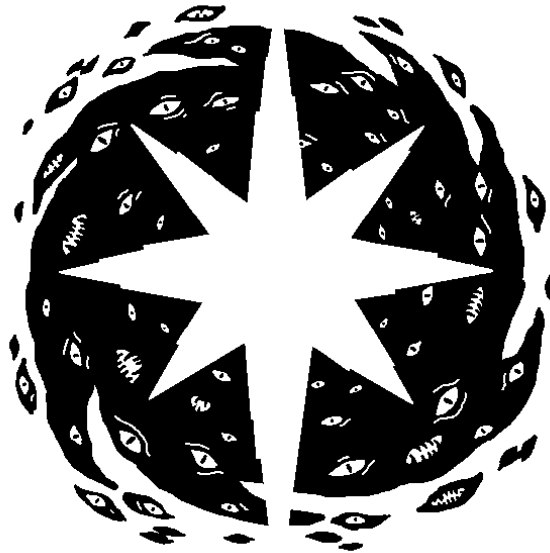


THE IX AGE FANTASY BATTLES



Daemon Legions

Army Book

2nd Edition, beta version 2.2.2 – July 5, 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.

Recent changes are marked in **blue**, and listed at the end of this document or on:

the-ninth-age.com/archive.html

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Army Model 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.

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, **Accurate**.

Armour Save rolls of '1', '2', and '3' 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> 4+	24"	Damage Hex Missile	Instant	The target suffers 1 hit with Strength 2 [5], Armour Penetration 2, Area Attack (1×5), and [Multiple Wounds (2)]. The hits from <i>Spear of Infinity</i> gain +1 Strength for each other non-Attribute Spell successfully cast in this Magic Phase (including other instances of <i>Spear of Infinity</i>).

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 a Guiding version. These can be taken either as their normal “non-Guiding” version, or their Guiding version. Unless specifically stated otherwise, the normal version of Manifestations is taken. When using this 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 bearer **<and R&F models in its unit>** that rolls a natural '1' on its to-hit roll is **distributed onto** the attacking model's Health Pool.

Withering Vapour 45 pts 0-2 per Army.

The bearer gains a **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 30 pts

The model gains **Impact Hits (D3)**. These Impact Hits are resolved with Strength 5 and Armour Penetration 2.

Brimstone Secretions 25 **<35>** pts **<Dominant>**.

Attacks made against the model **<and against R&F models in its unit>** no longer are Divine Attacks (if they were).

Centipede Legs 25 **<40>** pts **<Dominant>**.

The model **<and each R&F model in its unit>** gains +1" Advance Rate.

Charged Tendrils 25 pts

At the end of Siphon the Veil, each unit with one or more instances of this Manifestation allows the owner to store one additional Veil Token, up to a maximum of 6.

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 **<55>** 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.

Third Eye 20 pts
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.

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 (75) pts
(Dominant).
The model (and each R&F model in its unit) gains **Poison Attacks**. If the model's Close Combat Attacks or those of 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 the bearer's unit) caused at least three Health Point losses 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 bearer'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).
The model (and each R&F model in its unit) must reroll failed to-wound rolls from Close Combat Attacks against Large or Gigantic models.



Manifestations of Greed

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 model in the bearer's unit) caused at least three Health Point losses by Close Combat Attacks, you gain D3 Veil Token to your 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.

Divining Snout 15 (30) pts
(Dominant).

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



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).

When 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.

Segmented Shell 30 (35) pts
(Dominant).
When the model (or a R&F model in its unit) suffers a wound from an attack with Multiple Wounds, the number of wounds that it is multiplied into (due to Multiple Wounds) is reduced by 1, to a minimum of 1.



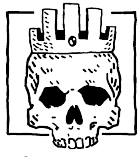
Manifestations of Wrath

Whipcrack Tail 50 (80) pts
(Dominant).
The model (and each R&F model in its unit) gains **Lightning Reflexes**.

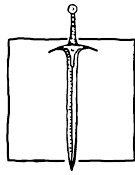
Red Haze 40 (80) pts
(Dominant).
The model's Close Combat Attacks (and those of R&F models in its unit) gain +1 Strength and +1 Armour Penetration, but each of its Close Combat Attacks (and those of R&F models in its unit) with a natural to-hit roll of '1' is distributed onto the attacking model's Health 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 bearer (and each R&F model in its unit) automatically fails all Fortitude Saves.

