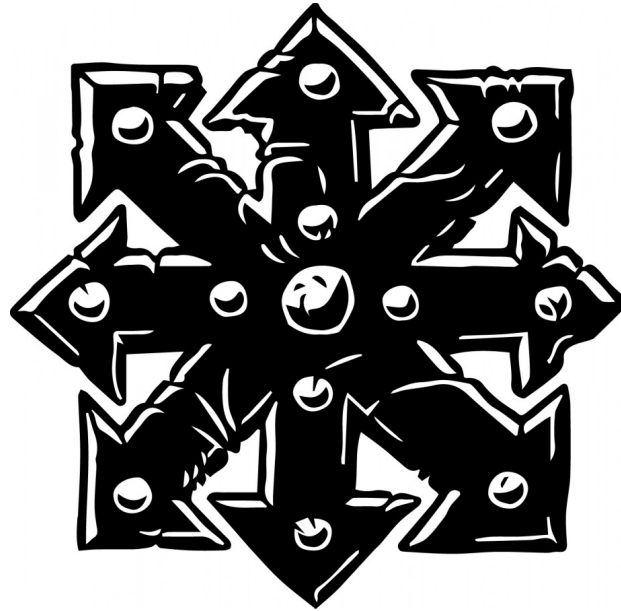


THE IX AGE

FANTASY BATTLES



Warriors of the Dark Gods

Army Book

2nd Edition, version 2020 – December 26, 2019

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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 Model Rules

Favours of the Dark Gods

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



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

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



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

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



Favour of Sugulag, God of Greed
Universal Rule

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



Favour of Cibaresh, God of Lust
Universal Rule

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

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



Favour of Savar, God of Pride
Universal Rule

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



Favour of Nukuja, Goddess of Sloth
Universal Rule

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

*These distances are decreased to 6" if the model is Gigantic.



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

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

Universal Rules

Battle Fever

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

Irredeemable

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

Path of the Exiled

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

Path of the Favoured

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

Trophy Rack

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

Veil Walker

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

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

Personal Protections

Unburnt

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

Armoury

Hell-Forged Armour – Armour Equipment

Follows the rules for Plate Armour (can be enchanted as if it was Plate Armour). The wearer's model gains **Aegis (5+, against Toxic Attacks)**.

Spiked Shield – Armour Equipment

Models on foot only.

Follows the rules for Shields (can be enchanted as if it was a Shield). For each **successful** Armour Save roll of **4+** made by the bearer against a Melee Attack while using a Spiked Shield, the model that caused the wound immediately suffers 1 hit with the bearer's Strength and Armour Penetration, before any casualties are removed, distributed onto the model's Health Pool. This is considered a Special Attack.

Hereditary Spell

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

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

Special Items

Weapon Enchantments

Burning Portent 135 pts
Enchantment: Hand Weapon.
Attacks made with this weapon become **Flaming Attacks** and **Magical Attacks**, gain **Multiple Wounds (D3)**, and their Armour Penetration is **set** to 10.

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

Armour Enchantments

Thrice-Forged 60 pts
Enchantment: Suit of Armour.
The wearer gains +3 Armour. If the wearer's model has Towering Presence, its Armour cannot be improved beyond 5.

Gladiator's Spirit 35 pts
Enchantment: Suit of Armour.
The wearer gains +1 Armour and **Parry**.

Banner Enchantments

Zealots' Banner 60 pts
0-3 per Army.
The maximum number of Supporting Attacks that models in the second rank of the bearer's unit can perform is increased by 1.

Icon of the Infinite 40 pts
0-2 per Army. Cannot be taken by units that count towards Core.
The bearer of one or more Icons of the Infinite can cast *Hellfire* (Hereditary Spell) as a Bound Spell with Power Level (4/8).

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

Artefacts

Ledger of Souls 75 pts
Dominant.
Immediately before removing a friendly model without Insignificant in a unit within 9" of the bearer's model due to enemy attacks, you gain one Veil Token for each Health Point that model had the first time it entered the Battlefield.

