

THE IX AGE FANTASY BATTLES



Daemon Legions

Army Book

2nd Edition, version 2020 – February 24, 2020

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The 9th Age: Fantasy Battles is a community-made miniatures wargame.
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.
All changes are listed on: the-ninth-age.com/archive.html

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Army Specific Rules

Aegis

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

Immortal Denizens

Casting rolls made by models in a Daemon Legions army with one or two dice gain a +1 Casting Modifier. For casting rolls with a single Magic Dice, a natural roll of '1' or '2' is always a failed Casting Attempt, regardless of any modifiers. In addition, in a game involving at least one Daemon Legions Army, each player adds +2 Veil Tokens to their Veil Token pool in the Magic Phase during Siphon the Veil when they are the Active Player.

Army Model Rules

Universal Rules

Greater Dominion

At the start of each friendly Player Turn, you may choose one friendly unit within the Commanding Presence range of the model with Greater Dominion. All R&F models in the chosen unit gain the Dominion rule in the Character's unit entry until the end of the next Player Turn.

Armoury

Dark Fire – Shooting Weapon

Range 18", Shots 2, Str 4, AP 0.

Armour Save rolls of '1', '2', '3', and '4' are **always** considered failed when saving wounds caused by Dark Fire.

Hereditary Spell

<i>Casting Value</i>	<i>Range</i>	<i>Type</i>	<i>Duration</i>	<i>Effect</i>
H <i>rep</i> Spear of Infinity				The target suffers 1 hit with Strength 2 [5], Armour Penetration 2, Area Attack (1×5), and [Multiple Wounds (2)].
4+	24"	Damage Hex Missile	Instant	The hits from <i>Spear of Infinity</i> gain +1 Strength for each other non-Attribute Spell successfully cast in this Magic Phase (including other instances of <i>Spear of Infinity</i>).

Daemonic Manifestations

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

Guiding Manifestations

Some Daemonic Manifestations have an option to be taken as a Guiding version. Unless specifically stated otherwise, the normal version of Manifestations is taken. When using the normal version, ignore all text **<with this colour-coding>**. Only Characters can take Guiding Manifestations. If the Guiding version is taken, this **must** be noted on your Army List. Follow the rules stated **<with this colour-coding>** and ignore point costs written in the standard way. Note that Guiding and non-Guiding Manifestations are considered to be the same Manifestation for the purpose of Duplication Limits.

∞ Manifestations of Father Chaos

Iron Husk 110 pts
The model's Resilience is **set** to 6.

Kaleidoscopic Flesh 45 **<65>** pts
<Dominant>.
The model **<and each R&F model in its unit>** gains **Hard Target (1)**.

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

Mirrored Scales 45 **<70>** pts
<Dominant>.
Each Close Combat Attack allocated towards the model **<and R&F models in its unit>** for which a natural '1' is rolled to hit is distributed onto the attacking model's Health Pool.

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

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

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

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

Brimstone Secretions 25 **<35>** pts
<Dominant>.
Attacks that are Divine Attacks made against the model **<and against R&F models in its unit>** lose this Attack Attribute.

Centipede Legs 25 **<40>** pts
<Dominant>.
The model **<and each R&F model in its unit>** gains +1" Advance Rate.

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

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

Living Shield 25 **<50>** pts
<Dominant>.
The model **<and each R&F model in its unit>** gains **Parry**.

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

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

Dextrous Tentacles 15 **<35>** pts
<Dominant>.
The model **<and each R&F model in its unit>** gains +1 Agility.



Manifestations of Envy

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

Piercing Spike 25 (60) pts
(Dominant).
Close Combat Attacks made by the model (and each R&F model in its unit) gain +1 Armour Penetration.

Venom Sacs 25 (80) pts
(Dominant).
The model (and each R&F model in its unit) gains **Poison Attacks**. If the model's Close Combat Attacks (or those from R&F models in its unit) already were Poison Attacks from another source than this Manifestation, the attack will automatically wound on successful to-hit rolls of 5+ instead of 6+.



Manifestations of Gluttony

Broodmother 60 (80) pts
Dominant.
At the end of each Round of Combat during which the model's unit was Engaged in Combat, and during which the model (and R&F models in its unit) caused at least three Health Point losses against enemy units with Close Combat Attacks, the unit Raises D3 Health Points.

Digestive Vomit 45 (60) pts
(Dominant).
One use only. **Must** be activated the first time the model's unit performs a Post-Combat Pivot or a Post-Combat Reform. The model (and each R&F model in its unit) gains +1 Strength and +1 Armour Penetration until the end of the game.

Unhinging Jaw 40 (55) pts
(Dominant).
Failed to-wound rolls from Close Combat Attacks against Large or Gigantic models made by the model (and each R&F model in its unit) **must** be rerolled.



Manifestations of Greed

Divining Snout 20 (40) pts
(Dominant).
When Charging a unit that contains one or more Special Items, the model (and each R&F model in its unit) gains +2" Advance Rate for Charge Range rolls. The effects only apply in the Charge Phase and only if all models in the unit are affected by Divining Snout.

Grasping Proboscis 20 (25) pts
(Dominant).
At the end of each Round of Combat during which the model's unit was Engaged in Combat, and the model (and R&F models in its unit) caused at least three Health Point losses against enemy units with Melee Attacks, the owner gains D3 Veil Tokens to their Veil Token pool.

Smothering Coils 20 (50) pts
(Dominant).
The model (and each R&F model in its unit) gains +1 to-wound with Close Combat Attacks against models with Scoring.



Manifestations of Lust

Mesmerising Plumage 40 pts
Dominant.
Enemy units in base contact with one or more models with this Manifestation suffer -1 Offensive Skill and -1 Defensive Skill.

Roaming Hands 35 (40) pts
(Dominant).
While the unit is Engaged with an enemy unit's Flank or Rear Facing, the model (and each R&F model in its unit) gains +1 Strength and +1 Armour Penetration.

