f$ | 7   | Str | 5 | AP  | 2 | Agi | 5 | Master of Destruction  |
| 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  | $O\!f\!f$ | 4   | Str | 3 | AP  | 0 | Agi | 3 |  |
| 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  | $O\!f\!f$ | 5   | Str | 5 | AP  | 1 | Agi | 5 | Deeds not Words  |
| 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**

|                     |     | ۰., | 3.6       | "   | ъ.  | _ |     |     |     |   |  |
|---------------------|-----|-----|-----------|-----|-----|---|-----|-----|-----|---|--|
| Black Steed         | Adv | 8"  | Mar       |     | Dis | C | 4   |     |     |   |  |
| Standard, Cavalry   | HP  | С   | Def       | С   | Res | С |     | C+2 |     | _ |  |
| Black Steed         | Att | 1   | Off       | 3   | Str | 4 | AP  | 0   | Agi | 3 | Harnessed  |
| Shadow Chaser       | Adv | 10" | Mar       | 20" | Dis | C |     |     |     |   | Light Troops, Strider, Vanguard (6")   |
| Standard, Cavalry   | HP  | С   | Def       | С   | Res | C |     | C+1 |     |   |  |
| Shadow Chaser       | Att | 1   | Off       | 3   | Str | 3 | AP  | 0   | Agi | 4 | Harnessed  |
| Scythed Skywheel    | Adv | c   | Mar       | c   | Dis | c |     |     |     |   | Fly (6", 18"), Light Troops, Swiftstride, Tall   |
| Standard, Construct | HP  | С   | Def       | C   | Res | C | Arm | c   |     |   | Cannot be Stomped, Hard Target (1)   |
| Scythed Skywheel    | Att | -   | $O\!f\!f$ | -   | Str | 3 | AP  | 0   | Agi | 3 | Grind Attacks (D3+1), Harnessed  |
| War Dais            | Adv | С   | Mar       | С   | Dis | С |     |     |     |   | Tall   |
| Standard, Infantry  | HP  | 4   | Def       | С   | Res | C | Arm | C+2 |     |   | Cannot be Stomped  |
| War Dais            | Att | 4   | $O\!f\!f$ | 5   | Str | 4 | AP  | 1   | Agi | 4 | Harnessed  |
| Dark Chariot        | Adv | 8″  | Mar       | 8"  | Dis | С |     |     |     |   | Swiftstride  |
| Large, Construct    | HP  | 4   | Def       | С   | 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        | Adv | 5″  | Mar       | 10" | Dis | С |     |     |     |   | Channel (1), Fear, Keeper of the Beacon, Towering Presence,<br>Trophy Rack, War Platform |
| Large, Construct    | HP  | 5   | Def       | С   | Res | 5 | Arm | C+1 |     |   | Aegis (5+)   |
| Wretched One (2)    | Att | -   | Off       | -   | Str | 4 | AP  | 0   | Agi | 1 | Grind Attacks (D6+1), Harnessed  |
| Karkadan            | Adv | 7″  | Mar       | 14" | Dis | С |     |     |     |   | Fear   |
| Large, Cavalry      | HP  | C   | Def       | С   | Res | C | Arm | C+2 |     |   |  |
| Karkadan            | Att | 2   | $O\!f\!f$ | 3   | Str | 5 | AP  | 2   | Agi | 2 | Harnessed  |
| Chimera             | Adv | 8″  | Mar       | 20" | Dis | С |     |     |     |   | Fear, Legendary Beasts (1), Towering Presence  |
| Large, Cavalry      | HP  | 4   | Def       | С   | Res | 5 | Arm | С   |     |   |  |
| Chimera             | Att | 5   | Off       | 4   | Str | 5 | AP  | 2   | Agi | 4 | Harnessed  |
| Wasteland Behemoth  | Adv | 7″  | Mar       | 14" | Dis | С |     |     |     |   | 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    | Adv | 7″  | Mar       | 14" | Dis | С |     |     |     |   | Fly (7", 14"), Legendary Beasts (1), Light Troops, <b>Meeting of Minds</b>               |
| 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 |     |   | F   | 75 | Fearless, Path of the Favoured, Scoring    |
|--------------------|-----|----|-----------|-----|-----|---|-----|---|-----|----|--|
| Standard, Infantry | HP  | 1  | Def       | 5   | Res | 4 | Arm | 0 |     |    | Hell-Forged Armour, Spiked Shield          |
| Warrior            | Att | 2  | $O\!f\!f$ | 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  | $O\!f\!f$ | 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   | Special            |     |     |       |     |     |   |     |   |     |          |  |
|--|--------------------|-----|-----|-------|-----|-----|---|-----|---|-----|----------|--|
| Barbarian Horseman   Art   1   | Barbarian Horsemen | Adv | 8″  | Mar   | 16" | Dis | 8 |     |   | F   | 玄        | Battle Fever, Scoring  |
| Barbaira Horseman  | Standard, Cavalry  | HP  | 1   | Def   | 4   | Res | 3 | Arm | 1 |     |          | -  |
| Warhounds  | •                  | Att | 1   | Off   | 4   | Str | 4 | AP  | 0 | Agi | 3        | ·  |
| Standard, Beast   Alf   Br   1   Br   3   Sr   3   Arm   0   Narior Knight   Arm   4   1   1   1   1   1   1   1   1   1   | Black Steed        | Att | 1   | Off   | 3   | Str | 4 | AP  | 0 | Agi | 3        | Harnessed  |
