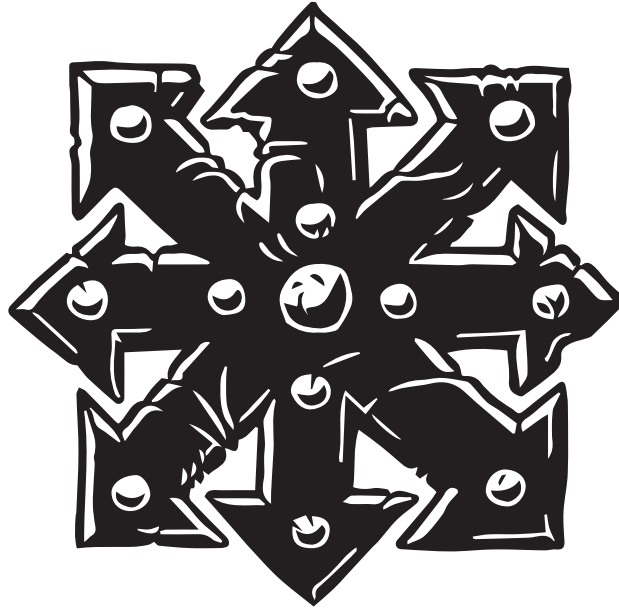


# THE IX AGE FANTASY BATTLES



## Warriors of the Dark Gods

Army Book

2<sup>nd</sup> Edition, version 2.0 – July 7, 2019

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The 9<sup>th</sup> Age: Fantasy Battles is a community-made miniatures wargame.

All rules and feedback can be found and given at: [the-ninth-age.com](http://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](http://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 than the Character.



**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 model parts with this Favour gain +1 Strength on all their Close Combat Attacks (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**. A Character with this Favour has its Special Item allowance 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 after voluntarily declaring Flee as a Charge Reaction is subject to Minimised Roll.



**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 additionally 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 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 a single 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

Flaming Attacks made against the model must reroll successful to-wound rolls. In addition, the model considers all units consisting entirely of models without Unburnt as Insignificant.

## Armoury

### Hell-Forged Armour – Armour

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

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
<b>H Hellfire</b> <b>&lt;6+&gt;</b> <b>{10+}</b>	18"	Damage* Direct Hex	Instant	The target suffers <b>&lt;2D3&gt;</b> <b>{2D6}</b> hits with Strength 6, Armour Penetration 0, and Magical Attacks.

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

## Special Items

### Weapon Enchantments

**Burning Portent** 130 pts  
Enchantment: Hand Weapon.  
Attacks made with this weapon have their Armour Penetration **set** to 10, become **Flaming Attacks** and **Magical Attacks**, and gain **Multiple Wounds (D3)**.

**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 bearer'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.  
Whenever a friendly model without Insignificant in a unit within 9" of the bearer's model loses its last Health Point due to enemy attacks, you gain one Veil Token for each Health Point that model started the game with immediately before removing the model as a casualty.

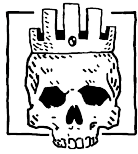
**Immortal Gauntlets** 45 pts  
At the start of any Round of Combat you may discard a Veil Token from your Veil Token pool. If so, choose either Divine Attacks, Flaming Attacks, or Magical Attacks. The bearer's Close Combat Attacks gain the chosen Attack Attribute. The chosen effect lasts until the end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

**Lord of the Damned** 45 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.

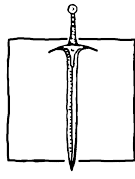
**Veilgate Orb** 15 pts  
At the end of Siphon the Veil, the army may keep up to 6 Veil Tokens instead of the normal 3.

**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.

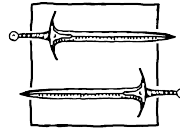
# Army Organisation



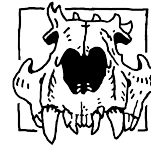
**Characters**  
(Max. 45%)



**Core**  
(Min. 20%)



**Special**  
(No limit)



**Legendary Beasts**  
(Max. 35%)

## Characters (Max. 45%)



**Exalted Herald**  
850 pts

single model

Height Large  
Type Infantry  
Base 50×50 mm

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

### 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, replacing the spells' corresponding Attribute where applicable.