Hot Blood 10 (25) pts
(Dominant).
The model (and each R&F model in its unit) gains **Devastating Charge (+2 Agi)**.



Manifestations of Pride

Stiff Upper Lip 35 pts
Discipline Tests taken by units with at least one model with this Manifestation are subject to Minimised Roll.

Bronze Backbone 30 (70) pts
(Dominant).
The model (and each R&F model in its unit) gains **Hatred**.

Horns of Hubris 25 (35) pts
(Dominant).
The model (and each R&F model in its unit) gains **Vanguard (6")**.



Manifestations of Sloth

Chilling Yawn 75 pts
Dominant.
Enemy units in base contact with one or more models with this Manifestation suffer -2 Agility.

Aura of Despair 50 pts
Dominant.
Enemy units suffer -2" Advance Rate to a minimum of 1" when rolling for Charge Range against units with at least one model with this Manifestation in the Charge Phase.

Segmented Shell 30 (30) pts
(Dominant).
When the model (or a R&F model in its unit) suffers a wound from an attack with Multiple Wounds (X), reduce X by 1, to a minimum of 1.



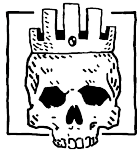
Manifestations of Wrath

Whipcrack Tail 50 (75) pts
(Dominant).
The model (and each R&F model in its unit) gains **Lightning Reflexes**.

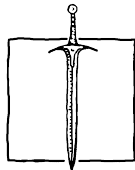
Red Haze 40 (75) pts
(Dominant).
The model's Close Combat Attacks (and those of R&F models in its unit) gain +1 Strength and +1 Armour Penetration, but each of its Close Combat Attacks (and those of R&F models in its unit) with a natural to-hit roll of '1' is distributed onto the attacking model's Health Pool.

Incendiary Ichor 10 (30) pts
(Dominant).
The model (and each R&F model in its unit) gains **Aegis (2+, against Flaming Attacks)**. All Melee Attacks (including Special Attacks) and Shooting Attacks made by the model with Incendiary Ichor (and each R&F model in its unit) become **Flaming Attacks**. The model (and each R&F model in its unit) automatically fails all Fortitude Saves.

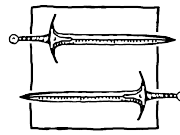
Army Organisation



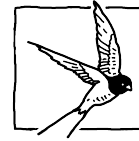
Characters
Max. 40%



Core
Min. 25%



Special
No limit



Aves
Max. 35%

Characters (Max. 40%)



Harbinger of Father Chaos

160 pts

single model

0-4 Units/Army

Height Standard

Type Beast

Base 25×25 mm



A mount marked with [Av] and its rider count towards Characters and Aves.

Global	Adv	Mar	Dis	Model Rules								
	5"	10"	8	Fearless, Light Troops, Supernal								
Defensive	HP	Def	Res	Arm	Aeg							
	3	5	4	0	4+							
Offensive	Att	Off	Str	AP	Agi							
Harbinger	3	5	5	2	5							
— Magic Options —			pts —			— Options —			pts —			
Wizard Apprentice			40			Battle Standard Bearer			50			
Wizard Adept			115			Manifestations of Father Chaos and those available to the General			up to 150			
							Dark Fire (3+) (on foot only)			15		
Divination	Evocation	Thaumaturgy	Witchcraft				— Mount Options —			pts —		
						Pale Horse			70			
						Burning Wheel [Av]			80			
						Great Beast of Prophecy [Av when taking Fly]			100			
						Dark Pulpit			110			



Kuulima's Deceiver

345 pts

single model

0-3 Units/Army

Height Standard
Type Beast
Base 25x25 mm



The unit also counts towards Aves if taking Fly.

Global	Adv	Mar	Dis	Model Rules		
	5"	10"	9	Dominion of Envy , Fear, Fearless, Light Troops, Protean Magic, Supernal, Wizard Apprentice		
Defensive	HP	Def	Res	Arm	Aeg	
	4	6	5	0	5+	
Offensive	Att	Off	Str	AP	Agi	
Kuulima's Deceiver	1	6	5	2	5	Know Thyself , Poison Attacks

Model Rules

Dominion of Envy: Universal Rule.

The model's Close Combat Attacks allocated towards models equipped with Close Combat Weapons other than Hand Weapons (regardless if they are using them or not) gain +2 Offensive Skill.

Know Thyself: Universal Rule.

At the start of the Initiative Step in which the bearer's Close Combat Attacks will be performed, choose one model part from each enemy model in base contact and add their Attack Value Characteristics, excluding any modifiers, to the Attack Value of Kuulima's Deceiver. At the end of each Round of Combat, the bearer's Attack Value is **set** to 1.

Magic Options

Wizard Adept 65
Wizard Master 190



Divination Evocation Thaumaturgy Witchcraft

Options

If General, **must** take Greater Dominion 30
Fly (7", 14") 35
Manifestations of Father Chaos and Envy up to 150



Maw of Akaan

555 pts

single model

0–1 Units/Army

Height Gigantic

Type Beast

Base 150×100 mm

Global	Adv	Mar	Dis	Model Rules		
	7"	14"	9	Dominion of Gluttony , Fearless, Supernal, Wizard Apprentice		
Defensive	HP	Def	Res	Arm	Aeg	
	9	5	5	0		Aegis (5+, against Magical Attacks), Devour , Fortitude (5+)
Offensive	Att	Off	Str	AP	Agi	
Maw of Akaan	6	5	6	2	3	

Model Rules

Devour: Personal Protection.

For each Health Point loss the model causes with Close Combat Attacks against enemy units, roll a D6 at the end of the Initiative Step. For each rolled 4+, the model gains +1 Health Point.

When the model has 18 Health Points, all units within 9" immediately suffer 2D6 hits with **Toxic Attacks**, and the model is removed as a casualty.

Dominion of Gluttony: Universal Rule.