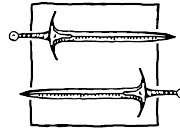
Army Organisation



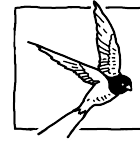
Characters
(Max. 40%)



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, Supernal		
Defensive	HP	Def	Res	Arm	Aeg	
	3	5	4	0	4+	
Offensive	Att	Off	Str	AP	Agi	
	3	5	5	2	5	

— Magic Options —

Wizard Apprentice

pts-

40

Wizard Adept

115



Divination



Evocation



Thaumaturgy



Witchcraft

— Options —

Dark Fire (3+) (on foot only)

pts-

10

Battle Standard Bearer

50

Manifestations of Father Chaos and those available to the General

up to 150

— Mount Options —

Dark Pulpit

pts-

50

Pale Horse

75

Burning Wheel [Av]

85

Great Beast of Prophecy [Av if taking Fly]

105



Kuulima's Deceiver

335 pts

single model

0-3 Units/Army

Height Standard

Type Beast

Base 25×25 mm



This unit additionally counts towards Aves if taking Fly.

Global	Adv	Mar	Dis	Model Rules		
	5"	10"	9	Dominion of Envy , Fear, Fearless, Protean Magic, Supernal, Wizard Apprentice		
Defensive	HP	Def	Res	Arm	Aeg	
	4	6	5	0	5+	
Offensive	Att	Off	Str	AP	Agi	
	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") and Light Troops	40
Manifestations of Father Chaos and Envy	up to 150



Maw of Akaan

570 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	
	6	5	6	2	3	

Model Rules

Devour: Personal Protection.

For each Health Point loss the model causes with Close Combat Attacks, 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	60
Manifestations of Father Chaos and Gluttony up to	150



Miser of Sugulag

670 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	
	5	5	5	2	2	

Model Rules

Abyssal Armour: Armour.

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.

Dominion of Greed: Universal Rule.

The model gains +2 Defensive Skill when 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, the number of wounds that it is multiplied into (due to Multiple Wounds) is halved, rounding 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



Courtesan of Cibaresh

575 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	
	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**. 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 when rolling their Charge Range in the Charge Phase.

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.

Magic Options

Wizard Adept	75
Wizard Master	225



Divination



Witchcraft

Options

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



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. Additionally, the mount and its rider 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	
	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 bearer must issue a Duel whenever possible. Duels issued by this model 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

Mount Options

Throne of Overwhelming Splendour (Av)	185
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Sentinel of Nukuja

620 pts

single model

0-3 Units/Army

Height Standard

Type Beast

Base 50×100 mm



This unit additionally counts towards Aves if taking **Strixian Spirit**.

Global	Adv	Mar	Dis	Model Rules		
	2"	4"	9	Dominion of Sloth , Fear, Fearless, Omniscience , Supernal, Wizard Master		
Defensive	HP	Def	Res	Arm	Aeg	
	5	5	5	0	4+	
Offensive	Att	Off	Str	AP	Agi	
	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 (2 Veil Tokens per 1 Magic Dice).

—Options—

Must take one of the following:

Throne of the Oracle (Mount)	free
Strixian Spirit (0-1 Units/Army)	20
If General, must take Greater Dominion	30
Manifestations of Father Chaos and Sloth	up to 150

—Optional Model Rules—

Strixian Spirit: Universal Rule.

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

—Magic Options—



Divination Evocation Thaumaturgy Witchcraft



Vanadra's Scourge

725 pts

single model

0-1 Units/Army

Height Gigantic

Type Beast

Base 50×100 mm



This 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	
	6	4	6	0	5+	Aegis (4+, against Melee Attacks)
Offensive	Att	Off	Str	AP	Agi	
	5	9	7	4	0	Battle Focus, Devastating Charge (Distracting), Rage

—Model Rules—

Dominion of Wrath: Universal Rule.

The model cannot benefit from Parry, and its 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

Character Mounts



Great Beast of Prophecy

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



This mount and its rider additionally count towards Aves if taking Fly.

