

Player Altathir

+++ New Roster (Fantasy Battles: The 9th Age 2.0 Beta) [4495pts] +++

++ Infernal Dwarves (Infernal Dwarves 2.0 Beta) [4495pts] ++

+ Characters [1265pts] +

Prophet [970pts]: Army General, Master [265pts], Shield [10pts], Wizard [160pts]

. Categories: Characters

. Special Equipment [160pts]: Basalt Infusion [35pts], Essence of a Free Mind - Dominant [55pts] (Pyromancy, Alchemy), Tablet of Ashuruk - Wizards only [70pts]

. . Categories: Characters

. Temple Lamassu [375pts]

. . Categories: Bound and Binders

. . Temple Lamassu [75pts]: Adept [75pts]

. . . Categories: Characters, Bound and Binders

Vizier [295pts]: Battle Standard Bearer [50pts], Shield [5pts]

. Categories: Characters

. Special Equipment [115pts]: Icon of the Inferno - Cannot be Taken by Core [100pts], Willow's Ward - Models on Foot only [15pts]

+ Core [1150pts] +

Citadel Guard [718pts]: Banner of Shamut [50pts], Champion [20pts], 29x Citadel Guard [638pts], Musician [20pts], Standard Bearer [20pts], Shiel [29pts]

. Categories: Core

Hobgoblins [432pts]: Champion [20pts], 49x Hobgoblin [343pts], Musician [20pts], Spear & Shield [49pts], Standard Bearer [20pts]

. Categories: Core

+ Special [795pts] +

Taurukh Anointed [795pts]: Banner of Shamut [50pts], Champion [20pts], Infernal Weapon [90pts], Musician [20pts], Shields [50pts], Standard Bearer [20pts], 5x Taurukh Anointed [525pts]

. Categories: Special

+ Barrage [260pts] +

Gunnery Team [130pts]: Flamethrower [130pts]

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+ Bound and Binders [1025pts] +

Infernal Engine [450pts]: Shrapnel Guns [305pts]

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Kadim Titan [575pts]

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Esteban "Estebanvol" Salcedo - OK - Wildheart

410 - Mammoth Hunter, Army General, Wildheart, Leader of the Pack, Paired Weapons, Death Cheater, Touch of Greatness

505 - Mammoth Hunter on Tusker, BSB, Headhunter, Great Weapon, Basalt Infusion, Talisman of Shielding

485 - Shaman, Wizard Master, Shamanism, Iron Fist, Magical Heirloom

395 - Mammoth Hunter, Trolleater, Leader of the Pack, Scout, Iron Fist, Wrestler's Belt

2x155 - 2x3 Tribesmen

600 - 8 Tribesmen, M,C,S, Iron Fists, Rending Banner

2x80 - 2x1 Sabretooth Tiger

390 - 5 Yetis, C

2x475 - Rock Auroch

295 – Giant, Great Weapon

TOTAL 4500

Kathal

Feldrak Ancestor, General, Paired Weapon (Supernatural Dexterity) - 845

Exalted Herald - 850

Sorcerer, Adept, Occultism, Plate Armour, Dark Chariot, Alchemist Alloy, Lucky Charm - 325

15 Warriors, Spiked Shield, FCG, Banner of Relentless Company - 460

27 Barbarians, Shield, FCG, Banner of Relentless Company - 370

8 Warhounds - 130

5 Warhounds - 100

2x6 Barbarian Horsemen, Light Lance, Shield, Champion - 199

2x1 Feldrak Elder, Paired Wepaon - 510

Sum: 4498

Characters - 885

Iron Orc Warlord - 425

Warcry 45

Basalt Injection 35

Shady Shanking 50

Paired Weapons 10

Orc Shaman - 275

Wizard Adept +75

Shamanism

Rod of Battle 45

Orc Chief - 175

Shield 5

Lance 10

Boar 40

Core - 1230

40 Common Orc Warriors - 540

Champion/Standard/Musicien 60

Banner of the Green Tide 45

Shield 40

20 Common Orc Crossbowmen - 295

Heavy Armour + Crossbow 120

10 Common Orc Boar Riders - 395

Champion/Standard/Musicien 60

Æther Icon 15

Shield 40

Lance 40

Special - 1100

3 Grotlings - 90

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25 Iron Orcs - 650

Champion/Standard 40

Banner of the Green Tide 45

5 Goblin Wolf Riders - 125

Bow 5

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Bow 5

Artillery - 190

Splatterer - 190

Orc Overseer 20

Big and Nasty - 1115

Giant - 345

Net

Giant - 315

Big Club 30

Great Green Idol - 465

Battle Banner 100

TOTAL 4500

Wargo – Guille Terrasa – Sylvan Elves: 4.492 pts

225pts – Dryad Ancient, General, Wizard Adept, Divination

320pts – Thicket Sepherd, BSB, Oaken Throne

475pts – Druid, Wizard Master, Shamsnism, Binding scroll, Binding scroll

550pts – Forest Prince, Wild Hunter, Great Elk, Sylvan blades, Light armour, Destiny's Call, Titanic Might

501pts – 19 Sylvan Archers, musician

476pts – 25 Dryads, champion

150pts – 8 Dryads

510pts – Thicket Beasts, champion 

100pts – 1 Eagle

365pts – 10 Sylvan Sentinels, scout

410pts – 9 Pathfinders

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[895] -Vampire Count [Character] - Army General, Lamia Bloodline, The Dead Arise, Halberd, Light Armour, Wizard Master (Witchcraft), Commandment, Destiny's Call, Touch of Greatness, Unholy Tome

[250] -Necromancer [Character] - Wizard Adept (Evocation), Magical Heirloom

[250] - Necromancer [Character] - Wizard Adept (Alchemy), Talisman of the Void

[165] - 4 Bat Swarm [Core].

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[408] - 33 Skeletons [Core]. FCG, Spears, Flaming Standard

[260] - 25 Skeletons [Core]. FCG

[135] - 20 Zombies [Core]. Musician

[400] - Court of The Damned [Special]. Blood Ties (Lamia)

[635] - 8 Ghast [Special].

[931] – 36 Barrow Guard [Special]. FCG, Halberd, Black Standard of Zagvozd

Vc drake 4500 GabbaGandalf (Fantasy Battles: The 9th Age 2.0 Beta) [4496pts]

Vampire Covenant (Vampire Covenant 2.0 Beta) [4496pts]

Characters [1720pts]

Barrow King [410pts]

Selections: Battle Standard Bearer [50pts], Skeletal Steed [40pts]

Categories: CHARACTERS

Rules: *Ashes to Ashes, Lethal Strike, Magical Attacks, Multiple Wounds (2, Against Standard), Not a Leader, Reanimated (1), Undead, Unliving Shield*

1 Global: *Barrow King Global*, **2 Defensive:** *Barrow King Defence*, **3 Offensive:** *Barrow King Offence*, **4 Armour:** *Heavy Armour, Shield*

Special Equipment [145pts]

Selections: Basalt Infusion [35pts], Dusk Forged [50pts], Hero's Heart [60pts]

7 Artefact: *Basalt Infusion, Hero's Heart*

1 Global	Adv	Mar	Dis	Size	Type	Ref
Barrow King Global	4"	8"	8	Standard	Infantry	
Skeletal Steed Global	8"	16"	C	Standard	Cavalry	

2 Defensive	HP	Def	Res	Arm	Ref
Barrow King Defence	4	5	5	0	
Skeletal Steed Defence	C	C	C	C+2	

3 Offensive	Att	Off	Str	AP	Agi	Ref
Barrow King Offence	3	5	4	1	4	
Skeletal Steed Offence	1	2	3	0	2	

4 Armour	Type	Save	Rules	Ref
Heavy Armour	Suit of Armour	+2	A model part can only wear a single Suit of Armour.	
Shield	Shield	+1	Parry	

7 Artefact	Type	Effect	Ref
Basalt Infusion	Suit of Armour Enchantment	The wearer gains +1 Armour and Aegis (3+, against Flaming Attacks). The wearer automatically fails all Fortitude saves.	
Dusk Forged	Shield Enchantment	The bearer may choose to reroll its failed Armour Saves while using this Shield. If it does, it automatically fails all special saves.	
Hero's Heart	Hand Weapon and Paired Weapon Enchantment	The wielder of this enchanted weapon gains +1 Attack Value when using it. Attacks made with this enchanted weapon gain Magical Attacks and always have at least Strength 5 and at least Armour Penetration 3.	

Necromancer [460pts]

Selections: Army General [30pts], Evocation, Wizard Master [225pts]

Categories: CHARACTERS

Rules: *Awaken (Zombies, Skeletons), Commanding Presence, Gates of the Netherworld, Master of Undeath, Reanimated (1), The Dead Arise, Undead, Wizard Master*

1 Global: *Necromancer Global*, **2 Defensive:** *Necromancer Defence*, **3 Offensive:** *Necromancer Offence*

Special Equipment [80pts]

Selections: Necromantic Staff - Wizards only - Dominant [80pts]

7 Artefact: *Necromantic Staff*

1 Global	Adv	Mar	Dis	Size	Type	Ref
Necromancer Global	4"	8"	7	Standard	Infantry	

2 Defensive	HP	Def	Res	Arm	Ref
Necromancer Defence	3	3	3	0	

3 Offensive	Att	Off	Str	AP	Agi	Ref
Necromancer Offence	1	3	3	0	3	

7 Artefact	Type	Effect	Ref
Necromantic Staff	Artefact	Dominant. The bearer gains Channel (1). The bearer may cast the first Boosted version (6" Aura) of Arise! as a Bound Spell with Power Level (4/8).	

Vampire Count [850pts]

Selections: Halberd [20pts], Mesmerising Gaze [40pts], Occultism, Wizard Adept [75pts], Zombie Dragon [385pts]

Categories: CHARACTERS

Rules: *Autonomous, Awaken (Zombies), Distracting, Fear, Mesmerising Gaze, Reanimated (1), Undead, Vampiric (6+), Wizard Adept*

1 Global: *Vampire Count Global*, **2 Defensive:** *Vampire Count Defence*, **3 Offensive:** *Vampire Count Offence*, **5 Melee Weapon:** *Halberd*

1 Global	Adv	Mar	Dis	Size	Type	Ref
Vampire Count Global	6"	12"	9	Standard	Infantry	
Zombie Dragon Global	6" (7")	12" (14")	C	Gigantic	Beast	

2 Defensive	HP	Def	Res	Arm	Ref
Vampire Count Defence	3	7	5	0	
Zombie Dragon Defence	6	4	6	3	

3 Offensive	Att	Off	Str	AP	Agi	Ref
Vampire Count Offence	5	7	5	2	7	
Zombie Dragon Offence	5	4	6	3	2	

5 Melee Weapon	Str	AP	Attributes	Ref
Halberd	+1	+1	A model using this weapon cannot simultaneously use a Shield against Melee Attacks .	