| Warhound         At Bar Alor Sughts         Adv Bar Alor Sughts         Aby Bar Alor Sughts         48 Bar Alor Su   | Warhounds          | Adv | 8"  | Mar   | 16" | Dis | 5 |     |   |     |          | Insignificant, Release the Hounds                            |
| Warrior Knights  | Standard, Beast    | HP  | 1   | Def   | 3   | Res | 3 | Arm | 0 |     |          |  |
| Standard, Cavalry         HP         1         Def         5         Res         4         Arm         2         User or Rider         Att         2         0.gf         5         Str         4         AP         1         Ag         4         3         9         4         AP         1         Ag         4         AP         1         Ag         4         AP         1         Ag         4         AB         4         AP         0         Ag         3         Hamessed           Warrior Chariot         Aft         4         0         7         8         8         8         8         8         1         Hell-Forged Armour           Warrior Crew (2)         Art         1         0         7         8         8         8         7         Hell-Forged Armour         Ag         1         He   | Warhound           | Att | 1   | Off   | 3   | Str | 3 | AP  | 0 | Agi | 4        |  |
| Warrior Rider         Art         2         0ff         5         Str         4         AP         1         Agl         4         AP         0         Agl         3         Harmessed           Warrior Charlot         Abb         8         Mar 8         15         8         S         8         Warrior Crew (2)         Art         2         0gf         5         Res         5         Am         1         Hell-Forged Armour           Warrior Crew (2)         Art         1         0gf         5         Str         4         AP         1         Agl         4         Hell-Forged Armour           Black Steed (2)         Art         1         0gf         5         Str         4         AP         0         Agl         3         Hamessed           Chosen         Abr         5         Mr         10         Dis         8  | Warrior Knights    | Adv | 8"  | Mar   | 14" | Dis | 8 |     |   | F   | Z        | Fearless, Path of the Favoured, Scoring                      |
| Black Steed         Att         Varior Chariot         Abv         8"         War         8"         Varior Chariot         Abv         8"         War         8"         Varior Save         8"         Varior Chariot         Abv         8"         Varior Chariot         Abv         4"         Pearless, Path of the Favoured, Swiftstride           Large, Construct         Abv         1"         2"         7"         5"         Res         4"         App         1"         Hallberd           Warrior Crew (2)         Att         1"         3"         Str         4"         App         1"         Hallberd           Chassis         Transpared         Abv         5"         Mar         10"         5"         App         1"         Mar         10"         Mar         10"         Bus         1"         Mar         10"         Bus         1"         Mar         1"         Mar         10"         Bus         1"         Mar         1"         Mar         1"         ""         War         1"         ""         War         1"         ""         ""         War         1"         ""         ""         War         1"         ""         ""         """         """         """   | Standard, Cavalry  | HP  | 1   | Def   | 5   | Res | 4 | Arm | 2 |     |          | Hell-Forged Armour, Shield                                   |
| Warrior Chariot  | Warrior Rider      | Att | 2   | Off   | 5   | Str | 4 | AP  | 1 | Agi | 4        |  |
| Large, Construct         HP         4         Def         5         Res         5         Arm         1         Jegi         4         APP         1         Agi         4         Halberd           Black Steed (2)         Att         1         0g         5         Str         4         APP         1         Agi         4         Blaberd           Chosen         Atv         5°         Mar         10°         15         8         8         Large.         Hell-Forged Armour, Spiked Shield           Chosen         Atv         5°         Mar         10°         15         8         8         V         VEX.         Hell-Forged Armour, Spiked Shield           Chosen Knights         Adv         7°         Mar         10°         8         8         V         VEX.         Hell-Forged Armour, Spiked Shield           Chosen Knights         Adv         7°         Mar         10°         8         8         4         Nrm         12°         Hell-Forged Armour, Spiked Shield           Chosen Knights         Adv         7°         Mar         10°         8         8         4         Nrm         15°         Hell-Forged Armour           Chosen Cavalry         HP </td <td>Black Steed</td> <td>Att</td> <td>1</td> <td>Off</td> <td>3</td> <td>Str</td> <td>4</td> <td>AP</td> <td>0</td> <td>Agi</td> <td>3</td> <td>Harnessed</td>  | Black Steed        | Att | 1   | Off   | 3   | Str | 4 | AP  | 0 | Agi | 3        | Harnessed  |