Global	Adv	Mar	Dis	Model Rules	
	7"	14"	C	Fear	
Defensive	HP	Def	Res	Arm	Aeg
	C	C	5	C	C
Offensive	Att	Off	Str	AP	Agi
	3	5	5	2	2 Harnessed
— Options —					pts —
Fly (7", 14") and Light Troops					60



Pale Horse

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

Global	Adv	Mar	Dis	Model Rules	
	9"	18"	C	Elusive, Feigned Flight, Light Troops, Strider, Vanguard	
Defensive	HP	Def	Res	Arm	Aeg
	C	C	C	C	C Hard Target (1)
Offensive	Att	Off	Str	AP	Agi
	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 **Large**
Type **Beast**
Base **50×50 mm**



This mount and its rider count towards Characters and Aves.

Global	Adv	Mar	Dis	Model Rules	
	2"	4"	C	Fly (9", 18"), Light Troops, Tall	
	9"	18"			
Defensive	HP	Def	Res	Arm	Aeg
	4	C	C	C	C Hard Target (1)
Offensive	Att	Off	Str	AP	Agi
	2	4	4	1	4 Harnessed



Dark Pulpit

Height Standard
Type Beast
Base 50×50 mm

Global	Adv	Mar	Dis	Model Rules	
	5"	10"	C	Tall	
Defensive	HP	Def	Res	Arm	Aeg
	4	C	C	1	C
Offensive	Att	Off	Str	AP	Agi
	4	3	3	0	2 Harnessed



Throne of Overwhelming Splendour

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

This mount and its rider count towards Characters. Additionally, this mount counts towards Aves.

Global	Adv	Mar	Dis	Model Rules	
Ground	9"	9"	C	Fly (9", 9"), Light Troops, Rising Star , Swiftstride, Tall, Towering Presence	
Fly	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 the model kills an enemy model in a Duel, the model gains a +1 Combat Score modifier for the rest of the game.

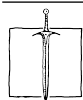


Throne of the Oracle

Height Standard
Type Beast
Base 50×100 mm

Global	Adv	Mar	Dis	Model Rules	
	5"	10"	C	Tall	
Defensive	HP	Def	Res	Arm	Aeg
	C	C	C	C	C
Offensive	Att	Off	Str	AP	Agi
	4	3	3	0	2 Harnessed

Core (Min. 25%)



Imps

215 pts + 15 pts/extra model

10-25 models 0-40 Models/Army



Height Standard
Type Beast
Base 25x25 mm

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

Model Rules

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

Command Group Options

Champion	20
Musician	20
Standard Bearer with Firestarter	55

Options

Manifestation (one choice only):

Incendiary Ichor	1/model
Dark Hide	3/model
Charged Tendrils	30
Mark of the Eternal Champion (Champion only)	30
Sorcerous Antennae	45

Optional Model Rules

Firestarter: Universal Rule.

Choose one spell:

- *Hand of Heaven* (Thaumaturgy)
- *Spear of Infinity* (Hereditary Spell)

Your choice has to be written down in your Army List. The Standard Bearer can cast the chosen spell as a Bound Spell with Power Level (5/8).



Succubi

210 pts + 19 pts/extra model

10-25 models



Height Standard
Type Beast
Base 25x25 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	
	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	6/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

200 pts + 27 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	
	1	3	3	0	2	

Options

pts

Command Group Options

pts

Manifestation (one choice only):

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

Champion	20
Musician	20
Standard Bearer	20



Myrmidons

215 pts + 22 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	
	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	2/model
🛡 Bronze Backbone	4/model
☠ Piercing Spike	4/model

Champion	20
Musician	20
Standard Bearer	20

Special (No limit)







Eidolons

185 pts + 33 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	6+	Aegis (4+, against Magical Attacks), Hard Target (1)
Offensive	Att	Off	Str	AP	Agi	
	1	2	2	0	3	Dark Fire (4+)
Options				pts- Wizard Conclave		
Scout (0–1 Units/Army)				4/model		
Manifestation (one choice only):				Must select 2 spells from:		
 Incendiary Ichor				• Fate's Judgement (Divination)		
 Aura of Despair				• Hasten the Hour (Evocation)		
 Kaleidoscopic Flesh				• Hand of Heaven (Thaumaturgy)		
 Sorcerous Antennae				• Spear of Infinity (Hereditary Spell)		
				Command Group Options		
				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	
	3	5	3	0	4	Lethal Strike
Model Rules				pts- Options		
Hellish Growl: Universal Rule.				Manifestation (one choice only):		
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 Discipline modifier.				 Grasping Proboscis 1/model		
Units that fail this test suffer –1 Strength, and attacks from models with Hellish Growl against them must reroll failed to-wound rolls. The effects last until the end of the Round of Combat.				 Hot Blood 1/model		
				 Incendiary Ichor 1/model		
				 Digestive Vomit 2/model		
				 Horns of Hubris 2/model		
				 Centipede Legs 3/model		
				Command Group Options		
				Champion 20		