Core [906pts]

Dire Wolves - Core [133pts]

Selections: Champion [20pts], 8x Dire Wolves [88pts]

Categories: CORE

Rules: *Ashes to Ashes, Devastating Charge (+1 Str, +1 AP), Undead, Vanguard*

1 Global: *Dire Wolves Global*, **2 Defensive:** *Dire Wolves Defence*, **3 Offensive:** *Dire Wolves Offence*

1 Global	Adv	Mar	Dis	Size	Type	Ref
Dire Wolves Global	9"	18"	3	Standard	Beast	

2 Defensive	HP	Def	Res	Arm	Ref
Dire Wolves Defence	1	3	3	0	

3 Offensive	Att	Off	Str	AP	Agi	Ref
Dire Wolves Offence	1	3	3	0	3	

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1 Global: *Dire Wolves Global*, **2 Defensive:** *Dire Wolves Defence*, **3 Offensive:** *Dire Wolves Offence*

1 Global	Adv	Mar	Dis	Size	Type	Ref
Dire Wolves Global	9"	18"	3	Standard	Beast	

2 Defensive	HP	Def	Res	Arm	Ref
Dire Wolves Defence	1	3	3	0	

3 Offensive	Att	Off	Str	AP	Agi	Ref
Dire Wolves Offence	1	3	3	0	3	

Skeletons [325pts]

Selections: Champion [20pts], Musician [20pts], 29x Skeleton [290pts], Standard Bearer [20pts]

Categories: CORE

Rules: *Ashes to Ashes, Reanimated (D6+4), Scoring, Undead*

1 Global: *Skeleton Global*, **2 Defensive:** *Skeleton Defence*, **3 Offensive:** *Skeleton Offence*, **4 Armour:** *Light Armour, Shield*

Banner Enchantment [25pts]

Selections: Legion Standard [25pts]

7 Artefact: *Legion Standard*

1 Global	Adv	Mar	Dis	Size	Type	Ref
Skeleton Global	4"	8"	4	Standard	Infantry	

2 Defensive	HP	Def	Res	Arm	Ref
Skeleton Defence	1	2	3	0	

3 Offensive	Att	Off	Str	AP	Agi	Ref
Skeleton Offence	1	2	3	0	2	

4 Armour	Type	Save	Rules	Ref
Light Armour	Suit of Armour	+1	A model part can only wear a single Suit of Armour.	
Shield	Shield	+1	Parry	

7 Artefact	Type	Effect	Ref
Legion Standard	Banner	A unit with one Legion Standard increases the maximum of its Rank Bonus by +1 (normally this means the unit can add up to 4 Full Ranks to its Combat Score). A unit with two Legion Standards increases the maximum of its Rank Bonus by +2 instead.	

Zombies [160pts]

Selections: Musician [20pts], Standard Bearer [20pts], 21x Zombie [105pts]

Categories: CORE

Rules: *Ashes to Ashes, Reanimated (2D6+4), Scoring, Undead*

1 Global: *Zombie Global*, **2 Defensive:** *Zombie Defence*, **3 Offensive:** *Zombie Offence*

1 Global	Adv	Mar	Dis	Size	Type	Ref
Zombie Global	4"	8"	2	Standard	Infantry	

2 Defensive	HP	Def	Res	Arm	Ref
Zombie Defence	1	1	3	0	

3 Offensive	Att	Off	Str	AP	Agi	Ref
Zombie Offence	1	1	3	0	1	

Zombies [155pts]

Selections: Musician [20pts], Standard Bearer [20pts], 20x Zombie [100pts]

Categories: CORE

Rules: *Ashes to Ashes, Reanimated (2D6+4), Scoring, Undead*

1 Global: *Zombie Global*, **2 Defensive:** *Zombie Defence*, **3 Offensive:** *Zombie Offence*

1 Global	Adv	Mar	Dis	Size	Type	Ref
Zombie Global	4"	8"	2	Standard	Infantry	

2 Defensive	HP	Def	Res	Arm	Ref
Zombie Defence	1	1	3	0	

3 Offensive	Att	Off	Str	AP	Agi	Ref
Zombie Offence	1	1	3	0	1	

Special [1870pts]

Altar of Undeath [365pts]

Categories: SPECIAL

Rules: *Ashes to Ashes, Aura of Undeath, Fortitude (4+), Ghost Step, Harnessed, Impact Hits (D6), Inanimate, Lash of Souls, Magical Attacks, Reanimated (1), Swiftstride, Terror, Towering Presence, Undead, War Platform*

1 Global: *Altar of Undeath Global*, **2 Defensive:** *Altar of Undeath Defence*, **3 Offensive:** *Chassis, Dark Conductor Offence, Ghost Steeds Offence*

1 Global	Adv	Mar	Dis	Size	Type	Ref
Altar of Undeath Global	8"	8"	5	Large	Construct	

2 Defensive	HP	Def	Res	Arm	Ref
Altar of Undeath Defence	5	3	5	2	

3 Offensive	Att	Off	Str	AP	Agi	Ref
Chassis	-	-	5	2	-	
Dark Conductor Offence	1	3	3	0	3	
Ghost Steeds Offence	8	2	3	0	2	

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Categories: SPECIAL

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1 Global: *Altar of Undeath Global*, **2 Defensive:** *Altar of Undeath Defence*, **3 Offensive:** *Chassis, Dark Conductor Offence, Ghost Steeds Offence*

1 Global	Adv	Mar	Dis	Size	Type	Ref
Altar of Undeath Global	8"	8"	5	Large	Construct	

2 Defensive	HP	Def	Res	Arm	Ref
Altar of Undeath Defence	5	3	5	2	

3 Offensive	Att	Off	Str	AP	Agi	Ref
Chassis	-	-	5	2	-	
Dark Conductor Offence	1	3	3	0	3	
Ghost Steeds Offence	8	2	3	0	2	

Barrow Knights [190pts]

Selections: 5x Barrow Knight [240pts], Musician [20pts]

Categories: SPECIAL

Rules: *Ashes to Ashes, Ghost Step, Harnessed, Lethal Strike, Magical Attacks, Multiple Wounds (2, Against Standard), Reanimated (D3+2), Scoring, Undead*

1 Global: *Barrow Knight Global*, **2 Defensive:** *Barrow Knight Defence*, **3 Offensive:** *Barrow Knight Offence, Skeletal Steed Offence*, **4 Armour:** *Heavy Armour, Shield*, **5 Melee Weapon:** *Lance*

1 Global	Adv	Mar	Dis	Size	Type	Ref
Barrow Knight Global	8"	16"	7	Standard	Cavalry	

2 Defensive	HP	Def	Res	Arm	Ref
Barrow Knight Defence	1	3	4	2	

3 Offensive	Att	Off	Str	AP	Agi	Ref
Barrow Knight Offence	1	3	4	1	3	
Skeletal Steed Offence	1	2	3	0	2	

4 Armour	Type	Save	Rules	Ref
Heavy Armour	Suit of Armour	+2	A model part can only wear a single Suit of Armour.	
Shield	Shield	+1	Parry	

5 Melee Weapon	Str	AP	Attributes	Ref
Lance	+2	+2	Attacks made with a Lance and allocated toward models in the wielders' Front Facing gain Devastating Charge (+ 2 Strength, +2 Armour Penetration). Infantry cannot use Lances.	

Dark Coach [430pts]

Categories: SPECIAL

Rules: *Aegis (4+), Fear, Ghost Step, Harnessed, Impact Hits (D6+1), Inanimate, Magical Attacks, Reanimated (1), Swiftstride, Undead, Unholy Conduit, Vampiric (3+)*

1 Global: *Dark Coach Global*, **2 Defensive:** *Dark Coach Defence*, **3 Offensive:** *Chassis, Coachman Offence, Undead Mounts (2), Vampire Offence*, **5 Melee Weapon:** *Great Weapon*

1 Global	Adv	Mar	Dis	Size	Type	Ref
Dark Coach Global	8"	8"	7	Large	Construct	

2 Defensive	HP	Def	Res	Arm	Ref
Dark Coach Defence	5	3	5	4	

3 Offensive	Att	Off	Str	AP	Agi	Ref
Chassis	-	-	5	2	-	
Coachman Offence	2	3	3	10	2	
Undead Mounts (2)	1	3	4	1	2	
Vampire Offence	4	6	5	2	6	

5 Melee Weapon	Str	AP	Attributes	Ref
Great Weapon	+2	+2	Always strike at Initiative Step 0 (regardless of the wielder's Agility). A model using this weapon cannot simultaneously use a Shield against Melee Attacks.	

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Categories: SPECIAL

Rules: *Aegis (4+), Fear, Ghost Step, Harnessed, Impact Hits (D6+1), Inanimate, Magical Attacks, Reanimated (1), Swiftstride, Undead, Unholy Conduit, Vampiric (3+)*

1 Global: *Dark Coach Global*, **2 Defensive:** *Dark Coach Defence*, **3 Offensive:** *Chassis, Coachman Offence, Undead Mounts (2), Vampire Offence*, **5 Melee Weapon:** *Great Weapon*

1 Global	Adv	Mar	Dis	Size	Type	Ref
Dark Coach Global	8"	8"	7	Large	Construct	

2 Defensive	HP	Def	Res	Arm	Ref
Dark Coach Defence	5	3	5	4	

3 Offensive	Att	Off	Str	AP	Agi	Ref
Chassis	-	-	5	2	-	
Coachman Offence	2	3	3	10	2	
Undead Mounts (2)	1	3	4	1	2	
Vampire Offence	4	6	5	2	6	

5 Melee Weapon	Str	AP	Attributes	Ref
Great Weapon	+2	+2	Always strike at Initiative Step 0 (regardless of the wielder's Agility). A model using this weapon cannot simultaneously use a Shield against Melee Attacks.	