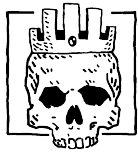
Immortal Gauntlets 45 pts
At the start of any Round of Combat, you may discard a Veil Token from your Veil Token pool. If so, choose either Divine Attacks, Flaming Attacks, or Magical Attacks. The bearer's Close Combat Attacks gain the chosen Attack Attribute. The chosen effect lasts until the end of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

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

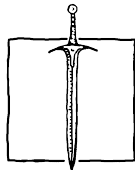
Wyrd Stone 15 pts
One use only. **Must** be activated when the bearer's model suffers the first hit in the game. This hit is ignored. If the bearer is hit by several simultaneous attacks, the bearer chooses which attack to ignore.

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

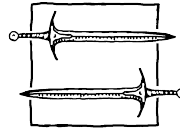
Army Organisation



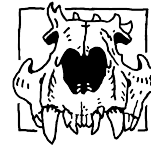
Characters
Max. 45%



Core
Min. 20%



Special
No limit



Legendary Beasts
Max. 35%

Characters (Max. 45%)



Exalted Herald
820 pts

single model

Height Large
Type Infantry
Base 50×50 mm

Global	Adv	Mar	Dis	Model Rules		
	8"	16"	9	Fear, Fearless, Manifestation , Supernal, Wizard Adept		
Defensive	HP	Def	Res	Arm		
	5	8	5	3	Aegis (4+)	
Offensive	Att	Off	Str	AP	Agi	
Exalted Herald	6	9	5	2	8	

Model Rules

Manifestation: Universal Rule.

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

Optional Model Rules

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



Chosen Lord

295 pts

single model

Height Standard

Type Infantry

Base 25×25 mm



A mount marked with (LB) counts towards Legendary Beasts. The mount and its rider also count towards Characters.

Global	Adv	Mar	Dis	Model Rules							
	5"	10"	9	Fearless, Path of the Favoured							
Defensive	HP	Def	Res	Arm							
	3	7	5	0	Hell-Forged Armour						
Offensive	Att	Off	Str	AP	Agi						
Chosen Lord	5	8	5	2	7						
Options			pts			Mount Options			pts		
Trophy Rack					25	War Dais					80
Special Items					up to 150	Karkadan					85
If General					up to 200	Black Steed					100
A single Gift of the Dark Gods					no limit	Scythed Skywheel					100
Must choose (one choice only):						Dark Chariot					130
Shield					free	Chimera (LB)					155
Spiked Shield					15	Wasteland Dragon (LB) (General only)					370
Must choose a single Favour:											
Envy	45	Pride			30						
Gluttony	15	Sloth			45						
Greed	15	Wrath			20						
Lust	free										
One choice only:											
Lance					10						
Paired Weapons					10						
Great Weapon					20						
Halberd					20						

Optional Model Rules

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

Daemonic Wings

80 pts

Models on foot only.

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

Idol of Spite

70 pts

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

Dark Prelate

60 pts

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

Luck of the Dark Gods

60 pts

The bearer's model gains **Aegis (+1, max. 4+)**.

Entropic Aura

50 pts

Standard and Large models only.

Weapon Enchantments and Armour Enchantments carried by the bearer, models in the bearer's unit, and models in units that are in base contact with the bearer are ignored.



Doomlord

360 pts

single model

Height Large
Type Infantry
Base 40×40 mm



A mount marked with (LB) counts towards Legendary Beasts. The mount and its rider also count towards Characters.

Global	Adv	Mar	Dis	Model Rules	
	6"	12"	9	Fearless, Master of Destruction , Path of the Exiled	
Defensive	HP	Def	Res	Arm	
	4	6	5	1	Hell-Forged Armour
Offensive	Att	Off	Str	AP	Agi
Doomlord	5	7	5	2	5

—Model Rules—

Master of Destruction: The bearer can use a Shield or a Spiked Shield simultaneously with a Great Weapon or a Halberd.

—Options—

Trophy Rack	pts	25
Special Items		up to 150
If General		up to 200
Must choose (one choice only):		
Shield		free
Spiked Shield		50
One choice only:		
Paired Weapons		5
Halberd		25
Great Weapon		40

—Mount Options—

Wasteland Behemoth (LB)	pts	225
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Sorcerer

145 pts



single model

Height Standard
Type Infantry
Base 25×25 mm



A mount marked with (LB) counts towards Legendary Beasts. The mount and its rider also count towards Characters.