The model **must** reroll natural to-wound rolls of '1' with its Melee Attacks.

Magic Options

Wizard Adept	75
Wizard Master	225



Evocation



Witchcraft

Options

If General, must take Greater Dominion	65
Manifestations of Father Chaos and Gluttony up to 150	
If General	up to 175



Miser of Sugulag

630 pts

single model

0–1 Units/Army

Height Gigantic

Type Beast

Base 50×100 mm

Global	Adv	Mar	Dis	Model Rules		
	7"	14"	9	Dominion of Greed , Fearless, Supernal, Wizard Apprentice		
Defensive	HP	Def	Res	Arm	Aeg	
	6	6	7	0	5+	Half Off, Abyssal Armour
Offensive	Att	Off	Str	AP	Agi	
Miser of Sugulag	5	5	5	2	2	

Model Rules

Abyssal Armour: Armour Equipment.

Follows the rules for Plate Armour. For each Veil Token in the owner's Veil Token pool, attacks against the wearer suffer -1 Armour Penetration, up to a maximum of -3.

Dominion of Greed: Universal Rule.

The model gains +2 Defensive Skill while its unit is in base contact with an enemy Scoring Unit.

Half Off: Personal Protection.

If the model suffers a wound from an attack with Multiple Wounds (X), reduce X by half, rounding fractions up.

Magic Options

Wizard Adept	75
Wizard Master	225



Divination



Evocation



Thaumaturgy

Options

If General, must take Greater Dominion	35
Manifestations of Father Chaos and Greed	up to 175
If General	up to 200



Courtesan of Cibaresh

550 pts

single model

0-1 Units/Army

Height Gigantic

Type Beast

Base 50×100 mm

Global	Adv	Mar	Dis	Model Rules		
	9"	18"	9	Avert your Gaze, Dominion of Lust , Fearless, Supernal, Wizard Apprentice		
Defensive	HP	Def	Res	Arm	Aeg	
	6	7	5	0	5+	Distracting, Hard Target (1)
Offensive	Att	Off	Str	AP	Agi	
Courtesan of Cibaresh	6	7	5	4	7	Razor Tentacles

Model Rules

Avert your Gaze: Universal Rule.

Enemy units within 6" of one or more models with Avert Your Gaze suffer -2 Discipline when taking Combat Reform tests.

Dominion of Lust: Universal Rule.

The model gains **Strider**. When rolling their Charge Range in the Charge Phase, units consisting entirely of models with Dominion of Lust **must** reroll failed Charge Range rolls if they are Located in the Charged unit's Flank or Rear Facing.

Razor Tentacles: Attack Attribute – Close Combat.

If the attack is allocated towards an enemy R&F model while the attacker is Engaged with the Flank or Rear Facing of the target's unit, the attack gains **Area Attack (1×5)**, and its Strength and Armour Penetration are **set** to half the model's [the model's] Strength, respectively Armour Penetration, rounding fractions up. This is done after applying other modifiers.

Magic Options

Wizard Adept	pts-	75
Wizard Master		225



Divination



Witchcraft

Options

If General, must take Greater Dominion	pts-	35
Manifestations of Father Chaos and Lust		up to 150
If General		up to 175



Omen of Savar

490 pts

single model

0-3 Units/Army

Height Standard

Type Beast

Base 50×50 mm



A mount marked with (Av) counts towards Aves. The mount and its rider also count towards Characters.

Global	Adv	Mar	Dis	Model Rules		
	6"	18"	9	Divine Right, Dominion of Pride , Fear, Fearless, Supernal, Wizard Apprentice		
Defensive	HP	Def	Res	Arm	Aeg	
	4	7	5	0	6+	Aegis (4+, against Magical Attacks)
Offensive	Att	Off	Str	AP	Agi	
Omen of Savar	D6+2	D6+5	6	3	6	

Model Rules

Divine Right: Universal Rule.

The model cannot join units with other Characters and other Characters cannot join its unit. The model **must** issue a Duel whenever possible (this cannot be prevented by issuing a Duel with another friendly model first). This duel **must** (if possible) be accepted by a Character unless a Champion accepts first. In addition, when fighting a Duel, the model gains **Lethal Strike** and **Multiple Wounds (2)**.

Dominion of Pride: Universal Rule.

Units with more than half of their models with this rule may reroll failed Discipline Tests.

Magic Options

Wizard Adept	75
Wizard Master	225



Divination



Thaumaturgy

Options

If General, must take Greater Dominion	40
Manifestations of Father Chaos and Pride	up to 150
If General and mounted	up to 175

Mount Options

Throne of Overwhelming Splendour (Av)	175
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Sentinel of Nukuja

660 pts

single model

0-3 Units/Army

Height Standard

Type Beast

Base 50×100 mm



The unit also counts towards Aves when taking **Strixian Spirit**.

Global	Adv	Mar	Dis	Model Rules		
	2"	4"	9	Dominion of Sloth , Fear, Fearless, Omniscience , Supernatural, Third Eye , Wizard Master		
Defensive	HP	Def	Res	Arm	Aeg	
	5	5	5	0	4+	
Offensive	Att	Off	Str	AP	Agi	
Sentinel of Nukuja	1	5	5	2	1	Crush Attack

—Model Rules—

Dominion of Sloth: Universal Rule.

The model gains **Aegis (+1, against Special Attacks)**.

Omniscience: Universal Rule.

In the owner's Magic Phase, if the model did not March Move or declare a Charge this Player Turn, the cost of converting Veil Tokens into Magic Dice is decreased to 2:1 during this Player Turn (1 Magic Dice per 2 Veil Tokens).

Third Eye: Universal Rule.

At the beginning of each friendly Charge Phase, draw the Flux Card for that Player Turn instead of step 2 of the Magic Phase Sequence.