Great Bats [90pts]

Selections: 2x Great Bat [30pts]

Categories: SPECIAL

Rules: *Ashes to Ashes, Fly, Reanimated (D3+1), Skirmisher, Undead*

1 Global: *Great Bat Global*, **2 Defensive:** *Great Bat Defence*, **3 Offensive:** *Great Bat Offence*

1 Global	Adv	Mar	Dis	Size	Type	Ref
Great Bat Global	1" (9")	2" (18")	3	Standard	Beast	

2 Defensive	HP	Def	Res	Arm	Ref
Great Bat Defence	2	3	3	0	

3 Offensive	Att	Off	Str	AP	Agi	Ref
Great Bat Offence	2	3	3	0	3	

Selection Rules

Aegis (4+): Aegis is a Special Save. A model must reroll successful Aegis saves against attacks with Divine Attacks.

Ashes to Ashes: At the end of any phase in which the Master is removed as a casualty, every unit in the Army with one or more models with Ashes to Ashes must pass a Discipline Test or lose a number of Health Points equal to the amount by which the test was failed, with no saves of any kind allowed. These Health Point losses are distributed following the rules for Unstable, except that they can never be distributed to models that do not have Ashes to Ashes. The number of Health Points lost is reduced by 1 if the unit receives Rally Around the Flag.

At the end of the Player Turn in which the Master was removed as a casualty, a new Master may be selected. To do so, nominate a friendly Wizard Character, which either has Vampiric or is using Evocation. This Character becomes the new Master.

At the start of each friendly Player Turn after the Master has been removed as a casualty and no new Master has been selected, every unit with Ashes to Ashes must once again pass a Discipline Test or lose Health Points as described above.

Aura of Undeath: During its Shooting Phase, the model part can make a Shooting Attack that targets all enemy units within 12" of the model (including those Engaged in Combat and outside Front Arc and/or Line of Sight). This attack can be used even if the Altar is Engaged in Combat. The targets suffer D6 hits with a Strength equal to the current Game Turn number and Armour Penetration 2.

Autonomous: Undead units consisting entirely of models with Autonomous may perform March Moves as normal, even when outside the range of friendly models' Commanding Presence. The unit must still pass a Discipline Test in order to do so if within 8" of non-Fleeing enemy units.

Awaken (Zombies): The model can Raise Health Points above a unit's starting size for the units stated within brackets. However, units cannot be increased beyond twice their starting size or beyond the maximum unit size written in their unit entry. A unit's starting size is the size of the unit as written in the Army List (or the size of the unit at the time of its creation).

Awaken (Zombies, Skeletons): The model can Raise Health Points above a unit's starting size for the units stated within brackets. However, units cannot be increased beyond twice their starting size or beyond the maximum unit size written in their unit entry. A unit's starting size is the size of the unit as written in the Army List (or the size of the unit at the time of its creation).

Breath Attack (Toxic Attacks): A model part with Breath Attack can use it only once during the game. If a model has more than one Breath Attack, it can only use one Breath Attack in a single phase. It can be used either as a Shooting Attack or as a Melee Attack .

● As a Shooting Attack (normally in the Shooting Phase): choose a target using the normal rules for Shooting Attacks (it is allowed for a Stand and Shoot Charge Reaction), except it can be used even if the model Marched previously in this Player Turn. A model with both a Breath Attack and a Shooting Weapon can use both in the same Shooting Phase, however only against the same target . The attack has a range of 6".

● As a Melee Attack (normally in the Melee Phase) : the attack is made at the model part's Agility. Declare that you are using the Breath Attack when allocating attacks, and choose a unit in base contact to attack with it.

No matter if it is used as a Shooting or Melee Attack, the target of the Breath Attack suffers 2D6 hits. The Strength, Armour Penetration and Attack Attributes (if any) of these hits are given within brackets, such as in Breath Attack (Strength 4, Armour Penetration 1, Flaming Attacks). When several model parts in the same unit have this Special Attack , roll for the number of hits separately for each model part .

Commanding Presence: All Generals have the Commanding Presence Universal Rule. All units within 12" of a friendly non-Fleeing model with Commanding Presence may borrow the Discipline of the model with Commanding Presence, instead of using their own Discipline (this ability follows all the normal rules for using a Borrowed Characteristic, meaning that effects modifying the Discipline of the model with Commanding Presence are applied before borrowing the model's Discipline ; this borrowed Discipline may then be further modified) .

Devastating Charge (+1 Str, +1 AP): A charging model part with Devastating Charge, or using a weapon with Devastating Charge, gains the Model Rules and Characteristic modifiers stated in brackets. For example, a charging model part with Devastating Charge (+1 Strength, Poison Attacks) gains +1 Strength and Poison Attacks when it is charging. This rule is cumulative: a model part with several instances of Devastating Charge applies all Attack Attributes and Characteristics modifiers from all of them when charging.

Distracting: Close Combat Attacks allocated towards a model with Distracting suffer a -1 to-hit modifier. This to-hit modifier cannot be combined with any other negative to-hit modifiers.

Fear: Models in units in base contact with one or more enemy models with Fear suffer -1 Discipline. At the start of each Round of Combat, such units must take a Discipline Test

, called a Fear Test. If this test is failed, the models in the unit are Shaken and Close Combat Attacks made by the models in the unit suffer -1 to hit, while Close Combat Attacks allocated against the models in the unit gain +1 to hit. These effects apply until the end of the Round of Combat. Models that have Fear themselves are immune to the effects of Fear.

Fly: The model gains Light Troops and Swiftstride. Units composed entirely of models with Fly may use Flying Movement during Move Chargers moves, Advance Moves

, and March Moves. When a unit uses Flying Movement, substitute its models' Advance Rate with the first value given in brackets (X), and their March Rate with the second value given in brackets (Y). A unit using Flying Movement ignores all Terrain Features and units during the Flying Movement. Note that:

- It must abide by the Unit Spacing rule at the end of the move (unless charging, when the normal exceptions to the Unit Spacing rule apply).

- It is affected by the Terrain Features from which it takes off and in which it lands.

- All modifiers to ground movement values also apply to a model's Fly values (unless specified otherwise).

- When Declaring a Charge with a unit with Fly, you must declare if the unit will use Flying Movement for the Charge Move.

Fortitude (4+): Fortitude is a Special Save. Fortitude Saves cannot be taken against attacks with Lethal Strike that rolled a natural 6+ to wound, or against attacks with Flaming Attacks.

Fortitude (6+): Fortitude is a Special Save. Fortitude Saves cannot be taken against attacks with Lethal Strike that rolled a natural 6+ to wound, or against attacks with Flaming Attacks.

Gates of the Netherworld: Whenever a model with Gates of the Netherworld successfully casts Arise!, after resolving the spell's effect, choose a friendly unit with a Reanimated value and within 12" of the Caster. This unit, or a single Character inside the unit, Raises 1 Health Point. No unit can be chosen more than twice per Magic Phase by Gates of the Netherworld.

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

Harnessed: Model parts with Harnessed cannot make Supporting Attacks and cannot use Weapons. Shooting Weapons carried by model parts with Harnessed can be used by other model parts of the same model (as long as they do not have Harnessed or Inanimate). A model with at least one model part with Harnessed is considered to be mounted.

Impact Hits (D6): At Initiative Step 10, a Charging model part with Impact Hits must choose an enemy unit that is in base contact with the attacking model's Front Facing. This unit suffers a number of hits equal to the value stated in brackets (X). These hits are resolved with the attacking model part's Strength and Armour Penetration.

If a model has both Grind Attacks and Impact Hits, it may only use one of these rules in the same Round of Combat (its controlling player may choose which). In multipart models, only model parts that also have Restraints or Inanimate can use their Impact Hits. When several models in the same unit have Impact Hits, and when X is a random number (e.g. Impact Hits (D6)), roll for the number of hits separately for each model part.

Impact Hits (D6+1): At Initiative Step 10, a Charging model part with Impact Hits must choose an enemy unit that is in base contact with the attacking model's Front Facing. This unit suffers a number of hits equal to the value stated in brackets (X). These hits are resolved with the attacking model part's Strength and Armour Penetration.

If a model has both Grind Attacks and Impact Hits, it may only use one of these rules in the same Round of Combat (its controlling player may choose which). In multipart models, only model parts that also have Restraints or Inanimate can use their Impact Hits. When several models in the same unit have Impact Hits, and when X is a random number (e.g. Impact Hits (D6)), roll for the number of hits separately for each model part.

Inanimate: Model parts with Inanimate cannot make Close Combat Attacks and cannot use Shooting Weapons. Shooting Weapons carried by model parts with Inanimate can be used by other model parts of the same model (and do not have Restraints or Inanimate).

Lash of Souls: The model can cast Pentagram of Pain (Occultism) as a Bound Spell with Power Level (4/8).

Lethal Strike: An attack with Lethal Strike that wounds with a natural to-wound roll of '6' has its Armour Penetration set to 10 and ignores Regeneration saves.

Magical Attacks: The attack doesn't have any special effects. However, it interacts with other rules, such as Aegis (X, against Magical Attacks). Model parts with Magical Attacks apply it also to their Special Attacks (such as Stomp Attacks , Impact Hits and Breath Attack).

Master of Undeath: One Character in the Vampire Covenant Army must be nominated to be the Master. At the start of the game, the General is always the Master.

Mesmerising Gaze: The Vampire can cast Whispers of the Veil from Evocation as a Bound Spell with Power Level (4/8).

Multiple Wounds (2, Against Standard): Unsaved wounds caused by the attacks are multiplied into the value given in brackets (X). If the value is a dice (e.g. Multiple Wounds (D3)), roll one dice for each unsaved wound with Multiple Wounds. The amount of wounds that the attack is multiplied into can never be higher than the Health Points Characteristic of the target (excluding Health Points lost previously in the battle). For example, if a Multiple Wounds (D6) attack wounds a unit of Trolls (HP 3) and rolls a '5' for the multiplier, the number of unsaved wounds is reduced to 3, even if the

Troll unit has already lost

one or two Health Points previously in battle .

If Clipped Wings is stated after the X value in brackets, any unsaved wound caused by the attack against a model with Fly is multiplied into X+1 instead of X.

Not a Leader: The model cannot be the General

Rally Around the Flag: All units within 12" of a friendly non-Fleeing model with Rally Around the Flag may reroll failed Discipline Tests.

Reanimated (1): The number in brackets determines the number of Health Points Raised with Arise! (Hereditary Spell) and The Dead Arise (Bound Spell).

Reanimated (2D6+4): The number in brackets determines the number of Health Points Raised with Arise! (Hereditary Spell) and The Dead Arise (Bound Spell).

Reanimated (D3+1): The number in brackets determines the number of Health Points Raised with Arise! (Hereditary Spell) and The Dead Arise (Bound Spell).