| Warrior Crew (2)         Att         1         0f         5         Ser         4         AP         0         Agi         4         Halberd           Black Steed (2)         Att         1         0f         3         Ser         4         AP         0         Agi         3         Harnesseed           Chosen         Adv         5°         Mar         10°         Dis         8  | Warrior Chariot    | Adv | 8"  | Mar   | 8"  | Dis | 8 |     |   |     |          | Fearless, Path of the Favoured, Swiftstride                  |
| Black Steed (2)  | Large, Construct   | HP  | 4   | Def   | 5   | Res | 5 | Arm | 1 |     |          | Hell-Forged Armour   |
| Chassis         Str         Mar         10"         Use         1 kg         2 kg         4 kg         1 kg         10"         Use         8 kg         4 kg         10"         Use         8 kg         2 kg         2 kg         2 kg         2 kg         2 kg         2 kg         4 kg         2 kg         2 kg         4 kg         1 kg         5 kg         Ekerless, Path of the Favoured, Scoring           Chosen Knights         Adv         7" km         14" bis         14" bis         8 kg         4 kg         1 kg         5 kg         Ektra Support (30)           Chosen Knights         Adv         7" km         14" bis         18" kg         1 kg         1 kgl         5 kg         1 kgl         5 kg         1 kgl         1  | Warrior Crew (2)   | Att | 2   | Off   | 5   | Str | 4 | AP  | 1 | Agi | 4        | Halberd  |
| Chosen   | Black Steed (2)    | Att | 1   | Off   | 3   | Str | 4 | AP  | 0 | Agi | 3        | Harnessed  |
| Standard, Infantry         HP         2         Def         6         Res         4         Arm         0  | Chassis            |     |     |       |     | Str | 5 | AP  | 2 | Agi |          | Impact Hits (D6+1), Inanimate                                |
| Chosen         Att         3         Off         6         Vr         4         AP         1         Agi         5         Extra Support (3)           Chosen Knights         Adv         7"         Mar         14"         Dis         8   | Chosen             | Adv | 5″  | Mar   | 10" | Dis | 8 |     |   | R   | *        | Fearless, Path of the Favoured, Scoring                      |
| Chosen         Att         3         Off         6         Vr         4         AP         1         Agi         5         Extra Support (3)           Chosen Knights         Adv         7"         Mar         14"         Dis         8   | Standard, Infantry | HP  | 2   | Def   | 6   | Res | 4 | Arm | 0 |     |          | Hell-Forged Armour, Spiked Shield                            |
| Chosen Knights   | Chosen             | Att | 3   |       | 6   | Str | 4 | AP  | 1 | Agi | 5        | •  |
| Large, Cavalry         HP         3         Def         6         Res         4         Arm         2  | Chosen Knights     | Adv | 7″  |       | 14" | Dis | 8 |     |   |     | <b>3</b> |  |
| Chosen Rider         Att         3         0ff         6         Str         4         AP         1         Agi         5         Halberd           Karkadan         Att         2         0ff         3         Str         5         AP         2         Agi         2         Harnessed           Chosen Chariot         Adv         7"         Mar         7"         Dis         8         "         "         Hell-Forged Armour           Chosen Crew (2)         Att         2         Off         6         Str         5         Arm         2         Hell-Forged Armour           Chosen Crew (2)         Att         2         Off         6         Str         5         AP         2         Agi         5         Halberd           Karkadan         Att         2         Off         6         Str         5         AP         2         Agi         2         Harnessed           Chosen Chard         Att         4         0ff         8         T         5         AP         2         Agi         4         Hell-Forged Armour           Chosasia         Att         Ap         2         Agi         2         Agi         4   |                    |     | -   |       |     |     |   | Arm | 2 |     |          |  |
| Karkadan         Att         2         0ff         3         Str         5         Ap         2         Agi         2         Harnessed           Chosen Chariot         Adv         7"         Mar         7"         Dis         8   | •                  |     |     | U     |     |     |   |     |   | Aai | 5        | •  |