Global	Adv	Mar	Dis	Model Rules	
	4"	8"	8	Battle Fever, Wizard Apprentice	
Defensive	HP	Def	Res	Arm	
	3	4	4	0	Light Armour
Offensive	Att	Off	Str	AP	Agi
Sorcerer	2	4	3	0	3

Magic Options		pts	Mount Options		pts
One choice only:			Black Steed		50
Wizard Adept		75	War Dais		50
Wizard Master		225	Scythed Skywheel		65
			Dark Chariot		70
Alchemy	Evocation		Battleshrine		280
			Wasteland Behemoth (LB)		340
			Wasteland Dragon (LB) (General only)		400

Options		pts
Special Items		up to 150
If General		up to 200
Veil Walker		100
Plate Armour		15
Paired Weapons		5



Barbarian Chief

110 pts

single model

Height Standard
Type Infantry
Base 25×25 mm



A mount marked with (LB) counts towards Legendary Beasts. The mount and its rider also count towards Characters.

Global	Adv	Mar	Dis	Model Rules		
	4"	8"	9	Battle Fever		
Defensive	HP	Def	Res	Arm		
	3	5	4	0	Heavy Armour	
Offensive	Att	Off	Str	AP	Agi	
Barbarian Chief	3	5	5	1	5	Deeds not Words
Model Rules			Mount Options			
Deeds not Words: Attack Attribute. The model part gains Battle Focus and Hatred when joined to one or more R&F models with Battle Fever.			War Dais 55 Shadow Chaser 70 Black Steed 85 Dark Chariot 120 Chimera (LB) 160 Wasteland Behemoth (LB) 365			
Options			pts-			
Trophy Rack					25	
Special Items					up to 100	
If General					up to 150	
Shield					5	
Throwing Weapons (4+)					5	
One choice only:						
Light Lance					5	
Paired Weapons					5	
Spear					5	
Great Weapon					10	



Feldrak Ancestor

650 pts

single model

Height Gigantic
Type Beast
Base 75×100 mm

The unit counts both towards Characters and Legendary Beasts.

Global	Adv	Mar	Dis	Model Rules		
	8"	16"	9	Primal Legend		
Defensive	HP	Def	Res	Arm		
	8	6	6	3	Unburnt, Light Armour	
Offensive	Att	Off	Str	AP	Agi	
Feldrak Ancestor	6	6	7	4	3	Breath Attack (Str 4, AP 1, Dying Embers , Flaming Attacks), Hatred (against Fly)
Model Rules			Options			
Dying Embers: Attack Attribute. After using the Breath Attack, the model loses a Health Point with no saves of any kind allowed.			One Weapon Enchantment, paying twice the listed Point Cost no limit			
Primal Legend: Universal Rule. The limit of Legendary Beasts is increased to "Max. 45%". While the model is on the board, friendly units with Fly may not use Flying Movement.			One choice only: Great Weapon 10 Halberd 40 Paired Weapons 80			

Character Mounts



Black Steed

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

Global	Adv	Mar	Dis	Model Rules		
	8"	14"	C			
Defensive	HP	Def	Res	Arm		
	C	C	C	C+2		
Offensive	Att	Off	Str	AP	Agi	
Black Steed	1	3	4	0	3	Harnessed

Options: Barbarian Chief **must** take **Prized Stallion** pts-free
Optional Model Rules: **Prized Stallion: Universal Rule.**
The model's March Rate is **set** to 16".



Shadow Chaser

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

Global	Adv	Mar	Dis	Model Rules		
	10"	20"	C	Light Troops, Strider, Vanguard (6")		
Defensive	HP	Def	Res	Arm		
	C	C	C	C+1		
Offensive	Att	Off	Str	AP	Agi	
Shadow Chaser	1	3	3	0	4	Harnessed



Scythed Skywheel

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

Global	Adv	Mar	Dis	Model Rules		
	C	C	C	Fly (6", 18"), Light Troops, Swiftstride, Tall		
	6"	18"				
Defensive	HP	Def	Res	Arm		
	C	C	C	C	Cannot be Stomped, Hard Target (1)	
Offensive	Att	Off	Str	AP	Agi	
Scythed Skywheel			3	0	3	Grind Attacks (D3+1), Harnessed