—Magic Options—

pts—



Divination Evocation Thaumaturgy Witchcraft

—Options—

pts—

- If General, **must** take Greater Dominion 30
- Manifestations of Father Chaos and Sloth up to 150
- If General with **Strixian Spirit** up to 175
- Must** choose (one choice only):
- Dark Pulpit (Mount) free
- Strixian Spirit** (0-1 Units/Army) 25
- Dark Fire (2+) 25

—Optional Model Rules—

Strixian Spirit: Universal Rule.

The model gains **Fly (6", 18")**, **Light Troops**, +1 Resilience, +1 Health Point, and its Height is changed to Gigantic.



Vanadra's Scourge

710 pts

single model

0-1 Units/Army

Height Gigantic

Type Beast

Base 50×100 mm

The unit counts both towards Characters and Aves.

Global	Adv	Mar	Dis	Model Rules		
Ground	8"	16"	9	Dominion of Wrath , Fearless, Fly (7", 14"), Light Troops, Supernal		
Fly	7"	14"				
Defensive	HP	Def	Res	Arm	Aeg	
	7	4	6	0	5+	Aegis (4+, against Melee Attacks)
Offensive	Att	Off	Str	AP	Agi	
Vanadra's Scourge	5	7	7	4	0	Battle Focus, Devastating Charge (Distracting), Rage

— Model Rules —

Dominion of Wrath: Universal Rule.
The model's attacks ignore Parry.

Rage: Universal Rule.

Whenever the model loses a Health Point, it gains +1 Attack Value. Whenever it gains a Health Point, it suffers -1 Attack Value.

— Magic Options —

Wizard Apprentice	40
Wizard Adept	115



Evocation



Thaumaturgy

— Options —

If General, must take Greater Dominion	35
Manifestations of Father Chaos and Wrath	up to 150
If General	up to 175

Character Mounts



Dark Pulpit

Height **Standard**
Type **Beast**
Base **50×100 mm**

Global	Adv	Mar	Dis	Model Rules	
	5"	10"	C	Tall	
Defensive	HP	Def	Res	Arm	Aeg
	5	C	C	1	C Cannot be Stomped
Offensive	Att	Off	Str	AP	Agi
Dark Pulpit	4	4	5	0	1 Harnessed



Pale Horse

Height **Standard**
Type **Cavalry**
Base **25×50 mm**

Global	Adv	Mar	Dis	Model Rules	
	9"	18"	C	Elusive, Feigned Flight, Strider, Vanguard	
Defensive	HP	Def	Res	Arm	Aeg
	C	C	C	C	C Hard Target (1)
Offensive	Att	Off	Str	AP	Agi
Pale Horse	1	3	3	0	3 Harnessed

— Model Rules —

Elusive: Universal Rule.

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



Burning Wheel



Height **Standard**
Type **Construct**
Base **50×50 mm**

The mount and its rider count towards Characters and Aves.

Global	Adv	Mar	Dis	Model Rules	
	2"	4"	C	Fly (10", 10"), Swiftstride, Tall, Vanguard	
	10"	10"			
Defensive	HP	Def	Res	Arm	Aeg
	4	C	C	1	C Hard Target (1)
Offensive	Att	Off	Str	AP	Agi
Burning Wheel	3	4	4	0	4 Harnessed



Great Beast of Prophecy

Height **Large**
Type **Cavalry**
Base 50×75 mm



The mount and its rider also count towards Aves when taking Fly.

Global	Adv	Mar	Dis	Model Rules		
	7"	14"	C	Fear		
Defensive	HP	Def	Res	Arm	Aeg	
	C	C	5	2	C	
Offensive	Att	Off	Str	AP	Agi	
Great Beast	3	5	5	2	2	Harnessed
— Options —						pts—
Fly (7", 14") and Armour set to C						45



Throne of Overwhelming Splendour

Height **Large**
Type **Construct**
Base 50×100 mm
0–1 Mounts/Army

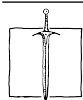
The mount and its rider count towards Characters. The mount also counts towards Aves.

Global	Adv	Mar	Dis	Model Rules		
	9"	9"	C	Fly (9", 9"), Light Troops, Rising Star, Swiftstride, Towering Presence		
	9"	9"				
Defensive	HP	Def	Res	Arm	Aeg	
	5	C	C	C	4+	
Offensive	Att	Off	Str	AP	Agi	
Writhing Majesties	4	4	4	1	4	Harnessed
Chassis			5	2		Impact Hits (D6), Inanimate
— Model Rules —						

Rising Star: Universal Rule.

Each time attacks made by the model kill an enemy model in a Duel, the model gains a +1 Combat Score modifier for the rest of the game.

Core (Min. 25%)



Imps

205 pts + 15 pts/extra model

10–25 models 0–40 Models/Army



Height Standard
Type Beast
Base 25×25 mm

Global	Adv	Mar	Dis	Model Rules		
	5"	10"	6	Fearless, Scoring, Supernal		
Defensive	HP	Def	Res	Arm	Aeg	
	1	2	3	0	5+	Aegis (3+, against Shooting Attacks)
Offensive	Att	Off	Str	AP	Agi	
Imp	1	2	2	0	3	Energy Bolts (4+)

— Model Rules —

Energy Bolts: Shooting Weapon.
Range 24", Shots 1, Str 5, AP 0, **Reload!**, **Volley Fire**.

— Options —

Manifestation (one choice only):

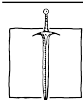
Incendiary Ichor	1/model
Dark Hide	3/model
Charged Tendrils	20
Mark of the Eternal Champion (Champion only)	25
Sorcerous Antennae	50

— Command Group Options —

Champion	20
Musician	20
Standard Bearer with (one choice only):	
Firestarter (<i>Spear of Infinity</i> (Hereditary Spell))	45
Firestarter (<i>Hand of Heaven</i> (Thaumaturgy))	60

— Optional Model Rules —

Firestarter (X): Universal Rule.
The Standard Bearer can cast the spell stated in brackets as a Bound Spell with Power Level (5/8).