### Optional Model Rules

	The Exalted Herald gains	The Exalted Herald has access to
<b>Abiding Spirit</b>	<b>Hard Target (1).</b> At the end of each of your Melee Phases, 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).
<b>Brand of the Dragon</b>	<b>Fly (8", 16"), Light Troops, Swiftstride, and Breath Attack (Str 4, AP 1, Flaming Attacks).</b>	<i>Breath of Corruption</i> (Occultism).
<b>Emissary of Chaos</b>	<b>Stomp Attacks (D6), Stubborn, Tall, and Terror.</b>	<i>Pentagram of Pain</i> (Occultism).
<b>Sorcerer Immortal</b>	<b>Veil Walker.</b>	<i>Marked for Doom</i> (Occultism) and <i>The Grave Calls</i> (Occultism).
<b>Unholy Avatar</b>	+1 Strength, +1 Armour Penetration, and <b>Divine Attacks.</b>	<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. Additionally, the mount and its rider 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, Shield	
Offensive	Att	Off	Str	AP	Agi	
	5	8	5	2	7	

Options			pts	Mount Options			pts
Trophy Rack			25	War Dais			60
Special Items			up to 150	Karkadan			95
If General			up to 200	Black Steed			120
A single <b>Gift of the Dark Gods</b>			no limit	Scythed Skywheel			120
Replace Shield with Spiked Shield			15	Dark Chariot			130
<b>Must</b> choose a single Favour:				Chimera (LB)			170
Envy	25	Pride	40	Wasteland Dragon (LB) (General only)			390
Gluttony	25	Sloth	45				
Greed	30	Wrath	20				
Lust	free						
One choice only:							
Paired Weapons			10				
Great Weapon			20				
Halberd			20				
Lance			20				

### Optional Model Rules

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

**Daemonic Wings** 90 pts

Models on foot only.

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

**Dark Prelate** 60 pts

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

**Entropic Aura** 60 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 cannot be used.

**Idol of Spite** 60 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.

**Luck of the Dark Gods** 60 pts

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



## Doomlord

360 pts

single model

Height Large  
Type Infantry  
Base 40×40 mm



A mount marked with (LB) counts towards Legendary Beasts. Additionally, the mount and its rider count towards Characters.

Global	Adv	Mar	Dis	Model Rules	
	6"	12"	9	Fearless, <b>Master of Destruction</b> , Path of the Exiled	
Defensive	HP	Def	Res	Arm	
	4	6	5	1	Hell-Forged Armour, Shield
Offensive	Att	Off	Str	AP	Agi
	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	pts	up to 150
If General	pts	up to 200
Replace Shield with Spiked Shield	pts	25
One choice only:		
Paired Weapons	pts	10
Halberd	pts	30
Great Weapon	pts	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. Additionally, the mount and its rider 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
	2	4	3	0	3

—Magic Options—

One choice only:	pts	
Wizard Adept	pts	75
Wizard Master	pts	225



Alchemy



Evocation



Occultism

—Mount Options—

Black Steed	pts	50
War Dais	pts	50
Dark Chariot	pts	65
Scythed Skywheel	pts	70
Battleshrine	pts	280
Wasteland Behemoth (LB)	pts	365
Wasteland Dragon (LB) (General only)	pts	425

—Options—

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



## Barbarian Chief

115 pts

single model

Height Standard  
Type Infantry  
Base 25×25 mm



A mount marked with (LB) counts towards Legendary Beasts. Additionally, the mount and its rider 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	
	3	5	5	1	5	Deeds not Words

### Model Rules

**Deeds not Words:** Attack Attribute.

The model part gains **Battle Focus** and **Hatred** when in a unit that has R&F models with Battle Fever.

### 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

### Mount Options

	pts
War Dais	50
Shadow Chaser	75
Black Steed	85
Dark Chariot	115
Chimera (LB)	165
Wasteland Behemoth (LB)	375



## Feldrak Ancestor

685 pts

single model

Height Gigantic  
Type Beast  
Base 75×100 mm

This unit counts both towards Characters and Legendary Beasts.

Global	Adv	Mar	Dis	Model Rules		
	8"	16"	9	<b>Primal Legend</b>		
Defensive	HP	Def	Res	Arm		
	8	6	6	3	Unburnt, Light Armour	
Offensive	Att	Off	Str	AP	Agi	
	6	6	7	4	3	Breath Attack (Str 4, AP 1, <b>Dying Embers</b> , Flaming Attacks), Hatred (against Fly)

### Model Rules

**Dying Embers:** Attack Attribute.

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

**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.

### Options

	pts
One Weapon Enchantment, paying twice the listed Point Cost	no limit
One choice only:	
Great Weapon	30
Halberd	50
Paired Weapons	90



# Character Mounts



## Black Steed

Height Standard  
Type Cavalry  
Base 25×50 mm

Global	Adv	Mar	Dis	Model Rules	
	<b>8"</b>	<b>14"</b>	<b>C</b>		
Defensive	HP	Def	Res	Arm	
	<b>C</b>	<b>C</b>	<b>C</b>	<b>C+2</b>	
Offensive	Att	Off	Str	AP	Agi
	<b>1</b>	<b>3</b>	<b>4</b>	<b>0</b>	<b>3</b>

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	
	<b>10"</b>	<b>20"</b>	<b>C</b>	<b>Light Troops, Strider, Vanguard (6")</b>	
Defensive	HP	Def	Res	Arm	
	<b>C</b>	<b>C</b>	<b>C</b>	<b>C+1</b>	
Offensive	Att	Off	Str	AP	Agi
	<b>1</b>	<b>3</b>	<b>3</b>	<b>0</b>	<b>4</b>