War Dais

Height Standard
Type Infantry
Base 50×50 mm

Global	Adv	Mar	Dis	Model Rules		
	C	C	C	Tall		
Defensive	HP	Def	Res	Arm		
	4	C	C	C+2	Cannot be Stomped	
Offensive	Att	Off	Str	AP	Agi	
War Dais	4	5	4	1	4	Harnessed



Dark Chariot

Height Large
Type Construct
Base 50×100 mm
0–3 Mounts/Army

Global	Adv	Mar	Dis	Model Rules		
	8"	8"	C	Swiftstride		
Defensive	HP	Def	Res	Arm		
	4	C	5	C+2		
Offensive	Att	Off	Str	AP	Agi	
Black Steed (2)	1	3	4	0	3	Harnessed
Chassis			5	2		Impact Hits (D6+1), Inanimate



Battleshrine

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

Global	Adv	Mar	Dis	Model Rules		
	5"	10"	C	Channel (1), Fear, Keeper of the Beacon , Towering Presence, Trophy Rack, War Platform		
Defensive	HP	Def	Res	Arm		
	5	C	5	C+1	Aegis (5+)	
Offensive	Att	Off	Str	AP	Agi	
Wretched One (2)			4	0	1	Grind Attacks (D6+1), Harnessed

Model Rules

Keeper of the Beacon: Universal Rule.

After Spell Selection, the Wizard **must** replace one of its non-Hereditary Learned Spells with one of the following spells:

- *Whispers of the Veil* (Evocation)
- *The Grave Calls* (Occultism)
- *Wrath of God* (Thaumaturgy) (only if Wizard Master)
- *Hellfire* (Hereditary Spell)



Karkadan

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

Global	Adv	Mar	Dis	Model Rules		
	7"	14"	C	Fear		
Defensive	HP	Def	Res	Arm		
	C	C	C	C+2		
Offensive	Att	Off	Str	AP	Agi	
Karkadan	2	3	5	2	2	Harnessed



Chimera

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

The mount and its rider count towards Characters. The mount also counts towards Legendary Beasts.

Global	Adv	Mar	Dis	Model Rules		
	8"	20"	C	Fear, Towering Presence		
Defensive	HP	Def	Res	Arm		
	4	C	5	C		
Offensive	Att	Off	Str	AP	Agi	
Chimera	5	4	5	2	4	Harnessed

Options	pts	Optional Model Rules
Wings	40	Wings: Universal Rule. The model's March Rate is set to 16" and it gains Fly (8", 16") and Light Troops .



Wasteland Behemoth

Height **Gigantic**
Type **Beast**
Base 100×150 mm
0-2 Mounts/Army

The mount and its rider count towards Characters. The mount also counts towards Legendary Beasts.

Global	Adv	Mar	Dis	Model Rules		
	7"	14"	C			
Defensive	HP	Def	Res	Arm		
	7	3	6	4		
Offensive	Att	Off	Str	AP	Agi	
Wasteland Behemoth	6	3	6	3	3	Harnessed

Options	pts	Optional Model Rules
Additional Limbs	35	Additional Limbs: Universal Rule. The model's March Rate is set to 20" and its Armour is set to 3.



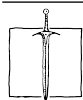
Wasteland Dragon

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

The mount and its rider count towards Characters. The mount also counts towards Legendary Beasts.

Global	Adv	Mar	Dis	Model Rules		
Ground	8"	16"	C	Fly (6", 12"), Light Troops		
Fly	6"	12"				
Defensive	HP	Def	Res	Arm		
	6	5	6	4		
Offensive	Att	Off	Str	AP	Agi	
Wasteland Dragon	5	5	6	3	3	Breath Attack (Str 4, AP 1, Flaming Attacks), Harnessed

Core (Min. 20%)



Warriors

215 pts + 24 pts/extra model

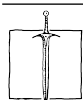
10-25* models



Height Standard
Type Infantry
Base 25×25 mm

Global	Adv	Mar	Dis	Model Rules	
	4"	8"	8	Fearless, Path of the Favoured, Scoring	
Defensive	HP	Def	Res	Arm	
	1	5	4	0	Hell-Forged Armour, Spiked Shield
Offensive	Att	Off	Str	AP	Agi
Warrior	2	5	4	1	4