Reanimated (D3+2): The number in brackets determines the number of Health Points Raised with Arise! (Hereditary Spell) and The Dead Arise (Bound Spell).

Reanimated (D6+4): The number in brackets determines the number of Health Points Raised with Arise! (Hereditary Spell) and The Dead Arise (Bound Spell).

Scoring: Units with at least one model with Scoring are considered to be Scoring Units, which are used for winning Secondary Objectives. Every army needs a few Scoring units to be able to complete Secondary Objectives, which is why units with Scoring are marked in the Army Books with a special pennant icon.

Scoring can be lost during the game:

- A unit that is Fleeing loses Scoring for as long as it is Fleeing.
- An Ambushing unit that enters the Battlefield on Game Turn 4 or later loses Scoring.
- A unit that has performed a Post-Combat Reform loses Scoring until the end of the current Player Turn.

Skirmisher: A model with Skirmisher can always use Shooting Attacks from any rank (they are not limited to shooting from first and second rank).

Units with at least one R&F model with Skirmisher are formed into a skirmish formation. They are not placed in base to base contact with each other. Instead, models are placed with a 12.5mm distance between them. This gap is considered part of the unit for Cover purposes, and will have the same Size as the models in the unit. Other than this gap between models, units with Skirmisher follow the normal rules for forming units and therefore have a Front, two Flanks, a Rear, can perform Supporting Attacks, and so on. Units in skirmish formation gain Light Troops and Hard Target, never block Line of Sight (remember that this also affects Cover and that they can never contribute to Hard Cover).

Units in skirmish formation can only be joined by Characters that have both the same Type and the same Size as the unit. Unless a Character has the exact same base size as all R&F models in the unit, it is considered Mismatched for the purpose of placement within the unit. The unit ceases to be in skirmish formation when all R&F models with Skirmisher are wiped out: immediately contract their skirmish formation into a normal formation, without moving the centre of the front rank. Nudge any unit as normal to maintain base contact if possible.

Swiftstride: If a unit is composed entirely of models with Swiftstride, its rolls for Charge Range, Flee Distance, Pursuit Distance, and Overrun Distance are subject to Maximised Roll

Terror: The model gains Fear and is immune to the effects of Terror. When a unit with one or more models with Terror Declares a Charge, its target must take a Panic Test. If the test is failed, the target of the charge must declare a Flee Charge Reaction , if able to do so.

The Dead Arise: The model can cast the following Bound Spell with Power Level (4/8).

Range 12", Type: Ground, Duration: Instant.

Summon a unit listed in from the ones from the Awaken (X) Universal Rule of the Caster (declare which before casting) with as many Health Points as given by the Reanimated value of the unit. All models must be placed within the spell's Range, with at least one model on the target point. All upgrades except Command Group are allowed. The unit loses Scoring (if it had it)

Towering Presence: The model gains Tall and can never be joined or join a unit (unless it is a War Platform). A model with Towering Presence increases its Rally Around the Flag and Commanding Presence ranges by 6".

Undead: The model gains Unstable. Undead models cannot perform March Moves, unless their unit starts the March Move within the range of a friendly model's Commanding Presence. The only Charge Reaction a unit with one or more Undead models can make is Hold .

When units consisting entirely of models with Undead lose Health Points due to Unstable, the number of lost Health Points can be reduced in some situations. Apply the modifiers in the following order:

1. If the unit is Stubborn, halve the number of lost Health Points (round fractions up).
2. If the unit is Steadfast, reduce all lost Health Points above 12 to 12.
3. If the unit receives Rally Around the Flag, reduce the number of lost Health Points with the unit's current Rank Bonus. Units with no Rank Bonus reduce the number of Health Points lost by 1 instead.
4. Apply all other modifiers (from Artefacts, Model Rules, spells, etc.) afterward.

Unholy Conduit: Friendly units within 6" of the model gain Autonomous.

Unliving Shield: Enemy models cannot allocate Close Combat Attacks towards a Necromancer as long as they can allocate attacks towards a model with Unliving Shield in the same unit as the Necromancer. This rule cannot be used if there are also models with Vampiric in the same unit.

Vampiric (3+): At the end of each Melee Phase, check and resolve the following effects for all units and Characters with Vampiric:

- Characters: If at least one attack with Vampiric made by the Character caused an enemy to lose a Health Point, the Character can make a single Vampiric roll. If successful, the Character Recovers a single Health Point.
- Units: If at least one attack with Vampiric made by a R&F model in the unit caused an unsaved wound, the unit can make a single Vampiric roll. If successful, the unit Raises a single Health Point.

A Vampiric roll is successful if the D6 scores X+ (where X is the number stated within brackets). Use only the best value if a unit or Character has multiple parts with this Attack Attribute that each caused unsaved wounds. A roll of '1' on a Vampiric roll is always a failure and a '6' is always a success. Models with Towering Presence suffer a -2 modifier to their Vampiric rolls.

Vampiric (6+): At the end of each Melee Phase, check and resolve the following effects for all units and Characters with Vampiric:

- Characters: If at least one attack with Vampiric made by the Character caused an enemy to lose a Health Point, the Character can make a single Vampiric roll. If successful, the Character Recovers a single Health Point.
- Units: If at least one attack with Vampiric made by a R&F model in the unit caused an unsaved wound, the unit can make a single Vampiric roll. If successful, the unit Raises a single Health Point.

A Vampiric roll is successful if the D6 scores X+ (where X is the number stated within brackets). Use only the best value if a unit or Character has multiple parts with this Attack Attribute that each caused unsaved wounds. A roll of '1' on a Vampiric roll is always a failure and a '6' is always a success. Models with Towering Presence suffer a -2 modifier to their Vampiric rolls.

Vanguard: After Deployment (including units with Scout), models with Vanguard may perform a 12" move. The move is performed as an Advance Move in the Movement Phase, including any actions and restrictions the unit would normally have (such as Wheeling, Reforming, joining units, leaving

units and so on). The 12" distance is used instead of the unit's Advance Rate and March Rate. This move cannot be used to move within 12" of enemy units. This is decreased to 6" for enemy units which have either Scouted or Vanguarded. Units that have moved in this way may not Declare Charges in the first Player Turn (if their side has the first turn). If both players have units with Vanguard, alternate moving units one at a time, starting with the player that finished deploying last. Instead of moving a unit, a player may declare to not move any more Vanguarding units.

War Platform: Unless selected as a mount for a Character, a model with War Platform gains Not a Leader and Character, with the following exceptions:

- It does not count as Characters when Deploying Units (It may still be deployed inside Units)
- It cannot Issue Duels, Accept Duels or Make Way.
- It can perform Swirling Melee.
- It does not count as Character regarding Bodyguard and Multiple Wounds.

The model can join units even if it has Towering Presence, and having Chariot does not prevent it from joining units without Chariot. Additionally, it does not prevent Characters without Chariot from joining a unit containing a model with War Platform and Chariot. When joined to a unit, it must always be placed in the centre of the front rank, possibly pushing back other models with Front Rank, and must keep its position in the centre of the front rank at all times (as long as it is joined to the unit). If two positions are equally central (this may e.g. be the case in a unit with an even number of models in the first rank and a War Platform replacing an uneven number of models per rank), the War Platform can be placed in either of these positions. If the War Platform cannot be placed in the centre of the the front rank (e.g. due to Mismatching bases or the front rank being too narrow), the model cannot join the unit. This means that a War Platform can never join a unit with Mismatching bases and that only a single War Platform can normally be in the same unit .

Wizard Adept: The Wizard gains Channel (1) and selects its spells as described in Spell Selection

Wizard Master: The Wizard gains Channel (1) and a +1 modifier to its casting rolls, and selects its spells as described in Spell Selection.

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Jesús Casas - Casas - WDG - group B.txt
Crippling Tides 9 - Warriors of the Dark Gods - Jesús Casas

---> Characters - 1305/2025

Sorcerer - general, wizzard master, alchemy, plate armour, paired weapons, veil
walker, ghostly guard, ledger of souls - 645
Barbarian chief - BSB, behemoth, paired weapons, symbol of slaughter, wyrd stone
- 660

---> Core - 1026/900

20 Warriors - full command group, favoured champion, sloth, zealots banner - 785
8 Barbarian horsemen - light lance, musician - 241

---> Special 1672

3 Chosen knights - envy, full command group, wasteland torch - 542
5 Warhounds - 100
5 Warhounds - 100
6 Warrior knights - full command group, favoured champion, lust, lance - 533
6 Warrior knights - full command group, favoured champion, lust, lance - 533

---> Legendary Beasts - 760/1575

Marauding giant - monstrous familiar, big brother - 360
(behemoth - 400)

-----> TOTAL 4499 <-----



1335 pts (29.70 %) Characters (40 Max) 928 pts (20.65 %) Core (20 Least) 2232 pts (49.66 %) Special 0 pts (0.00 %) Terrors of the Wild (40 Max) 208 pts (4.63 %) Ambush Predators (Units with the Ambush special rule) (40 Max)

**BEAST CHIEFTAIN #1**

Beast Chieftain

325 POINTS

Global	Adv	Mar	Dis	Model Rules	
	5"	10"	8	Strider (Forest) , Pack Tactics ,	
Defensive	HP	Def	Res	Arm	
	3	5	5	0	Light Armour
Offensive	Att	Off	Str	Ap	Agi
Beast Chieftain	3	5	4	1	4 Primal Instinct

Options	Battle Standard Bearer • Greater Totem Bearer • Great Weapon
Magic items	Essence of Mithril (Standard Size models only)
	Black Wing Totem • Blooded Horn Totem • Clouded Eye Totem • Gnarled Hide Totem

**SOOTHSAYER #1**

Soothsayer

310 POINTS

Global	Adv	Mar	Dis	Model Rules	
	5"	10"	8	Wizard Apprentice , Strider (Forest) , Blood Offering , Pack Tactics ,	
Defensive	HP	Def	Res	Arm	
	3	4	5	0	
Offensive	Att	Off	Str	Ap	Agi
Soothsayer	1	4	3	0	3 Primal Instinct

Options	Druidism • Wizard Adept
Magic items	Dark Rain

**MINOTAUR WARLORD #1**

Minotaur Warlord

700 POINTS

Global	Adv	Mar	Dis	Model Rules	
	6"	12"	9	Frenzy , Strider (Forest) , Fearless	
Defensive	HP	Def	Res	Arm	
	5	5	5	0	Light Armour
Offensive	Att	Off	Str	Ap	Agi
Minotaur Warlord	5	6	6	3	5 Battle Focus , Primal Instinct , Impact Hits (D3) ,