Threshing Engine

160 pts

single model

0–5 Units/Army

Height Large
Type Construct
Base 50×100 mm



This unit additionally 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) 30

Horde Thresher (0–3 Units/Army) 75

Legion Thresher (0–2 Units/Army) 140

Manifestation (one choice only):

Divining Snout 15

Horns of Hubris 20

Whipcrack Tail 30

Mark of the Eternal Champion 35

Roaming Hands 40

Command Group Options

Standard Bearer 20

Optional Model Rules

Horde Thresher: Universal Rule.

The model's profile changes:

- 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.

The model's profile changes:

- 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 addition, the model's Impact Hits gain **Multiple Wounds (D3, against Towering Presence)**.

Options

Manifestation (one choice only):

	Stiff Upper Lip	10
	Divining Snout	15
	Digestive Vomit	20
	Segmented Shell	20
	Centipede Legs	25

Command Group Options

Standard Bearer	20
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Mageblight Gremlins

170 pts + 39 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	
	5	3	3	0	5+	Hard Target (1)
Offensive	Att	Off	Str	AP	Agi	
	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, it may choose to be placed within 6" of an enemy model with Channel (instead of with its Rear Facing touching 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	3/model
	Unnatural Roots	7/model
	Living Shield	8/model
	Piercing Spike	9/model
	Venom Sacs	13/model



Clawed Fiends

280 pts + 97 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	
	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	6/model
☼ Mesmerising Plumage	8/model
☼ Piercing Spike	12/model
☼ Unhinging Jaw	13/model
☼ Broodmother	15/model

Command Group Options

Champion	20
Musician	20
Standard Bearer	20



Hoarders

295 pts + 118 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	
	3	3	4	1	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 0.

At the end of each Round of Combat of a combat the model was Engaged in, X is increased by +1 (e.g. Grind Attacks (0) becomes Grind Attacks (1)).

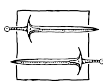
Options

Up to two Manifestations:

∞ Dextrous Tentacles	3/model
☼ Grasping Proboscis	3/model
∞ Kaleidoscopic Flesh	4/model
☼ Divining Snout	5/model
∞ Unnatural Roots	8/model
☼ Smothering Coils	12/model

Command Group Options

Champion	20
Musician	20
Standard Bearer	20



Sirens

195 pts + 28 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	
Pale 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	2/model
⊕ Hot Blood	2/model
⊕ Mesmerising Plumage	5/model
⊕ Roaming Hands	7/model
∞ Hammer Hand	8/model

Command Group Options

Champion	20
Musician	20
Standard Bearer	20



Blazing Glory

320 pts

single model

0–2 Units/Army

Height Large
Type Beast
Base 50×50 mm



This unit additionally 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	
	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.

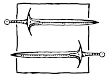
Options

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	
	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

120

Manifestation (one choice only):

⚠ Segmented Shell

30

⚠ Aura of Despair

40

∞ Sorcerous Antennae

40

∞ Mark of the Eternal Champion

50

⚠ Chilling Yawn

65

Optional Model Rules

Engine of Damnation: Universal Rule.

The model's base is changed to 150×100 mm and its Height 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 + 102 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

3/model

∞ Centipede Legs

8/model

∞ Chitinous Scales

8/model

⚠ Whipcrack Tail

12/model

⚠ Red Haze

21/model

Command Group Options

Champion

20

Musician

20

Standard Bearer

20

Aves (Max. 35%)



Furies

160 pts + 13 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, Supernatural		
Fly	10"	20"				
Defensive	HP	Def	Res	Arm	Aeg	
	1	3	3	0	6+	Hard Target (1)
Offensive	Att	Off	Str	AP	Agi	
	1	3	4	1	4	Devastating Charge (+1 Str)

Options

pts-

Manifestation (one choice only):

	Red Haze	1/model
	Venom Sacs	1/model
	Dark Hide	2/model
	Kaleidoscopic Flesh	2/model
	Mesmerising Plumage	3/model



Veil Serpents

250 pts + 55 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 , Supernatural, Wizard Conclave		
Fly	9"	12"				
Defensive	HP	Def	Res	Arm	Aeg	
	3	4	4	0	5+	
Offensive	Att	Off	Str	AP	Agi	
	3	4	4	1	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.