Options	pts	Command Group Options	pts
Only units with a Champion may upgrade Warriors with a single Favour:*		Champion	30
Envy 4/model		Musician	20
Gluttony 2/model		Standard Bearer	20
Greed 7/model		Banner Enchantment	no limit
Lust 2/model			
*The max. unit size for a unit with a Favour is reduced to 20 models.			
One choice only:			
Paired Weapons		free	
Great Weapon		5/model	
Halberd		6/model	



Fallen

150 pts + 16 pts/extra model

5-15 models

0-2 Units/Army*

Height Standard
Type Infantry
Base 25×25 mm

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

Global	Adv	Mar	Dis	Model Rules	
	6"	12"	8	Fearless, Light Troops, Path of the Exiled	
Defensive	HP	Def	Res	Arm	
	1	2	4	0	Hell-Forged Armour
Offensive	Att	Off	Str	AP	Agi
Fallen	2	4	4	1	4



Barbarians

135 pts + 7 pts/extra model

15-40 models



Height Standard
Type Infantry
Base 25×25 mm

Global	Adv	Mar	Dis	Model Rules		
	4"	8"	7	Battle Fever, Scoring		
Defensive	HP	Def	Res	Arm		
	1	4	3	0	Light Armour	
Offensive	Att	Off	Str	AP	Agi	
Barbarian	1	4	4	0	3	

Options			pts	Command Group Options			pts
Shield			1/model	Champion			20
Throwing Weapons (5+)*			2/model	Musician			20
One choice only:				Standard Bearer			20
Paired Weapons			1/model	Banner Enchantment			no limit
Great Weapon			3/model				
Spear and Shield			3/model				

*0-40 Models/Army

Special (No limit)



Barbarian Horsemen

130 pts + 18 pts/extra model

5-15 models



0-4 Units/Army

Height Standard
Type Cavalry
Base 25x50 mm



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

Global	Adv	Mar	Dis	Model Rules		
	8"	16"	8	Battle Fever, Scoring		
Defensive	HP	Def	Res	Arm		
	1	4	3	1	Heavy Armour	
Offensive	Att	Off	Str	AP	Agi	
Barbarian Horseman	1	4	4	0	3	
Black Steed	1	3	4	0	3 Harnessed	
Options			pts-	Command Group Options		pts-
Shield			2/model	Champion	20	
One choice only:				Musician	20	
Great Weapon			free	Standard Bearer	20	
Paired Weapons			free	Banner Enchantment	no limit	
Light Lance			2/model			



Warhounds

95 pts + 8 pts/extra model

5-15 models

0-4 Units/Army

Height Standard
Type Beast
Base 25x50 mm



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

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

Model Rules

Release the Hounds: Universal Rule.

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



Warrior Knights

255 pts + 40 pts/extra model

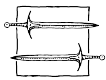
5–10 models



0–5 Units/Army

Height Standard
Type Cavalry
Base 25×50 mm

Global	Adv	Mar	Dis	Model Rules	
	8"	14"	8	Fearless, Path of the Favoured, Scoring	
Defensive	HP	Def	Res	Arm	
	1	5	4	2	Hell-Forged Armour, Shield
Offensive	Att	Off	Str	AP	Agi
Warrior Rider	2	5	4	1	4
Black Steed	1	3	4	0	3 Harnessed
— Options — pts —					
Only units with a Champion may upgrade Warrior Riders with a single Favour:					
Envy	4/model	Pride	2/model		
Gluttony	4/model	Sloth	7/model		
Greed	5/model	Wrath	8/model		
Lust	10/model				
One choice only:					
Great Weapon			1/model		
Lance			7/model		
— Command Group Options — pts —					
Champion				35	
Musician				20	
Standard Bearer				20	
Banner Enchantment				no limit	



Warrior Chariot

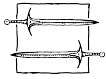
230 pts

single model

0–4 Units/Army

Height Large
Type Construct
Base 50×100 mm

Global	Adv	Mar	Dis	Model Rules	
	8"	8"	8	Fearless, Path of the Favoured, Swiftstride	
Defensive	HP	Def	Res	Arm	
	4	5	5	1	Hell-Forged Armour
Offensive	Att	Off	Str	AP	Agi
Warrior Crew (2)	2	5	4	1	4 Halberd
Black Steed (2)	1	3	4	0	3 Harnessed
Chassis			5	2	Impact Hits (D6+1), Inanimate