Options	General • Paired Weapons
Magic items	Twin Hungers • Aaghor's Affliction • Eye of Dominance • Crown of Horns

**WILDHORN HERD #1**

Wildhorn Herd x23

366 POINTS

Global	Adv	Mar	Dis	Model Rules	
	5"	10"	7	Scoring , Strider (Forest) , Pack Tactics ,	
Defensive	HP	Def	Res	Arm	
	1	4	4	0	Shield
Offensive	Att	Off	Str	Ap	Agi
Wildhorn Herd	1	4	3	0	3 Primal Instinct

Options	Musician • Standard Bearer • Paired Weapons
Magic banners	Banner of the Wild Herd



**MONGREL HERD #1**

Mongrel Herd x33



354 POINTS

Global	Adv	Mar	Dis	Model Rules	
	5"	10"	6	Scoring , Strider (Forest) , Pack Tactics ,	
Defensive	HP	Def	Res	Arm	


Defensive	HP	Def	Res	Arm	Shield
Offensive	Att	Off	Str	Ap	Agi
Mongrel Herd	1	3	3	0	3 Primal Instinct
Options	Spear • Champion • Musician • Standard Bearer				
Magic banners	Banner of the Wild Herd				

<div></div> <div>FERAL HOUNDS #1 Feral Hounds x8</div>				104 POINTS
Global	Adv	Mar	Dis	Model Rules
	8"	16"	5	Vanguard ,Ambush ,Strider (Forest) ,Insignificant

Defensive	HP	Def	Res	Arm	
	1	4	3	0	
Offensive	Att	Off	Str	Ap	Agi
Feral Hounds	1	4	3	0	3


  FERAL HOUNDS #2				104 POINTS	
Feral Hounds x8					
Global	Adv	Mar	Dis	Model Rules	
	8"	16"	5	Vanguard ,Ambush ,Strider (Forest) ,Insignificant	

Defensive	HP	Def	Res	Arm	
	1	4	3	0	
Offensive	Att	Off	Str	Ap	Agi
Feral Hounds	1	4	3	0	3

<div> MINOTAURS #1</div> <div>Minotaurs x4</div>				373 POINTS
Global	Adv	Mar	Dis	Model Rules
	6"	12"	7	Scoring ,Frenzy ,Strider (Forest) ,Fearless


Defensive	HP	Def	Res	Arm	
	3	3	4	0	Light Armour
Offensive	Att	Off	Str	Ap	Agi
Minotaurs	3	4	5	2	3 Battle Focus ,Primal Instinct ,Impact Hits (1) ,

Options	Paired Weapons • Musician				
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<div></div> <div>MINOTAURS #2</div> <div>Minotaurs x4</div>				373 POINTS
Global	Adv	Mar	Dis	Model Rules
	6"	12"	7	Scoring ,Frenzy ,Strider (Forest) ,Fearless


Defensive	HP	Def	Res	Arm	
	3	3	4	0	Light Armour
Offensive	Att	Off	Str	Ap	Agi
Minotaurs	3	4	5	2	3 Battle Focus ,Primal Instinct ,Impact Hits (1) ,

Options	Paired Weapons • Musician				
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<div></div> <div>MINOTAURS #3</div> <div>Minotaurs x4</div>				373 POINTS
Global	Adv	Mar	Dis	Model Rules
	6"	12"	7	Scoring ,Frenzy ,Strider (Forest) ,Fearless

Defensive	HP	Def	Res	Arm	
	3	3	4	0	Light Armour
Offensive	Att	Off	Str	Ap	Agi
Minotaurs	3	4	5	2	3 Battle Focus ,Primal Instinct ,Impact Hits (1) ,

Options	Paired Weapons • Musician				
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<div> MINOTAURS #4</div> <div>Minotaurs x4</div>				373 POINTS
Global	Adv	Mar	Dis	Model Rules
	6"	12"	7	Scoring ,Frenzy ,Strider (Forest) ,Fearless

Defensive	HP	Def	Res	Arm	
	3	3	4	0	Light Armour
Offensive	Att	Off	Str	Ap	Agi
Minotaurs	3	4	5	2	3 Battle Focus ,Primal Instinct ,Impact Hits (1) ,

Options	Paired Weapons • Musician
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 CENTAURS #1 Centaurs x5	185 POINTS
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Global	Adv	Mar	Dis		Model Rules
	8"	16"	7		Scoring ,Strider (Forest) ,Drunkard ,
Defensive	HP	Def	Res	Arm	
	1	4	4	0	Light Armour ,Shield
Offensive	Att	Off	Str	Ap	Agi
Centaurs	2	4	4	1	3 Primal Instinct

Options	Paired Weapons
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 CENTAURS #2 Centaurs x5	185 POINTS
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Global	Adv	Mar	Dis		Model Rules
	8"	16"	7		Scoring ,Strider (Forest) ,Drunkard ,
Defensive	HP	Def	Res	Arm	
	1	4	4	0	Light Armour ,Shield
Offensive	Att	Off	Str	Ap	Agi
Centaurs	2	4	4	1	3 Primal Instinct

Options	Paired Weapons
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 CENTAURS #3 Centaurs x5	185 POINTS
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Global	Adv	Mar	Dis		Model Rules
	8"	16"	7		Scoring ,Strider (Forest) ,Drunkard ,
Defensive	HP	Def	Res	Arm	
	1	4	4	0	Light Armour ,Shield
Offensive	Att	Off	Str	Ap	Agi
Centaurs	2	4	4	1	3 Primal Instinct

Options	Paired Weapons
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 CENTAURS #4 Centaurs x5	185 POINTS
--	------------

Global	Adv	Mar	Dis		Model Rules
	8"	16"	7		Scoring ,Strider (Forest) ,Drunkard ,
Defensive	HP	Def	Res	Arm	
	1	4	4	0	Light Armour ,Shield
Offensive	Att	Off	Str	Ap	Agi
Centaurs	2	4	4	1	3 Primal Instinct

Options	Paired Weapons
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Magics

Racial Trait Spell

Echoes of the Dark Forest

Effect

Casting: 6+ [8+]

The target gains Fear, Fearless, and Terror. Enemy units in base contact with the target suffer -1 Discipline.

Range: |18"| [36"]

Type: Augment

Duration: Last one Turn



Druidism

Nature's Call: All Wizards that know at least one Druidism spell (excluding Bound Spells) know the Learned Spell The Oaken Throne in addition to their other spells.

		Casting Range		Type	Duration	Effect
A	Fountain of Youth		12"	Augment, Focused	Instant	The target or its unit Recovers {Raises} 1 Health Point. No single model can Recover (or Raise) more than 1 Health Point per phase from this spell.
0	The Oaken Throne	4+	Caster	Caster	Permanent	If the Caster is affected by The Oaken Throne, certain spells are cast with an amplified version. Use any text marked with {} and ignore any red text . The Oaken Throne must already be in play when a spell is cast in order to use the {amplified} Attribute. This spell is ended if the Caster attempts to cast The Oaken Throne again, or if the opponent removes a dice from their Magic Dice pool at the end of step 3 of any Magic Phase sequence (after Siphon the Veil).
1	Healing Waters	7+ {6+}	12"	Augment	Last one Turn	The Range of this spell can be measured from the Caster or from any Water Terrain Feature on the table. The target gains Fortitude (5+) {{4+}}.
2	Master of Earth	6+ {5+}	18"	Hex, Damage, Direct	Instant	The Range of this spell can be measured from the Caster or from any Cliffs Terrain Feature on the table. The target suffers D6 hits with Strength 4 {5}, Armour Penetration 1 {2} and Magical Attacks.
3	Entwining Roots	6+ {5+}	12"	Hex	Last one Turn	The Range of this spell can be measured from the Caster or from any Forest Terrain Feature on the table. The target suffers -1 {-2} Offensive Skill, -1 {-2} Defensive Skill, and -1 {-2} to hit with Shooting Attacks.
4	Summer Growth	11+ {10+}	24"	Augment	Instant	This spell has different effects depending on the target: Standard Infantry/Beast* : Raise 4 {6} Health Points. Towering Presence** : Raise 1 {1} Health Point. Anything else*** : Raise 2 {3} Health Points. * More than half of the models in the unit are both Standard Size and either Infantry or Beast Type. ** More than half of the models in the unit have Towering Presence. *** Use this if neither of the above is applicable.
5	Stone Skin	9+ {8+}	12"	Augment	Last one Turn	The Range of this spell can be measured from the Caster or from any Hill Terrain Feature on the table. The target gains +2 {+3} Resilience.
6	Spirits of the Wood	7+ {6+}	12"	Augment, {Universal}	Last one Turn	Place a Forest underneath the target (this can be substituted by placing a marker or the spell card next to the unit). This Forests always extends to the edges of the unit's Boundary Rectangle (even if the unit moves or changes formation). {If the target is a friendly unit, it gains Strider (Forest).}

Magic items

Aaghor's Affliction: The wearer gains +1 Resilience and Fortitude(4), but automatically fails all of its Armour Saves.

Crown of Horns: The bearer unit and all units within range of its Commanding Presence (if applicable) automatically pass Discipline Tests taken due to Primal Instinct.

Dark Rain: This item is automatically activated at the start of the first Game Turn (if the bearer is not on the Battlefield at this time, the item cannot be used). Its effects last until the end of this Game Turn.

If the owner player has the second Player Turn, all Shooting Attacks suffer -2 to hit during the opponent's Shooting Phase.

If the owner player has the first Player Turn, instead all Shooting Attacks suffer -1 to hit during the opponent's Shooting Phase.

Essence of Mithril (Standard Size models only): The wearer gains +5 Armour to a maximum of 5.

Eye of Dominance: Close Combat Attacks from Beast, Cavalry, and Construct models will **always** hit the bearer only on a roll of 6+.

If the attacking model is a multipart model, only model parts with Harnessed are affected.

Twin Hungers: Attacks made with this weapon gain Lethal Strike and become Magical Attacks.

Whenever the wielder rolls a natural '6' to wound with a Close Combat Attack, and this attack successfully causes an unsaved wound, the bearer Recovers 1 Health Point at the end of the Initiative Step.

No more than 1 Health Point may be recovered per phase in this manner.

Special rules

Aura of Madness: Universal Rule.

Enemy units within 6" of one or more models with Aura of Madness suffer -1 Discipline.

Big Brother: Universal Rule.