| 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         """"""""""""""""""""""""""""""""""""  |                    |     |     |       |     |     | 5 |     |   |     |          |  |
| Large, Construct         HP         5         Def         6         Res         5         Arm         2         Hell-Forged Armour           Chosen Crew (2)         Att         3         0ff         6         Str         4         AP         1         Agi         5         Halberd           Karkadan         Att         2         Off         3         Str         5         AP         2         Agi         2         Harnessed           Chassis  | Chosen Chariot     | Adv | 7″  |       | 7″  | Dis | 8 |     |   |     |          | Fear, Fearless, Path of the Favoured, Swiftstride            |
| Chosen Crew (2)         Att         3         0ff         6         Str         4         AP         1         Agi         5         Halberd           Karkadan         Att         2         0ff         3         Str         5         AP         2         Agi         2         Harnessed           Chassis   |                    | HP  | 5   | Def   | 6   | Res | 5 | Arm | 2 |     |          |  |
| Karkadan         Att         2         Off         3         Str         5         AP         2         Agi         2         Harnessed           Chassis  | •                  | Att | 3   |       | 6   | Str | 4 | AP  | 1 | Agi | 5        | •  |
| Chimera Adv 8" Mar 20" Dis 8   |                    | Att | 2   |       | 3   | Str | 5 | AP  |   |     |          | Harnessed  |
| 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"), Unbreak able           Large, Infantry         HP         3         Def         2         Res         4         Arm         0         -         Fortitude (5+)           Wretched One         Att         -         Off         -         Str         4         Arm         0         -         Fortitude (5+)           Wretched One         Att         -         Off         -         Str         4         Arm         0         Agi         1         Grind Attacks (D6+1)           Forsworn         Att         3         Def         4         Res         4         Arm         1         -         Hell-Forged Armour           Forsworn         Att         2         0ff         5         Str         4         Arm         1         Agi         4 <t< td=""><td>Chassis</td><td></td><td></td><td>00</td><td></td><td>Str</td><td>5</td><td>AP</td><td>2</td><td></td><td></td><td>Impact Hits (D6+1), Inanimate</td></t<>   | Chassis            |     |     | 00    |     | Str | 5 | AP  | 2 |     |          | Impact Hits (D6+1), Inanimate                                |
| 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"), Unbreak able           Large, Infantry         HP         3         Def         2         Res         4         Arm         0         -         Fortitude (5+)           Wretched One         Att         -         Off         -         Str         4         Arm         0         -         Fortitude (5+)           Wretched One         Att         -         Off         -         Str         4         Arm         0         Agi         1         Grind Attacks (D6+1)           Forsworn         Adv         4         Res         4         Arm         1         -         Bodyguard (Doomlord), Fearless, Path of the Exiled, Scoring           Feldraks         Adv         8"         16"         Dis         9"         4"         Arm         2"         Arm         4" <t< td=""><td>Chimera</td><td>Adv</td><td>8"</td><td>Mar</td><td>20"</td><td>Dis</td><td>8</td><td></td><td></td><td></td><td></td><td>Fear. Towering Presence</td></t<>   | Chimera            | Adv | 8"  | Mar   | 20" | Dis | 8 |     |   |     |          | Fear. Towering Presence                                      |
| Chimera  Att 5 Off 4 Str 5 AP 2 Agi 4  Wretched Ones  Adv 3D6" Mar - Dis 5 S S S Fearless, Irredeemable, Random Movement (3D6"), Unbreak able  Large, Infantry HP 3 Def 2 Res 4 Arm 0 Forsworn  Adv 6" Mar 12" Dis 8 S S S Bodyguard (Doomlord), Fearless, Path of the Exiled, Scoring Barge, Infantry HP 3 Def 4 Res 4 Arm 1 S Hell-Forged Armour  Forsworn Att 2 Off 5 Str 4 AP 1 Agi 4 Fearless, Coring, Tall  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 S S Arm 4 S S Arm 4 S S Battle Fever, Beacon of the Dark Gods, Channel (1), Fear, Not apprentice  Large, Construct HP 5 Def 4 Res 5 Arm 4 S S Arm 4 S S Agis (5+)   |                    |     |     |       |     |     |   | Arm | 3 |     |          | ,  |
| Wretched Ones  Adv 3D6" Mar   -   Dis   5   S   S   Fearless, Irredeemable, Random Movement (3D6"), Unbreak able  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   S   S   S   S   S   S   S   S   S   | •                  | Att | 5   | v     |     | Str | 5 | AP  | 2 | Agi | 4        |  |