Chosen

265 pts + 60 pts/extra model

5-10 models



0-4 Units/Army

Height Standard
Type Infantry
Base 25×25 mm

Global	Adv	Mar	Dis	Model Rules		
	5"	10"	8	Fearless, Path of the Favoured, Scoring		
Defensive	HP	Def	Res	Arm		
	2	6	4	0	Hell-Forged Armour, Spiked Shield	
Offensive	Att	Off	Str	AP	Agi	
Chosen	3	6	4	1	5	Master of Battle

—Model Rules—

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

—Command Group Options—

Champion	30
Musician	20
Standard Bearer	20
Banner Enchantment	no limit

—Options—

Must choose a single Favour:

Envy	8/model	Pride	free
Gluttony	3/model	Sloth	11/model
Greed	10/model	Wrath	18/model
Lust	free		

One choice only:

Paired Weapons	1/model
Great Weapon	4/model
Halberd	8/model



Chosen Knights

425 pts + 120 pts/extra model

3-5 models



0-12 Models/Army

Height Large
Type Cavalry
Base 50×75 mm

Global	Adv	Mar	Dis	Model Rules		
	7"	14"	8	Fear, Fearless, Path of the Favoured, Scoring		
Defensive	HP	Def	Res	Arm		
	3	6	4	2	Hell-Forged Armour	
Offensive	Att	Off	Str	AP	Agi	
Chosen Rider	3	6	4	1	5	Halberd
Karkadan	2	3	5	2	2	Harnessed

—Options—

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

Envy	6/model	Pride	3/model
Gluttony	free	Sloth	12/model
Greed	3/model	Wrath	free
Lust	6/model		

—Command Group Options—

Champion	25
Musician	20
Standard Bearer	20
Banner Enchantment	no limit



Chosen Chariot

330 pts

single model

0–2 Units/Army

Height Large
Type Construct
Base 50×100 mm

Global	Adv	Mar	Dis	Model Rules		
	7"	7"	8	Fear, Fearless, Path of the Favoured, Swiftstride		
Defensive	HP	Def	Res	Arm		
	5	6	5	2	Hell-Forged Armour	
Offensive	Att	Off	Str	AP	Agi	
Chosen Crew (2)	3	6	4	1	5	Halberd
Karkadan	2	3	5	2	2	Harnessed
Chassis			5	2		Impact Hits (D6+1), Inanimate
— Options — pts —						
Chosen Crew must choose a single Favour:						
Envy	15	Pride		15		
Gluttony	10	Sloth		60		
Greed	10	Wrath		free		
Lust	15					



Chimera

200 pts

single model

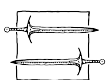
0–3 Units/Army

Height Large
Type Beast
Base 50×100 mm



The model also counts towards Legendary Beasts when taking **Wings**.

Global	Adv	Mar	Dis	Model Rules	
	8"	20"	8	Fear, Towering Presence	
Defensive	HP	Def	Res	Arm	
	4	3	5	3	
Offensive	Att	Off	Str	AP	Agi
Chimera	5	4	5	2	4
— Options — pts —					
Wings (0–2 Units/Army)			30	— Optional Model Rules —	
Wings: Universal Rule. The model's March Rate is set to 16" and it gains Fly (8", 16") and Light Troops .					



Wretched Ones

80 pts + 80 pts/extra model

1–6 models

0–2 Units/Army

Height Large
Type Infantry
Base 40×40 mm

Global	Adv	Mar	Dis	Model Rules		
	3D6"	-	5	Fearless, Irredeemable, Random Movement (3D6"), Unbreakable		
Defensive	HP	Def	Res	Arm		
	3	2	4	0	Fortitude (5+)	
Offensive	Att	Off	Str	AP	Agi	
Wretched One			4	0	1	Grind Attacks (D6+1)



Forsworn

200 pts + 60 pts/extra model

3-9 models



0-3 Units/Army

Height Large
Type Infantry
Base 40×40 mm

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

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

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

Options	pts	Command Group Options	pts
Spiked Shield	15/model	Champion	20
Damnation*	10/model	Musician	20
One choice only:		Standard Bearer	20
Paired Weapons	1/model	Banner Enchantment	no limit
Great Weapon	3/model		
Halberd	3/model		

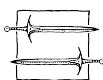
*0-2 Units/Army and 0-6 Models/Unit

Optional Model Rules

Damnation: Universal Rule.