The model gains +1 Health Point and changes its base size to 75×100 mm. The roll for the number of hits from its Stomp Attacks is subject to Maximised Roll.

Blood Offering: A unit that includes at least one Character with Blood Offering may reroll failed Panic Tests at the cost of inflicting one wound with no saves of any kind allowed to a Character with Blood Offering in the unit.

Drunkard: The unit may gain one of two different sets of effects depending on whether it shows up Sober or Drunk on the Battlefield. At step 8 of the Pre-Game Sequence (after Spell Selection) the player must choose whether a Drunkard unit is Sober or Drunk. Drunk Characters cannot join units containing any Sober models and vice versa (models without Drunkard are considered neither Drunk nor Sober).

Sober

The model gains Light Troops and Vanguard. A unit that has been Sober once loses Scoring for the rest of the game. If playing Capture the Flags, Scoring is not lost.

Drunk

The model gains Devastating Charge (+1 Str, +1 AP) and Fearless. Drunk units cannot Ambush.

Giant See, Giant Do: Universal Rule.

The model gains Drunkard and Strider (Forest).

At the end of a friendly Movement Phase, if the model is in contact with a Forest Terrain Feature it may lose its current Weapon (if applicable) and gain Uprooted Tree.

Greater Totem Bearers: Greater Totems borne by Characters contain all four Bound Spells from the list above and have the Types: Augment and Range 18".

Totems are upgrades that certain Beast Herds Characters and Champions may take. Each Totem contains one or more Totemic Bound Spells with Power Level (4/8) and Duration: Lasts One Turn

Hunting Call: If the Army includes a model with Hunting Call, the owner may:

- Choose to roll for Ambush for units with one or more models with Pack Tactics starting from the owner's Player Turn 1 (but still at the end of step 2 of the Movement Phase Sequence), unless the owner has the first Player Turn.
- Reroll Ambush rolls of 1-2 for units with one or more models with Pack Tactics.

Hunting Call is in effect even if the bearer is Ambushing and has not arrived on the Battlefield yet.

Hunting Horn: Universal Rule.

All friendly units within 6" of one or more models with Hunting Horn gain +1" to their Charge Range rolls.

Hurl Attack: Shooting Weapon.

Catapult (4x4) Artillery Weapon.

Range 6-36", Shots 1, Str 3[7], AP 0[4], [Multiple Wounds (D3, Clipped Wings)], Magical Attacks, Divine Attacks.

A Cyclops that only Pivots (and moves no further) during its owner's Movement Phase ignores the to-hit modifier from Moving and Shooting in the next Shooting Phase.

Looted Booze: One use only.

May be activated at the start of any Player Turn. All models with Drunkard in the bearer's unit change from Sober to Drunk.

Pack Tactics: Units fully composed of models with Pack Tactics gain Swiftstride for the Charge Range roll when charging the Flank or Rear Facing of an enemy unit.

This does not apply to Pursuit (and Overrun) Moves.

Primal Instinct: At the start of each Round of Combat, each unit with one or more model parts with this Attack Attribute must take a Discipline Test. If the test is passed, all model parts with Primal Instinct in the unit must reroll failed to-hit rolls during this Round of Combat.

Sleeper: Universal Rule.

The model follows the rules for Ambush with the following exceptions:

- At the end of step 2 of the owner's Movement Phase Sequence (including the owner's Player Turn 1), the owner may decide for each of their Briar Beasts if they will enter the Battlefield or not (no dice rolls are required).
- When the model enters the Battlefield, it must be placed completely within any Forest Terrain Feature instead of having its Rear Facing touch the Board Edge. If the model cannot be placed, it cannot enter the Battlefield this turn

Strength from Flesh: Attack Attribute - Melee.

Whenever a Gortach inflicts an unsaved Lethal Strike (rolling a natural '6' to wound with a Close Combat Attack with Lethal Strike), the attack gains Multiple Wounds (D3) and the Gortach Recovers 1 Health Point at the end of the Initiative Step. No more than 1 Health Point may be Recovered by each Gortach per phase in this manner.

Totem Bearers: Totems borne by Champions contain a single Bound Spell chosen from the list above, which must be noted on the Army List, and have the Type: Caster's Unit.

Totems are upgrades that certain Beast Herds Characters and Champions may take. Each Totem contains one or more Totemic Bound Spells with Power Level (4/8) and Duration: Lasts One Turn

Warlord 705 (general)

Gw,la, blessed inscriptions, tali of shielding, tricksters cunning,crown of horns

Chieftain 310pts

Bsb,totem, Binding Scroll

Soothsayer 495pts

Master druid,seed of dark forest, binding scroll

46 mongrels 458pts

Spears,fc, wildherd banner

45 mongrels 450pts

Spears,fc, wildherd banner

8 minotaurs 793pts

Shields, Fc,black wing totems, rending banner

8 minotaurs 783pts

Shields, Fc,black wing totems, flaming banner

10 mongrel raiders 95pts

3x5 gargoyles 405pts

Skinks are brave

790 - **Cuatl Lord**, General, Divination, Grasp of the Immortal, Symbiosis, Battle Standard, Magical Heirloom

790 - **Skin Priest**, Taurosaur, Engine of the Ancients, Druidism, Wizard Adept, Starfall Shard

190 - **Skin Priest**, Shamanism, Wizard Adept

880 - **40 Skink Braves**, Poisoned Javelins, 4 Caimans, Musician

880 - **40 Skink Braves**, Poisoned Javelins, 4 Caimans, Musician

800 - **40 Skink Braves**, Replace Shields with Bows, 4 Caimans, Musician

166 - **9 Skink Hunters**, Poisoned Javelins

4496

Konrad Krystecki - Randomus, group B.txt

Vampire Count Nosferatu Adept @ 655 Pts (Nosferatu, Light Armour, Destiny's Call, Necromantic Staff, Blood Magic, Halberd, Adept (Evocation))

Vampire Courtier Nosferatu Master @ 590 Pts (General-The Dead Arise, Nosferatu, Scepter of Power, Arcane Knowledge, Talisman of the Void, Master (Occultism))

Barrow King @ 410 Pts (BSB, Hero's Heart, Basalt Infusion, Dusk Forged, Skeletal Steed)

20 Skeletons @ 235 Pts (FCG, Legion Standard)

20 Skeletons @ 235 Pts (FCG, Legion Standard)

20 Skeletons @ 235 Pts (FCG, Legion Standard)

20 Zombies @ 155 Pts (M,S)

8 Dire Wolves @ 133 Pts (C)

8 Dire Wolves @ 133 Pts (C)

1 Altar of Undeath @ 365 Pts

1 Dark Coach @ 430 Pts

1 Dark Coach @ 430 Pts

1 Shrieking Horror @ 490 Pts

Models in Army: 100

Total Army Cost: 4496

Kyrys

Shifting Sands

group B

KoE

Duke, General, pegasus, questing vow, shield, Virtue of Renown, Crusaders Helm, Blessed Sword, Dragonfire gem 620pts

BSB, barded warhorse, Virtue of daring, Grail oath, shield, lucky charm 315pts

Damsel, Divination master, unicorn, Sceptre of Power 485pts

damsel, Drudism adept, barded warhorse 235

6 knights aspirant, mus 288pts

15 knights of the Realm, FCG, Banner of the Last Charge, 852pts

8x knights of the Grail, FCG, Flaming standard, 735pts

8x knights of the Grail, FCG, 700pts

2x 5 yeoman outriders, bow, light armor shield 135pts

Manix_008 - Kingdom of Equitaine 4486pts

290pts - Damsel, Barded Warhorse, Druidism, Wizard Adept, Binding Scroll

235pts - Damsel, Barded Warhorse, Shamanism, Wizard Adept,

760pts - Duke, Army General, Grail Oath, Hippogriff, Lance, Might, Shield, Crusader's Salvation, Divine Judgement, Dragonfire Gem

235pts – Paladin, Barded Warhorse, Battle Standard Bearer, Lance, Shield,

852pts - 15x Knights of the Realm, Champion, Musician, Standard Bearer, Banner of the Last Charge.

328pts - 7x Knight of the Realm, Musician

750pts - 8x Knight of the Grail, Champion, Musician, Standard Bearer, Banner of Speed

750pts - 8x Knight of the Grail, Champion, Musician, Standard Bearer, Banner of Speed

135pts - 5x Yeoman Outrider Bow (4+), Light Armour, Shield

151pts - 6x Yeoman Outrider Bow (4+), Light Armour, Shield

Matt Byrne - Clockwork - Dread Elves.txt

Oracle: General; Destiny's Call; Magical Heirloom; Moraec's Reaping; Path of Witchcraft; Wizard Master; Light armour 575

Cult Priest: Essence of Mithril; Lucky Charm; Cult of Yema; Halberd; Battle Standard Bearer 260

31 Legionnaires: Spears; Champion; Musician; Standard Bearer (Rending Banner) 540

5 Dark Raiders: Repeater Crossbows; 200

5 Dark Raiders: Repeater Crossbows; 200

15 Legionnaires: Spears 195

28 Dancers of Yema: Champion; Musician; Standard Bearer (Banner of Gar Daecos); 731

6 Dark Acolytes: Cult of Yema; Champion 424

5 Dread Knights 245

Divine Altar : Disciples (3) (Paired Weapons) 400

5 Raven Cloaks 170

5 Raven Cloaks 170

Kraken 390

4,500 points

Nick Johnson - Squirrelloid Group A CR9.txt

415 - Pharoah, General, Destiny's Call, GW on Skeletal Steed
295 - Death Harbinger, pw Scourge of Kings, HA, Basalt Armor, on Skeletal Steed
245 - Nomarch, Sekhem Sceptre, HA, shield, lance, on Skeletal Steed
295 - Death Harbinger, Steeds of Nephthys, HA, shield, lance, on Skeletal Steed
465 - Death Cult Heirarch, Wizard Master, Heirophant, Soul Conduit, Sandstorm
Cloak, Evocation

1715/1800

533 - Skeleton Cavalry x24, FC, Rending Banner
488 - Skeleton Cavalry x24, FC
130 - Skeleton Scouts x5