Succubi

205 pts + 20 pts/extra model

10–25 models



Height Standard
Type Beast
Base 25×25 mm

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

— Options —

Manifestation (one choice only):

Dark Hide	1/model
Mesmerising Plumage	2/model
Chilling Yawn	4/model
Bronze Backbone	5/model
Smothering Coils	7/model

— Command Group Options —

Champion	20
Musician	20
Standard Bearer	20

— Model Rules —

Talon Scythes: Close Combat Weapon.

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



Lemures

210 pts + 25 pts/extra model

10–25 models



Height Standard
Type Beast
Base 25×25 mm

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

Options

pts

Command Group Options

pts

Manifestation (one choice only):

∞	Brimstone Secretions	1/model
✂	Stiff Upper Lip	1/model
∞	Unnatural Roots	2/model
⚡	Venom Sacs	2/model
⚠	Chilling Yawn	3/model

Champion	20
Musician	20
Standard Bearer	20



Myrmidons

215 pts + 23 pts/extra model

10–30 models



Height Standard
Type Beast
Base 25×25 mm

Global	Adv	Mar	Dis	Model Rules		
	5"	10"	8	Fearless, Scoring, Supernal		
Defensive	HP	Def	Res	Arm	Aeg	
	1	4	3	0	5+	
Offensive	Att	Off	Str	AP	Agi	
Myrmidon	1	5	5	1	4	Devastating Charge (Battle Focus), Fight in Extra Rank

Options

pts

Command Group Options

pts

Manifestation (one choice only):

⚡	Hot Blood	1/model
⚠	Unhinging Jaw	2/model
✂	Whipcrack Tail	3/model
⚡	Piercing Spike	4/model
✂	Bronze Backbone	5/model

Champion	20
Musician	20
Standard Bearer	20

Special (No limit)







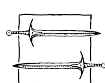
Eidolons

170 pts + 31 pts/extra model

5–10 models 0–18 Models/Army

Height Standard
Type Beast
Base 25×25 mm

Global	Adv	Mar	Dis	Model Rules		
	5"	10"	7	Fearless, Light Troops, Skirmisher, Supernal, Wizard Conclave		
Defensive	HP	Def	Res	Arm	Aeg	
	1	2	4	0	5+	Hard Target (1)
Offensive	Att	Off	Str	AP	Agi	
Eidolon	1	2	2	0	3	Dark Fire (3+)
Options			pts-			Wizard Conclave
Scout (0–1 Units/Army)			5/model			Must select 2 spells from:
Manifestation (one choice only):						<ul style="list-style-type: none"> • <i>Fate's Judgement</i> (Divination) • <i>Hasten the Hour</i> (Evocation) • <i>Hand of Heaven</i> (Thaumaturgy) • <i>Spear of Infinity</i> (Hereditary Spell)
 Incendiary Ichor			1/model			
 Aura of Despair			5/model			
 Kaleidoscopic Flesh			6/model			
 Sorcerous Antennae			30			
Command Group Options						pts-
Champion						120









Hellhounds

170 pts + 20 pts/extra model

5–15 models

Height Standard
Type Beast
Base 25×50 mm

Global	Adv	Mar	Dis	Model Rules		
	9"	18"	7	Fearless, Hellish Growl , Supernal		
Defensive	HP	Def	Res	Arm	Aeg	
	1	3	4	0	5+	
Offensive	Att	Off	Str	AP	Agi	
Hellhound	3	5	3	0	4	Lethal Strike
Model Rules						pts-
Hellish Growl: Universal Rule.						Options
At the start of each Round of Combat, enemy units in base contact with one or more models with Hellish Growl must take a Discipline Test with a -1 modifier. Failed to-wound rolls from attacks made by the model against units that fail this test must be rerolled. The effect lasts until the end of the Round of Combat.						Manifestation (one choice only):
						 Grasping Proboscis
						1/model
						 Hot Blood
						1/model
						 Incendiary Ichor
						1/model
						 Centipede Legs
						2/model
						 Digestive Vomit
						2/model
						 Horns of Hubris
						2/model
Command Group Options						pts-
Champion						20



Threshing Engine

155 pts

single model

0–5 Units/Army

Height Large
Type Construct
Base 50×100 mm



The unit also counts towards Aves if taking Fly.

Global	Adv	Mar	Dis	Model Rules		
	10"	10"	7	Fearless, Supernal, Swiftstride		
Defensive	HP	Def	Res	Arm	Aeg	
	4	4	4	0	5+	Hard Target (1)
Offensive	Att	Off	Str	AP	Agi	
Tiller (2)	2	4	3	3	3	
Draft Beast (2)	1	3	3	0	3	Harnessed
Chassis			4	3		Impact Hits (2D3), Inanimate

Options

One choice only:

Fly (9", 9") and Light Troops (0–2 Units/Army) 25

Horde Thresher (0–3 Units/Army) 80

Legion Thresher (0–2 Units/Army) 145

Manifestation (one choice only):

Divining Snout 15

Horns of Hubris 15

Whipcrack Tail 25

Mark of the Eternal Champion 40

Roaming Hands 45

Command Group Options

Standard Bearer 20

Optional Model Rules

Horde Thresher: Universal Rule.

Changes to the model's profile:

- Its base size is changed to **100×100 mm**.
- Its Health Points are **set to 6**.
- It gains **1** additional Tiller.
- It gains **1** additional Draft Beast.
- It gains **Colossal Stature**.
- The Chassis gains **Impact Hits (3D3)**.

Legion Thresher: Universal Rule.

Changes to the model's profile:

- Its base size is changed to **100×150 mm**.
- Its Health Points are **set to 8**.
- It gains **2** additional Tillers.
- It gains **2** additional Draft Beasts.
- It gains **Colossal Stature**.
- The Chassis gains **Impact Hits (4D3)**.

Colossal Stature: Universal Rule.