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

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



Feldraks

315 pts + 115 pts/extra model

3-6 models



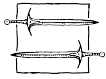
Height Large
Type Beast
Base 50×75 mm

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

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

Offensive	Att	Off	Str	AP	Agi
Feldrak	3	4	5	2	3

Options	pts	Command Group Options	pts
One choice only:		Champion	20
Great Weapon	10/model	Musician	20
Halberd	10/model	Standard Bearer	20
Paired Weapons	10/model	Banner Enchantment	no limit



Battleshrine

285 pts

single model

0–2 Units/Army

Height Large

Type Construct

Base 50×100 mm

Global	Adv	Mar	Dis	Model Rules		
	5"	10"	8	Battle Fever, Beacon of the Dark Gods , Channel (1), Fear, Not a Leader, Towering Presence, Trophy Rack, War Platform, Wizard Apprentice		
Defensive	HP	Def	Res	Arm		
	5	4	5	4	Aegis (5+)	
Offensive	Att	Off	Str	AP	Agi	
Shrine Priest	1	4	3	0	3	
Wretched One (2)			4	0	1	Grind Attacks (D6+1), Harnessed

— Options — pts —

The Shrine Priest may take a single Banner Enchantment* or Artefact* no limit

*from this Army Book only

— Model Rules —

Beacon of the Dark Gods: Universal Rule.

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

- *Whispers of the Veil* (Evocation)
- *The Grave Calls* (Occultism)
- *Hellfire* (Hereditary Spell)



Flayers

145 pts + 16 pts/extra model

5–10 models

0–4 Units/Army

Height Standard

Type Cavalry

Base 25×50 mm

Global	Adv	Mar	Dis	Model Rules		
	10"	20"	8	Battle Fever, Feigned Flight, Light Troops, Strider, Vanguard (6")		
Defensive	HP	Def	Res	Arm		
	1	4	3	1	Light Armour	
Offensive	Att	Off	Str	AP	Agi	
Flayer	1	4	4	0	4	
Shadow Chaser	1	3	3	0	4	Harnessed

— Options — pts —

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

— Optional Model Rules —

Skinning Lash: Special Attack.

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

— Command Group Options — pts —

Champion 20
 Musician 20

Legendary Beasts (Max. 35%)



Hellmaw

280 pts

single model

0–2 Units/Army

Height Gigantic
Type Construct
Base 100×150 mm

Global	Adv	Mar	Dis	Model Rules		
	5"	10"	5	Fearless, Gateway, Supernal		
Defensive	HP	Def	Res	Arm		
	5	3	5	2	Aegis (5+)	
Offensive	Att	Off	Str	AP	Agi	
Hellmaw	5	3	5	2	1	

Options — pts —

One choice only:

One Ominous Gateway	100
Two Ominous Gateways	200

Model Rules

Gateway: Universal Rule.

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

- **Open a Gateway:** Mark a single point on the Battlefield with a Gateway Marker. This point **must** be within Line of Sight and 24" of the Hellmaw, and more than 6" away from enemy units. There can never be more than 4 friendly Gateway Markers on the Battlefield (including Ominous Gateways).
- **Close a Gateway:** Choose a friendly Gateway Marker with its centre within Line of Sight and 24" of the Hellmaw. All units within 6" of the centre of the marker suffer D6 hits with **Toxic Attacks** and **Magical Attacks**. Then remove the marker.

If all friendly Hellmaws have been removed as casualties, immediately close all friendly Gateways as described above.

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

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

Remove the unit from the Battlefield. The unit:

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

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

Optional Model Rules

Ominous Gateway: Universal Rule.

0–2 per Army.

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



Forsaken One

380 pts

single model 0–2 Units/Army

Height Gigantic
Type Beast
Base 50×100 mm

Global	Adv	Mar	Dis	Model Rules	
	3D6"	-	5	Fearless, Irredeemable, Random Movement (3D6"), Unbreakable	
Defensive	HP	Def	Res	Arm	
	6	2	6	0	Fortitude (5+)
Offensive	Att	Off	Str	AP	Agi
Forsaken One			6	2	1 Grind Attacks (D6+3)



Marauding Giant

260 pts

single model 0–3 Units/Army

Height Gigantic
Type Infantry
Base 50×75 mm

Global	Adv	Mar	Dis	Model Rules	
	7"	14"	8	Giant See, Giant Do	
Defensive	HP	Def	Res	Arm	
	7	3	5	1	
Offensive	Att	Off	Str	AP	Agi
Marauding Giant	5	3	5	2	3 Rage

—Model Rules—

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

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

—Options—

	pts
Big Brother	35
One choice only:	
Giant Club	30
Tribal Warspear	40
Monstrous Familiar	45

—Optional Model Rules—

Big Brother: Universal Rule.