| Large, Infantry  HP  3 Def  2 Res  4 Arm  0 Fortitude (5+)  Wretched One  Att  - Off  - Off  - Str  4 AP  0 Agi  1 Grind Attacks (D6+1)  Bodyguard (Doomlord), Fearless, Path of the Exiled, Scoring  Hell-Forged Armour  Hell-Forged Armour  Hell-Forged Armour  Feldraks  Adv  8" Mar  16" Dis  9 Fear, Scoring, Tall  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  Adv  4" Res  5 Arm  4 Aegis (5+)  Aegis (5+)  Shrine Priest  Att  1 Off  4 Str  3 AP  0 Agi  3 AP  0 Agi  3 Aegis (5+)  | Wretched Ones      | Adv | 3D6 | " Mar | -   | Dis | 5 |     |   |     |          |  |
| Wretched One  Att - Off - Str 4 AP 0 Agi 1 Grind Attacks (D6+1)  Forsworn Adv 6" Mar 12" Dis 8 Forsworn Att 2 Off 5 Str 4 AP 1 Agi 4 Feldraks  Adv 8" Mar 16" Dis 9 Fear, Scoring, Tall  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 Fear, Scoring, Tall  Large, Construct HP 5 Def 4 Res 5 Arm 4 Agi 3 Aprontice  Large, Construct Att 1 Off 4 Str 3 AP 0 Agi 3  Agi 5 Arm 4 Aegis (5+)  | Large, Infantry    | HP  | 3   | Def   | 2   | Res | 4 | Arm | 0 |     |          | Fortitude (5+)   |
| Large, Infantry       HP       3       Def       4       Res       4       Arm       1       Hell-Forged Armour         Forsworn       Att       2       Off       5       Str       4       AP       1       Agi       4       Hell-Forged Armour         Feldraks       Adv       8"       Mar       16"       Dis       9       Image: Street of the Control of  | 0                  | Att | -   |       | -   | Str | 4 | AP  | 0 | Agi | 1        |  |
| Large, Infantry       HP       3       Def       4       Res       4       Arm       1       Hell-Forged Armour         Forsworn       Att       2       Off       5       Str       4       AP       1       Agi       4       Hell-Forged Armour         Feldraks       Adv       8"       Mar       16"       Dis       9       Image: Street of the Control of  | Forsworn           | Adv | 6"  | Mar   | 12" | Dis | 8 |     |   | F   | *        | Bodyguard (Doomlord), Fearless, Path of the Exiled, Scoring  |
| Feldraks Adv 8" Mar 16" Dis 9 Fear, Scoring, Tall  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 STRING APPRING APPR | Large, Infantry    | HP  | 3   | Def   | 4   | Res | 4 | Arm | 1 |     |          |  |
| 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       S       S       S       Battle Fever, Beacon of the Dark Gods, Channel (1), Fear, Not at 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   |                    | Att | 2   |       | 5   | Str | 4 | AP  | 1 | Agi | 4        | · ·  |
| 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       S       S       S       Battle Fever, Beacon of the Dark Gods, Channel (1), Fear, Not at 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   | Feldraks           | Adv | 8"  | Mar   | 16" | Dis | 9 |     |   | F   | 72       | Fear, Scoring, Tall  |
| Feldrak       Att       3       Off       4       Str       5       AP       2       Agi       3       Hatred (against Fly)         Battleshrine       Adv       5"       Mar       10"       Dis       8       5       4"       Battle Fever, Beacon of the Dark Gods, Channel (1), Fear, Not at 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  | Large, Beast       | HP  | 4   |       |     | Res | 5 | Arm | 2 |     |          |  |
| 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  | Feldrak            | Att | 3   | Off   | 4   | Str | 5 | AP  | 2 | Agi | 3        | Hatred (against Fly)   |
| Shrine Priest Att 1 Off 4 Str 3 AP 0 Agi 3   | Battleshrine       | Adv | 5″  | Mar   | 10" | Dis | 8 |     |   |     |          | Leader, Towering Presence, Trophy Rack, War Platform, Wizard |
|  | Large, Construct   | HP  | 5   | Def   | 4   | Res | 5 | Arm | 4 |     |          | Aegis (5+)   |
| Wretched One (2) $Att$ - $Off$ - $Str$ <b>4</b> $AP$ <b>0</b> $Agi$ <b>1</b> Grind Attacks (D6+1), Harnessed   | 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                              |

| 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 | 6"  | Mar       | 12" | Dis | 5 |     |   |     |   | Fearless, Gateway, Supernal   |
| Gigantic, Construct | HP  | 7   | Def       | 3   | Res | 5 | Arm | 2 |     |   | Aegis (5+)  |
| Hellmaw             | Att | 5   | $O\!f\!f$ | 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 | -   | $O\!f\!f$ | -   | 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   | $O\!f\!f$ | 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 | <b>Shooting Model</b> |
|------------------|-----|-----------------------|
| 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.