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



Titanslayer Chariot

205 pts

single model

0–2 Units/Army

Height Large
Type Construct
Base 50×100 mm

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

Model Rules

Mountain Breaker: Universal Rule.

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

Options

Manifestation (one choice only):

	Divining Snout	5
	Segmented Shell	5
	Stiff Upper Lip	5
	Digestive Vomit	10
	Centipede Legs	20

Command Group Options

Standard Bearer	20
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Mageblight Gremlins

175 pts + 33 pts/extra model

2–4 models

0–3 Units/Army

Height Standard
Type Beast
Base 40×40 mm

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

Model Rules

Spell Craving: Attack Attribute – Close Combat.

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

Veil Stalker: Universal Rule.

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

When the unit arrives, the owner may choose to place it within 6" of an enemy model with Channel (instead of entering the Battlefield from the Board Edge). If so, it cannot perform any Advance Moves this Movement Phase (note that this does not prevent the unit from performing a Reform).

Options

Manifestation (one choice only):

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



Clawed Fiends

270 pts + 100 pts/extra model

3-6 models



0-3 Units/Army

Height Large
Type Beast
Base 40x40 mm

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

Model Rules

Smother: Attack Attribute – Close Combat.

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

Options

Manifestation (one choice only):

	Dark Hide	4/model
	Mesmerising Plumage	8/model
	Piercing Spike	12/model
	Unhinging Jaw	15/model
	Broodmother	17/model

Command Group Options

Champion	20
Musician	20
Standard Bearer	20



Hoarders

280 pts + 110 pts/extra model

3-6 models



0-3 Units/Army

Height Large
Type Beast
Base 40x40 mm

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

Model Rules

Tightening Grasp: Special Attack.

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

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

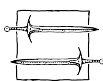
Options

Up to two Manifestations:

	Chitinous Scales	3/model
	Divining Snout	5/model
	Grasping Proboscis	5/model
	Unnatural Roots	8/model
	Smothering Coils	10/model
	Mirrored Scales	15/model

Command Group Options

Champion	20
Musician	20
Standard Bearer	20



Sirens

195 pts + 25 pts/extra model

5–15 models

0–3 Units/Army

Height Standard
Type Cavalry
Base 25×50 mm

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

Model Rules

Elusive: Universal Rule.

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

Options

Manifestation (one choice only):

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

Command Group Options

Champion	20
Musician	20
Standard Bearer	20



Blazing Glory

290 pts

single model

0–2 Units/Army

Height Large
Type Beast
Base 50×50 mm



The unit also counts towards Aves if taking Fly.

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

Model Rules

Falling Star: Universal Rule.

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

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

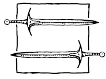
Options

Fly (8", 16") and Light Troops

60

Manifestation (one choice only):

∞ Brimstone Secretions	10
∞ Cloven Hooves	10
⊕ Horns of Hubris	15
⊕ Stiff Upper Lip	20
⊕ Bronze Backbone	35



Hope Harvester

285 pts

single model

0–2 Units/Army

Height Large

Type Beast

Base 50×100 mm

Engine of Damnation is 0–1 Units/Army if the army includes any Gigantic Characters excluding Sentinel of Nukuja with Strixian Spirit.

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

Model Rules

Aether Battery: Artillery Weapon.

Volley Gun. Range 18", Shots 2D6×2, Str 4, AP 1.

Before rolling for the number of shots, the owner may choose to discard 1–3 Veil Tokens from their Veil Token pool. If so, the number of shots is increased by +3 per discarded Veil Token.

Options

Engine of Damnation

Manifestation (one choice only):

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

Optional Model Rules

Engine of Damnation: Universal Rule.

The model's base size is changed to 150×100 mm and its Height is changed to Gigantic. Its Health Points are **set** to 7, Resilience is **set** to 6, March Rate is **set** to 15", and it loses War Platform.



Brazen Beasts

350 pts + 95 pts/extra model

3–6 models

0–3 Units/Army

Height Large

Type Cavalry

Base 50×75 mm

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

Options

Manifestation (one choice only):

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

Command Group Options

Champion	20
Musician	20
Standard Bearer	20

Aves (Max. 35%)



Furies

165 pts + 10 pts/extra model

5–15 models

0–3 Units/Army

Height Standard
Type Beast
Base 25×25 mm

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

— Options — pts —

Manifestation (one choice only):

∞ Dark Hide	1/model
⚡ Red Haze	1/model
☠ Venom Sacs	1/model
∞ Kaleidoscopic Flesh	2/model
🌀 Mesmerising Plumage	5/model



Veil Serpents

245 pts + 50 pts/extra model

3–6 models

0–3 Units/Army

Height Large
Type Beast
Base 40×40 mm

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

— Model Rules —

Morphlings: Universal Rule.

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

- ∞ **Writhing Nightmares**
- 🌀 **Mesmerising Plumage**
- ⚠ **Chilling Yawn**

— Wizard Conclave —

Must select 2 spells from:

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

— Command Group Options —

Champion

pts —
130

— Optional Manifestation —

Writhing Nightmares: Manifestation.

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



Bloat Flies

300 pts + 100 pts/extra model

3-6 models

0-3 Units/Army

Height Large
Type Beast
Base 50x75 mm

Global	Adv	Mar	Dis	Model Rules		
Ground	2"	4"	8	Fear, Fearless, Fly (6", 14"), Light Troops, Supernal		
Fly	6"	14"				
Defensive	HP	Def	Res	Arm	Aeg	
	4	2	4	0		Aegis (5+, against Magical Attacks), Fortitude (5+)
Offensive	Att	Off	Str	AP	Agi	
Bloat Fly	2	5	6	3	3	Acid Blood

Model Rules

Acid Blood: Special Attack.