	Mirrored Scales
	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

pts-

Champion

120



Bloat Flies

310 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", 12"), Light Troops, Supernal		
Fly	6"	12"				
Defensive	HP	Def	Res	Arm	Aeg	
	4	3	4	0	5+	Fortitude (5+)
Offensive	Att	Off	Str	AP	Agi	
	4	3	4	2	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):

∞ Dextrous Tentacles	7/model
☹ Unhinging Jaw	7/model
☹ Digestive Vomit	10/model
∞ Kaleidoscopic Flesh	11/model
☹ Broodmother	15/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, Supernal
Standard, Beast	HP	3	Def	5	Res	4	Arm	0	Aeg	4+			
	Att	3	Off	5	Str	5	AP	2	Agi	5			
Kuulima's Deceiver	Adv	5"	Mar	10"	Dis	9							Dominion of Envy , Fear, Fearless, Protean Magic, Supernal, Wizard Apprentice
Standard, Beast	HP	4	Def	6	Res	5	Arm	0	Aeg	5+			
	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+)
	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
	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)
	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)
	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, Wizard Master
Standard, Beast	HP	5	Def	5	Res	5	Arm	0	Aeg	4+			
	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	6	Def	4	Res	6	Arm	0	Aeg	5+			Aegis (4+, against Melee Attacks)
	Att	5	Off	9	Str	7	AP	4	Agi	0			Battle Focus, Devastating Charge (Distracting), Rage

Character Mounts

Great Beast of P.	Adv	7"	Mar	14"	Dis	C							Fear
Large, Cavalry	HP	C	Def	C	Res	5	Arm	C	Aeg	C			
	Att	3	Off	5	Str	5	AP	2	Agi	2			Harnessed
Pale Horse	Adv	9"	Mar	18"	Dis	C							Elusive , Feigned Flight, Light Troops, Strider, Vanguard
Standard, Cavalry	HP	C	Def	C	Res	C	Arm	C	Aeg	C			Hard Target (1)
	Att	1	Off	3	Str	3	AP	0	Agi	3			Harnessed
Burning Wheel	Adv	2"	Mar	4"	Dis	C							Fly (9", 18"), Light Troops, Tall
Large, Beast	HP	4	Def	C	Res	C	Arm	C	Aeg	C			Hard Target (1)
	Att	2	Off	4	Str	4	AP	1	Agi	4			Harnessed
Dark Pulpit	Adv	5"	Mar	10"	Dis	C							Tall
Standard, Beast	HP	4	Def	C	Res	C	Arm	1	Aeg	C			
	Att	4	Off	3	Str	3	AP	0	Agi	2			Harnessed
Throne of O.S.	Adv	9"	Mar	9"	Dis	C							Fly (9", 9"), Light Troops, Rising Star , Swiftstride, Tall, 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
Throne of the Oracle	Adv	5"	Mar	10"	Dis	C							Tall
Standard, Beast	HP	C	Def	C	Res	C	Arm	C	Aeg	C			
	Att	4	Off	3	Str	3	AP	0	Agi	2			Harnessed