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

Giant Club: Close Combat Weapon.

Attacks with a Giant Club gain +1 Strength and +1 Armour Penetration.

Monstrous Familiar: Universal Rule.

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

Tribal Warspear: Close Combat Weapon.

Attacks with a Tribal Warspear gain +1 Strength and **Multiple Wounds (D3, against Towering Presence)**. Charging enemy units in base contact with the wielder suffer –1 Agility. The wielder follows the rules for War Platforms with the following exception: it can only join Infantry units that include at least one R&F Barbarian Infantry model.



Feldrak Elder

415 pts

single model

0-2 Units/Army

Height Gigantic

Type Beast

Base 50×100 mm

Global	Adv	Mar	Dis	Model Rules		
	8"	16"	9			
Defensive	HP	Def	Res	Arm		
	6	5	6	3	Unburnt, Light Armour	
Offensive	Att	Off	Str	AP	Agi	
Feldrak Elder	5	5	6	3	3	Hatred (against Fly)

Options pts

One choice only:

Great Weapon	30	Paired Weapons	40
Halberd	40		

Flayers	<i>Adv</i> 10"	<i>Mar</i> 20"	<i>Dis</i> 8							Battle Fever, Feigned Flight, Light Troops, Strider, Vanguard (6")
Standard, Cavalry	<i>HP</i> 1	<i>Def</i> 4	<i>Res</i> 3	<i>Arm</i> 1						Light Armour
Flayer	<i>Att</i> 1	<i>Off</i> 4	<i>Str</i> 4	<i>AP</i> 0	<i>Agi</i> 4					
Shadow Chaser	<i>Att</i> 1	<i>Off</i> 3	<i>Str</i> 3	<i>AP</i> 0	<i>Agi</i> 4					Harnessed

Legendary Beasts

Hellmaw	<i>Adv</i> 5"	<i>Mar</i> 10"	<i>Dis</i> 5							Fearless, Gateway, Supernal
Gigantic, Construct	<i>HP</i> 5	<i>Def</i> 3	<i>Res</i> 5	<i>Arm</i> 2						Aegis (5+)
Hellmaw	<i>Att</i> 5	<i>Off</i> 3	<i>Str</i> 5	<i>AP</i> 2	<i>Agi</i> 1					
Forsaken One	<i>Adv</i> 3D6"	<i>Mar</i> -	<i>Dis</i> 5							Fearless, Irredeemable, Random Movement (3D6"), Unbreakable
Gigantic, Beast	<i>HP</i> 6	<i>Def</i> 2	<i>Res</i> 6	<i>Arm</i> 0						Fortitude (5+)
Forsaken One	<i>Att</i> -	<i>Off</i> -	<i>Str</i> 6	<i>AP</i> 2	<i>Agi</i> 1					Grind Attacks (D6+3)
Marauding Giant	<i>Adv</i> 7"	<i>Mar</i> 14"	<i>Dis</i> 8							Giant See, Giant Do
Gigantic, Infantry	<i>HP</i> 7	<i>Def</i> 3	<i>Res</i> 5	<i>Arm</i> 1						
Marauding Giant	<i>Att</i> 5	<i>Off</i> 3	<i>Str</i> 5	<i>AP</i> 2	<i>Agi</i> 3					Rage
Feldrak Elder	<i>Adv</i> 8"	<i>Mar</i> 16"	<i>Dis</i> 9							
Gigantic, Beast	<i>HP</i> 6	<i>Def</i> 5	<i>Res</i> 6	<i>Arm</i> 3						Unburnt, Light Armour
Feldrak Elder	<i>Att</i> 5	<i>Off</i> 5	<i>Str</i> 6	<i>AP</i> 3	<i>Agi</i> 3					Hatred (against Fly)

Aim Table

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

Favours of the Dark Gods

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

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