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

Options

Manifestation (one choice only):

	Unhinging Jaw	4/model
	Dextrous Tentacles	5/model
	Digestive Vomit	6/model
	Kaleidoscopic Flesh	6/model
	Broodmother	18/model

Command Group Options

Champion	20
Musician	20
Standard Bearer	20

Quick Reference Sheet

Characters

Harbinger of F.C.	Adv	5"	Mar	10"	Dis	8													Fearless, Light Troops, Supernal
Standard, Beast	HP	3	Def	5	Res	4	Arm	0	Aeg	4+									
Harbinger	Att	3	Off	5	Str	5	AP	2	Agi	5									
Kuulima's Deceiver	Adv	5"	Mar	10"	Dis	9													Dominion of Envy, Fear, Fearless, Light Troops, Protean Magic, Supernal, Wizard Apprentice
Standard, Beast	HP	4	Def	6	Res	5	Arm	0	Aeg	5+									
Kuulima's Deceiver	Att	1	Off	6	Str	5	AP	2	Agi	5									Know Thyself, Poison Attacks
Maw of Akaan	Adv	7"	Mar	14"	Dis	9													Dominion of Gluttony, Fearless, Supernal, Wizard Apprentice
Gigantic, Beast	HP	9	Def	5	Res	5	Arm	0	Aeg										Aegis (5+, against Magical Attacks), Devour, Fortitude (5+)
Maw of Akaan	Att	6	Off	5	Str	6	AP	2	Agi	3									
Miser of Sugulag	Adv	7"	Mar	14"	Dis	9													Dominion of Greed, Fearless, Supernal, Wizard Apprentice
Gigantic, Beast	HP	6	Def	6	Res	7	Arm	0	Aeg	5+									Half Off, Abyssal Armour
Miser of Sugulag	Att	5	Off	5	Str	5	AP	2	Agi	2									
Courtesan of Cibaresh	Adv	9"	Mar	18"	Dis	9													Avert your Gaze, Dominion of Lust, Fearless, Supernal, Wizard Apprentice
Gigantic, Beast	HP	6	Def	7	Res	5	Arm	0	Aeg	5+									Distracting, Hard Target (1)
Courtesan of Cibaresh	Att	6	Off	7	Str	5	AP	4	Agi	7									Razor Tentacles
Omen of Savar	Adv	6"	Mar	18"	Dis	9													Divine Right, Dominion of Pride, Fear, Fearless, Supernal, Wizard Apprentice
Standard, Beast	HP	4	Def	7	Res	5	Arm	0	Aeg	6+									Aegis (4+, against Magical Attacks)
Omen of Savar	Att	D6+2	Off	D6+5	Str	6	AP	3	Agi	6									
Sentinel of Nukuja	Adv	2"	Mar	4"	Dis	9													Dominion of Sloth, Fear, Fearless, Omniscience, Supernal, Third Eye, Wizard Master
Standard, Beast	HP	5	Def	5	Res	5	Arm	0	Aeg	4+									
Sentinel of Nukuja	Att	1	Off	5	Str	5	AP	2	Agi	1									Crush Attack
Vanadra's Scourge	Adv	8"	Mar	16"	Dis	9													Dominion of Wrath, Fearless, Fly (7", 14"), Light Troops, Supernal
Gigantic, Beast	HP	7	Def	4	Res	6	Arm	0	Aeg	5+									Aegis (4+, against Melee Attacks)
Vanadra's Scourge	Att	5	Off	7	Str	7	AP	4	Agi	0									Battle Focus, Devastating Charge (Distracting), Rage

Character Mounts

Dark Pulpit	Adv	5"	Mar	10"	Dis	C													Tall
Standard, Beast	HP	5	Def	C	Res	C	Arm	1	Aeg	C									Cannot be Stomped
Dark Pulpit	Att	4	Off	4	Str	5	AP	0	Agi	1									Harnessed
Pale Horse	Adv	9"	Mar	18"	Dis	C													Elusive, Feigned Flight, Strider, Vanguard
Standard, Cavalry	HP	C	Def	C	Res	C	Arm	C	Aeg	C									Hard Target (1)
Pale Horse	Att	1	Off	3	Str	3	AP	0	Agi	3									Harnessed
Burning Wheel	Adv	2"	Mar	4"	Dis	C													Fly (10", 10"), Swiftstride, Tall, Vanguard
Standard, Construct	HP	4	Def	C	Res	C	Arm	1	Aeg	C									Hard Target (1)
Burning Wheel	Att	3	Off	4	Str	4	AP	0	Agi	4									Harnessed
Great Beast of P.	Adv	7"	Mar	14"	Dis	C													Fear
Large, Cavalry	HP	C	Def	C	Res	5	Arm	2	Aeg	C									
Great Beast	Att	3	Off	5	Str	5	AP	2	Agi	2									Harnessed
Throne of O.S.	Adv	9"	Mar	9"	Dis	C													Fly (9", 9"), Light Troops, Rising Star, Swiftstride, Towering Presence
Large, Construct	HP	5	Def	C	Res	C	Arm	C	Aeg	4+									
Writhing Majesties	Att	4	Off	4	Str	4	AP	1	Agi	4									Harnessed
Chassis					Str	5	AP	2	Agi										Impact Hits (D6), Inanimate

Core

Imps	Adv	5"	Mar	10"	Dis	6													Fearless, Scoring, Supernal
Standard, Beast	HP	1	Def	2	Res	3	Arm	0	Aeg	5+									Aegis (3+, against Shooting Attacks)
Imp	Att	1	Off	2	Str	2	AP	0	Agi	3									Energy Bolts (4+)

Succubi	Adv	5"	Mar	10"	Dis	7													Fearless, Scoring, Supernal
Standard, Beast	HP	1	Def	4	Res	3	Arm	0	Aeg	5+									
Succubus	Att	3	Off	4	Str	3	AP	1	Agi	5									Talon Scythes
Lemures	Adv	4"	Mar	8"	Dis	7													Fearless, Scoring, Supernal
Standard, Beast	HP	1	Def	3	Res	5	Arm	0	Aeg	5+									Parry
Lemure	Att	1	Off	3	Str	3	AP	0	Agi	2									
Myrmidons	Adv	5"	Mar	10"	Dis	8													Fearless, Scoring, Supernal
Standard, Beast	HP	1	Def	4	Res	3	Arm	0	Aeg	5+									
Myrmidon	Att	1	Off	5	Str	5	AP	1	Agi	4									Devastating Charge (Battle Focus), Fight in Extra Rank