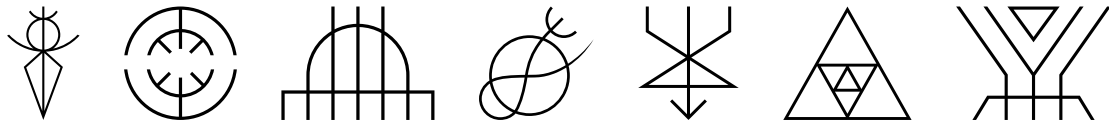
Aves

Furies	<i>Adv</i> 4"	<i>Mar</i> 8"	<i>Dis</i> 5					Fearless, Fly (10", 20"), Light Troops, Skirmisher, Supernal
Standard, Beast	<i>HP</i> 1	<i>Def</i> 3	<i>Res</i> 3	<i>Arm</i> 0	<i>Aeg</i> 6+	Hard Target (1)		
	<i>Att</i> 1	<i>Off</i> 3	<i>Str</i> 4	<i>AP</i> 1	<i>Agi</i> 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+			
	<i>Att</i> 3	<i>Off</i> 4	<i>Str</i> 4	<i>AP</i> 1	<i>Agi</i> 4			
Bloat Flies	<i>Adv</i> 2"	<i>Mar</i> 4"	<i>Dis</i> 8					Fear, Fearless, Fly (6", 12"), Light Troops, Supernal
Large, Beast	<i>HP</i> 4	<i>Def</i> 3	<i>Res</i> 4	<i>Arm</i> 0	<i>Aeg</i> 5+	Fortitude (5+)		
	<i>Att</i> 4	<i>Off</i> 3	<i>Str</i> 4	<i>AP</i> 2	<i>Agi</i> 3	Acid Blood		

Shooting Weapons

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

*Harbinger/Eidolons.



Change Log

2.2.2

- Blazing Glories, changed to singular.
- Threshing Engine, Draft Beasts and Tillers, changed to singular.
- Unnatural Roots, rewording.
- Divining Snout, clarification.
- Dominion of Lust, rewording.
- Red Haze, clarification.
- Mirrored Scales, clarification.
- Spell Craving, clarification about multiple instances of a spell.

2.2.1

Removal of blue text and slight layout adjustments.

2.2

Clarification and Corrections

- Mark of the Eternal Champion, rewording, we don't need to say it affects only the Champion when given to a unit any more. Imps, Mark of the Eternal Champion only affects the Champion now.
- Sorcerous Antennae, rewording to clarify the interaction with the Rune of Harnessing.

Rules changes

- Iron Husk, now sets the Resilience to 6, and can be taken by Gigantic models.
- Tarskin, reworked. Attacks towards the bearer hits the attacker when the roll to hit is a '1', with a Guiding version. Renamed: Mirrored Scales.
- Unnatural Roots, reworked. Gives +1 Combat Score (for one or more instances).
- Brimstone Secretions, Guiding version now only affects R&F in the bearer's unit, not in a 6" range any more.
- Third Eye, reworked. Now allows to draw the Flux Card at the beginning of the Charge Phase for better planning.
- Piercing Spike, doesn't give +1 Strength any more, but now works against any value of Armour.
- Bronze Backbone, rules replaced with Hatred.
- Greenfire Eyes, now can and must be activated when the unit fails its first Charge Range roll.
- Broodmother, reworked. Can now be taken by Gigantic models. Now Raises D3 HPs in the unit when the model (or the R&F models in the unit for Guiding) caused at least 3 HP losses.
- Divining Snout, effect for only one Special Item removed.
- Grasping Proboscis, modified to activate in a same way as Broodmother, gives D3 Veil Tokens
- Mesmerising Plumage, reworked. Enemy units in base contact suffers -1 Off and Def (for one or more instances).
- Chilling Yawn, -3 ~~→~~ -2 Agility.
- Red Haze, not limited to one Round of Combat any more. Works only for Close Combat Attacks.
- Incendiary Ichor, now has a Guiding version, makes automatically fail all Fortitude Saves.
- Vanadra's Scourge, Fly (6", 16") → Fly (7", 14"), Off 8 ~~→~~ 9, Path of Dal Magoth removed, Wizard Master option, removed, Magic Paths: Evocation and Thaumaturgy.
- Eidolons, option to Scout.
- Threshing Engine, Horde and Legion upgrades now count as Gigantic for the purpose of determining the number of Full Ranks. No more 0-3 restriction for Mark of the Eternal Champion on the Standard Threshing Engine.
- Blazing Glories, Adv 7" ~~→~~ 8", Mar 14" ~~→~~ 16" (same for Fly), now counts as a Character for the purpose of Duels, and gains Stubborn while in Duel.