1151/1125

155 - Great Vultures x3
430 - Tomb Cataphracts x4, S, C

160 - Sand Scorpion
160 - Sand Scorpion
160 - Sand Scorpion

565 - Tomb Reapers x3, halberd

4496

585 - **Beast Lord:** General, Razortusk Chariot, Heavy armour, shield, beast axe, Fatal Folly, Basalt Infusion, Binding Scroll, Talisman of Shielding, Hunting Call
460 - **Beast Chieftain:** BSB, Raiding Chariot, Heavy Armour, Shield, Beast Axe, Dusk Forged, Alchemist's Alloy, Dragonfire Gem, Greater Totem Bearer
495 - **Soothsayer:** Seed of the Dark Forest, Binding Scroll, Wizard Master, Druidism
386 - 37 **Mongrel Herd:** Spear, Shield, M, C, S, Banner of the Wild Herd
220 - 15 **Wildhorn Herd:** Throwing Weapons (5+), M, Ambush
200 - 15 **Wildhorn Herd:** Throwing Weapons (5+), Ambush
104 - 8 **Feral Hounds**
564 - 6 **Minotaurs:** Paired Weapons, C, Totem Bearer (Black Wing Totem)
185 - 5 **Centaur:** Paired Weapons
100 - 2x 1 **Razortusk Herd**
150 - 5 **Gargoyles:** Scout
475 - 2x 1 **Gortach**
Total: 4499

Portador Cantor - ID.txt

++ Infernal Dwarves (Infernal Dwarves 2.0 Beta) [4500pts] ++

+ Characters +

Chosen of Lugar [400pts]: Battle Standard Bearer, Great Weapon
. Special Equipment: Ring of Desiccation, Stalker's Standard

Hobgoblin Chieftain [150pts]: Wolf
. Special Equipment: Dragon Staff

Hobgoblin Chieftain [120pts]: Wolf

Prophet [560pts]: Army General, Flintlock Axe (3+), Master, Pyromancy, Shield, Wizard
. Special Equipment: Binding Scroll, Book of Arcane Mastery - Dominant. Cannot be taken by Wizard Master.

+ Core +

Citadel Guard with Flintlock Axe [393pts]: 13x Citadel Guard, Musician, Shield

Citadel Guard with Flintlock Axe [393pts]: 13x Citadel Guard, Musician, Shield

Citadel Guard with Flintlock Axe [424pts]: 14x Citadel Guard, Musician, Shield

Orc Slaves [235pts]: 35x Orc Slave

+ Barrage +

Gunnery Team [130pts]: Flamethrower

Gunnery Team [130pts]: Flamethrower

Hobgoblin Bolt Thrower [95pts]

Hobgoblin Bolt Thrower [95pts]

Infernal Artillery [150pts]: Volcano Cannon

Infernal Artillery [150pts]: Volcano Cannon

+ Bound and Binders +

Armoured Giant [325pts]: Slavemaster's Whip

Disciples of Lugar [750pts]: Banner of Speed, Champion, 25x Disciple of Lugar, Musician, Paired Weapons, Standard Bearer

++ Total: [4500pts] ++

raphael viguerard - helldragon raphael viguerard SE.txt
character 1345
core 1160
special 1640
unseen arrow 355

775 - 1 treefather ancient, wizard master, divination, sceptre of power
320 - 1 thicket sheperd 250, bsb 50, oaken crown 20
250 - 1 thicket sheperd 250, general

580 - 20 sylvan archers, SM, discipline banner
580 - 20 sylvan archers, SM, discipline banner


510 - 5 thicket beasts 490, C 20, 510
510 - 5 thicket beasts 490, C 20, 510
310 - 3 kestrel Knights, shield
310 - 3 kestrel Knights, shield

355- 6 briar maidens 235, c 120, 355
Total 4500

Kanka – Rubén Vicente Pesado – WotDG 4.500pts

580pts - Sorcerer, Wizard adept, Plate armour, Alchemy, Battleshrine, Gladiator's Spirit

850pts - Exalted Herald, General

575pts - Doom Lord, Picked shield, BSB, Lucky Charm, Will 's Ward, Burning Portent

491pts - 33 Barbarians, spear and shield, fcg, Fire banner

160pts - 5 Fallen

140pts - 9x Warhounds

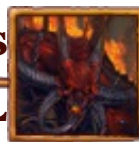
130pts - 8x Warhounds

330pts - Hell Maw, 1 Ominous Gateway

310pts - 5 Chosen Halberd, Lust

462pts - 6 Chosen GW, Wrath, musician

472pts - 6 Forsworn, champion, musician, Spicked shield



1785 pts (39.67 %)

Characters

(40 Max)

1125 pts (25.00 %)

Core

(25 Least)

145 pts (3.22 %)

Special

1680 pts (37.33 %)

Dark Gods' Might

(40 Max)

0 pts (0.00 %)

Minions of Change

(60 Max)

385 pts (8.56 %)

Minions of Lust

(60 Max)

1660 pts (36.89 %)

Minions of Pestilence

(60 Max)

630 pts (14.00 %)

Minions of Wrath

(60 Max)

**WEAVER OF CHANGE**Weaver of Change • *Unique***1 250 POINTS**

Global	Adv	Mar	Dis		Model Rules	
	8"	16"	9		Supernal , Well of Power , Wizard Master , Fly (8" , 16") , Fearless , Light Troops , Swiftstride	
	8"	16"				
Defensive	HP	Def	Res	Arm		
	6	6	6	2	Aegis (5+) ,	
Offensive	Att	Off	Str	Ap	Agi	
Weaver of Change	5	6	6	3	6	Daemon of Change .

Options	May take a Supreme Aspect: Power Vortex • Thaumaturgy
Magic items	Aether Wand • Shackles of Reality • Black Orb

**HARBINGER OF PESTILENCE #1**

Harbinger of Pestilence

535 POINTS

<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>		
	4"	8"	8	Supernal , Fearless		
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>		
	3	5	5	0	Daemon of Pestilence , Aegis (5+) ,	
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
Harbinger of Pestilence	3	5	5	2	4	

Options	General • Supreme Aspect: Bloated Putrefaction • Wizard Adept • Divination • Halberd
Magic items	Nauseating Aura

**TALLYMEN #1**

Tallymen x15

370 POINTS

<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>		
	4"	8"	7	Supernal , Scoring , Fearless		
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>		
	1	3	4	0	Daemon of Pestilence , Parry , Aegis (5+) ,	
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
Tallymen	1	3	4	1	2	

Options	If the General belongs to the same Dark God, may take Aspect: Contamination • Musician
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**TALLYMEN #2**

Tallymen x25

755 POINTS

<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>		
	4"	8"	7	Supernal , Scoring , Fearless		
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>		
	1	3	4	0	Daemon of Pestilence , Parry , Aegis (5+) ,	
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
Tallymen	1	3	4	1	2	

Options	If the General belongs to the same Dark God, may take Aspect: Contamination • Champion • Musician • Standard Bearer
Magic banners	Rending Banner

**MOUNTED SIRENS #1**


Mounted Sirens x5

200 POINTS


<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>		
	10"	20"	7	Supernal , Elusive , Feigned Flight , Light Troops , Vanguard , Fearless ,		
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>		

Defensive	HP	Def	Res	Arm		Aegis (5+)
Offensive	Att	Off	Str	Ap	Agi	
Mounted Siren	2	5	3	0	5	Daemon of Lust ,Barbed Claws ,
Steed of Lust	1	3	3	0	5	Daemon of Lust ,Harnessed ,Poison Attacks ,

Options	Champion
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 SIREN CHARIOT #1 Siren Chariot	185 POINTS
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Global	Adv	Mar	Dis		Model Rules	
	10"	10"	7		Supernal ,Swiftstride ,Fearless ,	
Defensive	HP	Def	Res	Arm		Aegis (5+)
	4	5	4	1		
Offensive	Att	Off	Str	Ap	Agi	
Mounted Siren (2)	2	5	3	0	5	Daemon of Lust ,Barbed Claws ,
Steed of Lust (2)	1	3	3	0	5	Daemon of Lust ,Harnessed ,Poison Attacks ,
Chassis			5	2		Inanimate ,Impact Hits (D6+1) ,

 CRUSHER CAVALRY #2 Crusher Cavalry x5	630 POINTS
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Global	Adv	Mar	Dis		Model Rules	
	7"	14"	7		Supernal ,Scoring ,Fear ,Fearless	
Defensive	HP	Def	Res	Arm		
	3	5	4	3		Magic Resistance (1) , Aegis (5+) ,
Offensive	Att	Off	Str	Ap	Agi	
Rider	1	5	4	1	4	Blood Sword Daemon of Wrath ,
Crusher	3	5	5	2	2	Daemon of Wrath ,Harnessed ,

Options	Musician • Champion
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 FURIES #1 Furies x5	145 POINTS
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Global	Adv	Mar	Dis		Model Rules	
	4"	8"	2		Supernal ,Skirmisher ,Fly (10" , 20") , Fearless ,Swiftstride ,Light Troops ,	
	10"	20"				
Defensive	HP	Def	Res	Arm		
	1	3	3	0		Aegis (5+) ,Hard Target (1)
Offensive	Att	Off	Str	Ap	Agi	
Furies	1	3	4	1	4	

Options	Pestilence
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 DAEMON ENGINE Daemon Engine • <i>Unique</i>	430 POINTS
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Global	Adv	Mar	Dis		Model Rules	
	8"	16"	7		Supernal ,Fearless	
Defensive	HP	Def	Res	Arm		
	7	3	6	3		Aegis (5+) ,
Offensive	Att	Off	Str	Ap	Agi	
Daemon Engine	4	3	6	3	3	Paired Weapons Crush Attack ,

Options	Lust
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Magics

Racial Trait Spell

Immortal Sustenance

Effect

Casting: 7+ [12+]

The target gains Aegis (+1, max 3+).

Range: {24"} {6" Aura}

Type: Augment

Duration: Last one Turn



Divination

The Conclave: Spells from Divination gain +3" range up to a maximum of +9" for each additional friendly Wizard within 12" of the Caster.

		Casting Range	Type	Duration	Effect
A	Guiding Light	12"	Augment	Last one Turn	Discipline Tests of units with all models affected by the spell are subject to Minimised Roll. A unit cannot be affected by this spell more than once per Magic Phase.
1	Know Thy Enemy	7+ [12+] 18" [6" Aura]	Augment	Last one Turn	The target gains +2 Offensive Skill, +2 Defensive Skill, and +2 Agility.
2	Fate's Judgement	5+ [9+] 18"	Hex, Missile, Damage	Instant	The target suffers D3 [D6] hits with Magical Attacks that wound automatically, with no Special Saves allowed (note that Armour Saves are allowed).
3	Scrying	7+ [12+] 18" [6" Aura]	Augment	Last one Turn	The target gains Distracting and Hard Target.
4	The Stars Align	8+ [12+] 18" [6" Aura]	Augment	Last one Turn	The target gains Divine Attacks, and must reroll failed to-hit rolls with Close Combat and Shooting Attacks.
5	Unerring Strike	7+ [10+] 18"	Hex, Missile, Damage	Instant	The target suffers 2D6 [3D6] hits that wound on 4+ with Armour Penetration 1, Divine Attacks and Magical Attacks.
6	Portent of Doom	9+ 18"	Hex	Last one Turn	For each Character in the target unit when the spell is cast, the target suffers -1 to Advance Rate, March Rate, Offensive Skill, Defensive Skill, casting rolls and to-hit rolls with Shooting Attacks.