| <b>Envy</b><br>Attack Attribute – Close Combat     | Rolls for Charge Range, Pursuit Distance, and Overrun Distance of Units with more than half of their models with this Favour gain Maximised (Charge Range, Pursuit Distance, Overrun Distance) are subject to Maximised Roll.   |
|--|---|
| <b>Gluttony</b><br>Attack Attribute – Close Combat | The first time a model with this Favour is on the winning side of a combat its model parts with this Favour gain +1 Strength until the end of the game. The Strength bonus from this Favour also affects the model parts' Special Attacks.  |
| <b>Greed</b><br>Universal Rule                     | The model part gains Great Weapon, Halberd, Paired Weapons, and <b>Weapon Master</b> . The Special Item allowance of Characters with this Favour is increased by 50 pts.  |
| <b>Lust</b><br>Universal Rule                      | <ul> <li>Units with more than half of their models with this Favour are subject to the following rules:</li> <li>They gain Feigned Flight.</li> <li>They may declare Flee as a Charge Reaction even if they have Fearless.</li> <li>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.</li> </ul> |
| <b>Pride</b><br>Universal Rule                     | <del>Discipline Tests taken by </del> Units with at least one model with this Favour gain <b>Minimised</b> ( <b>Discipline Tests</b> ) are subject to Minimised Roll.   |
| <b>Sloth</b><br>Universal Rule                     | Attacks against the model suffer -1 to wound. When the model's unit declares a Charge or performs a March Move, the effect is lost until the start of the Melee Phase in the next Player Turn.  |
| <b>Wrath</b><br>Attack Attribute – Close Combat    | The model part gains <b>Lightning Reflexes</b> in the First Round of Combat.  |

# Changelog

#### 2023 beta 2 Hotfix 1

• Barbarian Horseman Great Weapon 2 \ 0

#### 2023 beta 2

- · Favours streamlined (Pride, Envy)
- · Big Brother streamlined
- Zealot Banner gives just Extra Support(2)
- · Hellmaw 7HP and 5R, Gateway change
- Chosen Lord Base cost 300 \ 285
- Chosen Lord War Dais 95 /110
- Chosen Lord Karkadan 80 / 90
- Chosen Lord Dark Chariot 130 / 140

- Sorcerer Battleshrine 280 \ 270
- Warrior Chariot Base cost 230 \ 220
- Warrior Knights Additional models 36  $\searrow$ 33
- Warrior Knights Pride 1 /2
- Warrior Knights Sloth 6 \ 4
- Warrior Knights Wrath 7 ∕8
- Warrior Knights Lance 7 \ 6
- Chosen Knights Base cost 410 ∕415
- Chosen Knights Additional models 100 / 112
- Chosen Knights Envy 8 \ 6
- Chosen Knights Gluttony 3 \ 1
- Chosen Knights Greed 6 \ 4
- Chosen Knights Lust 4 \ 2
- Chosen Knights Pride 2 \\_0
- Chosen Knights Sloth 12 \11
- Chosen Knights Wrath 3 /4
- Chosen Chariot Base cost 335 \ 320
- Barbarian Horseman Base cost 130 \ 125
- Barbarian Horseman Additional models 18 ∕20
- Flayers Base cost 155 \ 145
- Feldrak Elder Base cost 450 \ 445