- Bloat Flies:
 - Fly (7", 14") ↘ Fly (6", 12")
 - Def 2 ↗ 3
 - Aegis 6+ ↗ 5+
 - Att 3 ↗ 4
 - AP 3 ↘ 2
 - Acid Blood, 2 Toxic Attacks ↘ 1 Toxic Attack, works only when a Fortitude Test is failed
 - Unnatural Roots replaced with Dextrous Tentacles
 - Option for Musician added
 - Broodmother can no longer be taken with another Manifestation

Balance changes

- incoming.
- Manifestations of Father Chaos:
 - Tarskin: Standard 75 ↘ 45, Guiding 70
 - Iron Husk 85 ↗ 110
 - Brimstone Secretions: Standard 30 ↘ 25, Guiding 55 ↘ 35
 - Unnatural Roots 35 ↘ 25
- Manifestations of Envy:
 - Greenfire Eyes 25 ↗ 40
 - Piercing Spike: Standard 45 ↘ 25, Guiding 70 ↘ 60
- Manifestations of Gluttony:
 - Broodmother: Standard 40 ↗ 60, Guiding 70 ↗ 80
- Manifestations of Greed:
 - Divining Snout: Standard 25 ↘ 15, Guiding 35 ↘ 30
 - Grasping Proboscis: Standard 10 ↗ 20, Guiding 15 ↗ 25
- Manifestations of Pride:
 - Bronze Backbone: Standard 55 ↘ 30, Guiding 85 ↗ 70
- Manifestations of Sloth:
 - Chilling Yawn 85 ↘ 75
 - Segmented Shell: Guiding 40 ↘ 35
- Manifestations of Wrath:
 - Red Haze: Standard 45 ↘ 40, Guiding 90 ↘ 80
 - Incendiary Ichor: Guiding 30
- Omen of Savar, Throne of Overwhelming Splendour 200 ↘ 185
- Kuulima's Deceiver, Fly and Light Troops 45 ↘ 40
- Maw of Akaan, Starting cost 565 ↗ 570
- Vanadra's Scourge:
 - Starting cost 705 ↗ 725
 - Wizard Apprentice 25 ↗ 40
 - Wizard Adept 85 ↗ 115
- Harbinger of Father Chaos:
 - Starting Cost 150 ↗ 160
 - Dark Pulpit 55 ↘ 50
 - Burning Wheel 90 ↘ 85
- Great Beast of Prophecy, Fly and Light Troops 65 ↘ 60

- Succubi:
 - Starting cost 205 ↗ 210
 - Additional models 18/model ↗ 19/model
 - Mesmerising Plumage 1/model ↗ 2/model
- Lemures, Unnatural Roots 3 ↘ 2
- Myrmidons:
 - Starting cost 205 ↗ 215
 - Additional models 20/model ↗ 22/model
 - Piercing Spike 5/model ↘ 4/model
- Eidolons:
 - Starting cost 200 ↘ 185
 - Additional models 37/model ↘ 33/model
 - Scout 4/model, 0-1 Units/Army
- Hellhounds:
 - Starting cost 165 ↗ 170
 - Additional models 16/model ↗ 20/model
- Threshing Engine:
 - Horde Thresher 60 ↗ 75
 - Legion Thresher 115 ↗ 140
 - Divining Snout 20 ↘ 15
- Titanslayer Chariot:
 - Starting cost 220 ↘ 205
 - Divining Snout 20 ↘ 15
- Clawed Fiends:
 - Starting cost 275 ↗ 280
 - Additional models 96/model ↗ 97/model
 - Broodmother 13/model ↗ 15/model
 - Mesmerising Plumage 7/model ↘ 8/model
- Mageblight Gremlins:
 - Piercing Spike 8/model ↗ 9/model
 - Unnatural Roots 6/model ↗ 7/model
- Hoarders:
 - Divining Snout 7/model ↘ 5/model
 - Grasping Proboscis 5/model ↘ 3/model
- Sirens, Mesmerising Plumage 4 ↗ 5
- Blazing Glories, starting cost 280 ↗ 320
- Hope Harvester, Chilling Yawn 75 ↘ 65
- Brazen Beasts:
 - Starting cost 345 ↗ 350
 - Additional models 103/model ↘ 102/model
 - Red Haze 22/model ↘ 21/model
 - Chitinous Scales 9/model ↘ 8/model
- Furies, Mesmerising Plumage 2/model ↗ 3/model
- Veil Serpents:
 - Starting cost 265 ↘ 250
 - Additional models 58/model ↘ 55/model
- Bloat Flies:

- Starting cost 290 ↗ 310
- Broodmother 12/model ↗ 15/model
- Dextrous Tentacles 7/model