Thaumaturgy

Judgement on High: When casting non-Bound Spells from this Path, all Magic Dice that result in '1' must be rerolled. Dice causing a Miscast cannot be rerolled. If a Caster Miscasts when casting a spell from this Path, add a +1 Miscast Modifier.

		Casting Range	Type	Duration	Effect
1	Hand of Heaven	5+ [8+] 24"	Hex, Missile, Damage	Last one Turn	The target suffers D6 [D6+1] hits with Strength D6 [D6+1], Armour Penetration 2 [3], and Magical Attacks.
2	Smite the Unbeliever	6+ [9+] 24"	Hex	Last one Turn	Immediately after successfully casting this spell, roll a D6. [Choose which effect to apply when casting the spell.] - If 1-3 is rolled, the target suffers -1 Resilience. - If 4-6 is rolled, the target suffers -1 Strength and -1 Armour Penetration.
3	Speaking in Tongues	8+ [8+] 18"	Hex	Last one Turn	Units with at least one model affected by the spell cannot benefit from Commanding Presence [Rally around the Flag].
4	Cleansing Fire	5+ [8+] Caster [24"]	[Augment], Focused	Instant	The target gains Breath Attack (Strength D3+2, Armour Penetration 1, Magical Attacks). (Roll the D3 immediately after successfully casting this spell.) [This spell may only target Characters, Champions, and single model units.]
5	Wrath of God	12+ 96"	Ground	Permanent	Place a counter on the target point. At the end of each subsequent Magic Phase roll a D6; if 1-3 is rolled, add another counter on the same point. If 4-6 is rolled, each unit within (2D6+X)", where X is equal to the number of counters, suffers 2D6 hits with Strength 5, Armour Penetration 2, and Magical Attacks. If a unit fails a Panic Test forced by the spell, it flees directly away from the marked point. The spell then ends, remove all counters.
6	Trial of Faith	7+ [10+] 12" [18"]	Hex, Damage, Focused, Direct	Instant	The Caster rolls D3+1 and the target rolls D3. If the Caster's roll is higher, the target suffers a number of hits equal to the difference between their respective rolls. These hits wound automatically with Armour Penetration 10 and Magical Attacks.

Magic items

Aether Wand: Daemons of Change only

Hand Weapon enchantment.

0-3 per Army.

Whenever the wielder successfully casts a non-Attribute Spell, roll a D6. On a 4+, the wielder, gains a charge counter. Whenever the owner of one or more models with Aether Wand successfully dispels a spell, roll a D6. On a 4+, a single wielder gains a charge counter.

For each charge counter the wielder gains +1 Attack Value when using this weapon.

Black Orb: Enemy Wizards suffer a -2 modifier to their casting rolls when casting spells from Divination.

Nauseating Aura: Daemons of Pestilence only.

0-3 per Army.

Enemy units in base contact with the bearer always have Agility 1.

Shackles of Reality: The bearer gains Fortitude (4+).

Special rules

Aspect: Clawed Caress (Lust): The bearer's Close Combat Attacks gain +1 Armour Penetration.

Aspect: Contamination (Pestilence): The bearer's unit gains Poison Attacks. Attacks that already have Poison Attacks will wound automatically on a successful natural to-hit roll of 5+.

Aspect: Onslaught (Wrath): The bearer's unit gains Devastating Charge (+1 Att). Model parts with Harnessed are not affected.

Aspects: Far Seeing (Change): The bearer's unit gains +6" range with its Shooting Attacks that roll to-hit using Aim.

Aura of Ecstasy: Universal Rule.

All friendly models with Daemon of Lust Engaged in the same Combat as a model with this rule (including itself) gain Lightning Reflexes.

Barbed Claws:

Blood Feast: Universal Rule.

Each time you complete a successful charge with this model, all friendly units with Daemon of Wrath (including itself) that are Engaged in the same Combat gain Frenzy and Battle Focus until the end of the Round of Combat.

Daemon of Change: The Daemon gains Divine Attacks or Daemonic Blaze, which affect both its Close Combat Attacks and Shooting Attacks (but not Special Attacks).

The effect must be chosen at the start of each Round of Combat and before shooting with a unit.

Every model in a unit must choose the same effect.

Daemon of Lust: The Daemon's Close Combat Attacks gain +1 Armour Penetration.

Daemon of Pestilence: The Daemon gains Poison Attacks and Regeneration (5+). Toxic Attacks suffer a -1 to-wound modifier against the Daemon.

Daemon of the Dark Gods: Daemons differ, depending on which Dark God they belong to. Each God grants its Daemons a different bonus, as explained below. All models in a unit must belong to the same Dark God. Characters may only join Daemonic units serving the same Dark God. Models may only benefit from Rally Around the Flag and Commanding Presence if they are granted by a Daemon belonging to the same Dark God as themselves, or by a Daemon of True Chaos.

Daemon of True Chaos: No additional effect

Daemon of Wrath: The Daemon's Close Combat Attacks gain +1 Strength and +1 Armour Penetration during the first Round of Combat.

Daemonic Blaze: Close Combat and Shooting.

Fortitude Saves cannot be taken against the attack. At the end of a phase in which a unit has suffered one or more unsaved wounds from attacks with Daemonic Blaze, the unit suffers an additional D3 hits with Strength 3, Armour Penetration 0, and Magical Attacks. These hits are considered Special Attacks if the wounds with Daemonic Blaze were suffered in close combat, and they are considered ranged Special Attacks if the wounds with Daemonic Blaze were suffered from Ranged Attacks.

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

Gate of the Gods: Universal Rule.

While there is at least one friendly Horror Champion on the Battlefield, Hand of Heaven and Cleansing Fire count as Replicable Spells for your Army.

Searing Firestorm:

Slashing: Special Attack.

Sweeping Attack. The enemy unit suffers D3 hits for each Sky Serpent in the unit that are resolved with Strength 4 and Armour Penetration 0.

Soulreaper: Attack Attribute.

The model part gains +1 Attack Value for each unsaved wound caused by the Chariot's Impact Hits. This modifier is lost at the end of the Round of Combat.

Supreme Aspect: Bloated Putrefaction (Pestilence): The bearer's unit gains Regeneration (4+).

Supreme Aspect: Dance of Death (Lust): The bearer's unit gains Lightning Reflexes.

Supreme Aspect: Eternal Fury (Wrath): The bearer's unit gains Hatred. Model parts with Harnessed are not affected.

Supreme Aspect: Power Vortex (Change): The bearer's unit must reroll all Magic Dice that result in '1' and '2' when casting spells from Thaumaturgy. Dice causing a Miscast cannot be rerolled.

Trail of Mucus: Universal Rule.

Enemy units cannot claim Flank or Rear Bonuses for Combat Score against a unit containing one or more models with Trail of Mucus.

Well of Power: Universal Rule.

The Weaver of Change gains a +1 modifier to its casting rolls. When rolling casting rolls with a single Magic Dice, a natural roll of '1' or '2' on the Magic Dice is always a failed Casting Attempt, regardless of any modifiers.

Thurvack - Thurvack Koe 4495.txt

Vicent Josep "Thurvack" García Nieto, Kingdom of Equitaine 4495 points

570 - Duke (General) - Character- , Questing Oath and Bastard Sword, Virtue Renown, Shield, Blessed Inscriptions (Bastard Sword), Crusader's Salvation (Heavy Armour), Dragon staff, Barded Warhorse

320 - Paladin -Character-, Battle Standard Bearer, Shield, Lance, Wyrwood Core, Obsidian Rock, Aether Icon, Barded Warhorse

385 - Damsel (Druidism) - Character-, Wizard Master, Barded Warhorse

160 - Damsel (Shamanism) - Character-, Barded Warhorse

460 - 10 Knights Aspirants , Champion, Musician, - Core-

260 - 6 Knights of the Realm, - Core-

230 - 5 Knights Aspirant - Core-

230 - 5 Knights Aspirant - Core-

150 - 20 Peasants Crusaders, Paired Weapons - Special -

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150 - 20 Peasants Crusaders, Paired Weapons - Special -

715 - 8 Knights of the Grail -Special-, Champion, Musician, Standard, Aether Icon -Special-

715 - 8 Knights of the Grail -Special-, Champion, Musician, Standard, Aether Icon -Special-

Tobias Johansson - Getyrom - group B - Crippling Rides 9.txt

285 @ MAGE; path of pyromancy, book of arcane mastery
425 @ COMMANDER; battle standard bearer, master of canreig tower, great weapon,
longbow, elu's heartwood,
570 @ 30 CITIZEN ARCHERS; champion, musician
280 @ 15 CITIZEN ARCHERS; musician
280 @ 15 CITIZEN ARCHERS; musician
589 @ 23 LION GUARD
589 @ 23 LION GUARD
110 @ REAVER CHARIOT
110 @ REAVER CHARIOT
110 @ REAVER CHARIOT
180 @ SEA GUARD REAPER
180 @ SEA GUARD REAPER
265 @ SKY SLOOP
150 @ 5 GREY WATCHERS
375 @ FROST PHEONIX
4498

Todesbrot – Dwarven Holds

180 – Engineer, General, Ancestral Memory

280 – 10 Clan Marksmen, M, Shield, Guild Crafted Handgun

280 – 10 Clan Marksmen, M, Shield, Guild Crafted Handgun

160 – 10 Clan Warriors, M, Shield

160 – 10 Clan Warriors, Shield, Vanguard

255 – 10 Greybeards, M, Shield, Throwing Weapons

350 – Grudge Buster

350 – Grudge Buster

130 – Vengeance Seeker

130 – Vengeance Seeker

508 – 23 Seeker, M

529 – 24 Seeker, M

305 – 2 Attack Copters

305 – 2 Attack Copters

320 – Organ Gun, Rune Crafted

255 – Cannon

Total: 4497