Special

Eidolons	Adv	5"	Mar	10"	Dis	7													Fearless, Light Troops, Skirmisher, Supernal, Wizard Conclave
Standard, Beast	HP	1	Def	2	Res	4	Arm	0	Aeg	5+									Hard Target (1)
Eidolon	Att	1	Off	2	Str	2	AP	0	Agi	3									Dark Fire (3+)
Hellhounds	Adv	9"	Mar	18"	Dis	7													Fearless, Hellish Growl, Supernal
Standard, Beast	HP	1	Def	3	Res	4	Arm	0	Aeg	5+									
Hellhound	Att	3	Off	5	Str	3	AP	0	Agi	4									Lethal Strike
Threshing Engine	Adv	10"	Mar	10"	Dis	7													Fearless, Supernal, Swiftstride
Large, Construct	HP	4	Def	4	Res	4	Arm	0	Aeg	5+									Hard Target (1)
Tiller (2)	Att	2	Off	4	Str	3	AP	3	Agi	3									
Draft Beast (2)	Att	1	Off	3	Str	3	AP	0	Agi	3									Harnessed
Chassis					Str	4	AP	3	Agi										Impact Hits (2D3), Inanimate
Titanslayer Chariot	Adv	7"	Mar	7"	Dis	8													Fearless, Mountain Breaker, Supernal, Swiftstride
Large, Construct	HP	4	Def	4	Res	5	Arm	0	Aeg	5+									
Myrmidon (2)	Att	1	Off	5	Str	5	AP	1	Agi	4									Devastating Charge (Battle Focus)
Chthonic Machinator	Att	3	Off	3	Str	6	AP	3	Agi	3									Harnessed
Chassis					Str	7	AP	2	Agi										Impact Hits (D3+1), Inanimate
Mageblight Gremlins	Adv	5"	Mar	10"	Dis	6													Fearless, Light Troops, Skirmisher, Supernal, Veil Stalker
Standard, Beast	HP	4	Def	3	Res	3	Arm	0	Aeg	5+									Hard Target (1)
Mageblight Gremlin	Att	5	Off	3	Str	2	AP	0	Agi	2									Poison Attacks, Spell Craving
Clawed Fiends	Adv	9"	Mar	18"	Dis	7													Fearless, Scoring, Supernal
Large, Beast	HP	3	Def	4	Res	4	Arm	0	Aeg	5+									
Clawed Fiend	Att	3	Off	4	Str	4	AP	2	Agi	4									Smother
Hoarders	Adv	5"	Mar	10"	Dis	8													Fear, Fearless, Scoring, Strider, Supernal
Large, Beast	HP	4	Def	5	Res	5	Arm	0	Aeg	5+									
Hoarder	Att	3	Off	3	Str	4	AP	0	Agi	2									Tightening Grasp
Sirens	Adv	9"	Mar	18"	Dis	9													Elusive, Fearless, Feigned Flight, Light Troops, Strider, Supernal, Vanguard
Standard, Cavalry	HP	1	Def	5	Res	3	Arm	0	Aeg	5+									Hard Target (1)
Siren	Att	2	Off	5	Str	4	AP	1	Agi	4									
Symbiotic Steed	Att	1	Off	3	Str	3	AP	0	Agi	3									Harnessed
Blazing Glory	Adv	8"	Mar	16"	Dis	8													Falling Star, Fear, Fearless, Supernal, Towering Presence
Large, Beast	HP	5	Def	*	Res	5	Arm	0	Aeg	5+									
Blazing Glory	Att	5	Off	*	Str	5	AP	5	Agi	5									
Hope Harvester	Adv	5"	Mar	10"	Dis	7													Fear, Fearless, Not a Leader, Supernal, War Platform
Large, Beast	HP	5	Def	4	Res	5	Arm	3	Aeg	5+									
Hope Harvester	Att	4	Off	4	Str	6	AP	3	Agi	1									Aether Battery (3+)
Brazen Beasts	Adv	7"	Mar	14"	Dis	8													Fear, Fearless, Scoring, Supernal
Large, Cavalry	HP	4	Def	3	Res	4	Arm	0	Aeg	5+									
Daredevil	Att	1	Off	5	Str	3	AP	0	Agi	4									Battle Focus, Devastating Charge (+2 Att,+2 Str,+2 AP)
Beast	Att	2	Off	4	Str	5	AP	2	Agi	2									Battle Focus, Harnessed, Impact Hits (2)

Aves

Furies	Adv	4"	Mar	8"	Dis	5													Fearless, Fly (10", 20"), Light Troops, Skirmisher, Supernal
Standard, Beast	HP	1	Def	3	Res	3	Arm	0	Aeg	6+									Hard Target (1)
Fury	Att	1	Off	3	Str	4	AP	1	Agi	4									Devastating Charge (+1 Str)

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

Artillery and Shooting Weapons

Name	Artillery	Range	Str	AP	Shots	Rules
Dark Fire	-	18"	4	0	2	Armour Save rolls of '1', '2', '3', '4' of the target always fail
Energy Bolts	-	24"	5	0	1	Reload!, Volley Fire
Aether Battery	Volley Gun	18"	4	1	2D6×2	Discard 1-3 Veil Tokens: Shots +3/token discarded

Aim Table

Name	Aim	Shooting Model
Aether Battery	3+	Hope Harvester
Dark Fire	2+	Sentinel of Nukuja
	3+	Harbinger of Father Chaos, Eidolon
Energy Bolts	4+	Imp