Harnessed



## Scythed Skywheel

Height Standard  
Type Construct  
Base 50×50 mm

Global	Adv	Mar	Dis	Model Rules	
	<b>C</b>	<b>C</b>	<b>C</b>	<b>Fly (6", 18"), Light Troops, Swiftstride, Tall</b>	
	<b>6"</b>	<b>18"</b>			
Defensive	HP	Def	Res	Arm	
	<b>C</b>	<b>C</b>	<b>C</b>	<b>C</b>	<b>Cannot be Stomped, Hard Target (1)</b>
Offensive	Att	Off	Str	AP	Agi
			<b>3</b>	<b>0</b>	<b>3</b>

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	
	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	<b>Beacon of the Dark Gods</b> , Channel (1), Fear, 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

#### **Beacon of the Dark Gods:** Universal Rule.

After Spell Selection, the Wizard **must** replace one of its 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	
	<b>7"</b>	<b>14"</b>	<b>C</b>	<b>Fear</b>	
Defensive	HP	Def	Res	Arm	
	<b>C</b>	<b>C</b>	<b>C</b>	<b>C+2</b>	
Offensive	Att	Off	Str	AP	Agi
	<b>2</b>	<b>3</b>	<b>5</b>	<b>2</b>	<b>2</b> <b>Harnessed</b>



## Chimera

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

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

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

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



## Wasteland Behemoth

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

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

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

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



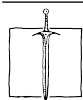
# Wasteland Dragon

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

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

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

# Core (Min. 20%)



## Warriors

210 pts + 24 pts/extra model

10-25\* models



Height Standard  
Type Infantry  
Base 25×25 mm

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

### Options

Only units with a Champion may upgrade Warriors with a single Favour:\*

Envy	4/model	Pride	4/model
Gluttony	3/model	Sloth	9/model
Greed	7/model	Wrath	8/model
Lust	2/model		

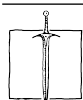
\*The max. unit size for a unit with a Favour is reduced to **20** models.

One choice only:

Paired Weapons	free
Great Weapon	5/model
Halberd	6/model

### Command Group Options

Champion	30
Musician	20
Standard Bearer	20
Banner Enchantment	no limit



## Fallen

150 pts + 18 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 General

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

Paired Weapons



# Barbarians

135 pts + 7 pts/extra model

15-40 models



Height Standard  
Type Infantry  
Base 25x25 mm

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

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
Spear and Shield			3/model				
Great Weapon			4/model				

\*0-40 Models/Army

# Special (No limit)



## Barbarian Horsemen

135 pts + 18 pts/extra model

5-15 models



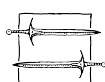
0-4 Units/Army

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



## Warhounds

90 pts + 10 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	
	<b>8"</b>	<b>16"</b>	<b>5</b>	Insignificant, <b>Release the Hounds</b>	
Defensive	HP	Def	Res	Arm	
	<b>1</b>	<b>3</b>	<b>3</b>	<b>0</b>	
Offensive	Att	Off	Str	AP	Agi
	<b>1</b>	<b>3</b>	<b>3</b>	<b>0</b>	<b>4</b>

### Optional 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

250 pts + 44 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

Only units with a Champion may upgrade Warrior Riders with a single Favour:

Envy	5/model	Pride	3/model
Gluttony	7/model	Sloth	8/model
Greed	5/model	Wrath	8/model
Lust	11/model		

One choice only:

Great Weapon	2/model
Lance	8/model

### Command Group Options

Champion	35
Musician	20
Standard Bearer	20
Banner Enchantment	no limit



## Warrior Chariot

225 pts

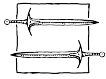
single model

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	
	3	6	4	1	5	<b>Master of Battle</b>

—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	7/model	Pride	free
Gluttony	4/model	Sloth	11/model
Greed	10/model	Wrath	17/model
Lust	free		

One choice only:

Paired Weapons	2/model
Great Weapon	4/model
Halberd	7/model



## Chosen Knights

435 pts + 125 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

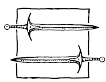
—Options—

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

Envy	6/model	Pride	3/model
Gluttony	free	Sloth	12/model
Greed	3/model	Wrath	1/model
Lust	6/model		

—Command Group Options—

Champion	25
Musician	20
Standard Bearer	20
Banner Enchantment	no limit



## Chosen Chariot

345 pts

single model

0–2 Units/Army

Height Large

Type Construct

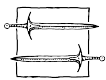
Base 50×100 mm

Global	Adv	Mar	Dis	Model Rules	
	<b>7"</b>	<b>7"</b>	<b>8</b>	Fear, Fearless, Path of the Favoured, Swiftstride	
Defensive	HP	Def	Res	Arm	
	<b>5</b>	<b>6</b>	<b>5</b>	<b>2</b>	Hell-Forged Armour
Offensive	Att	Off	Str	AP	Agi
Chosen Crew (2)	<b>3</b>	<b>6</b>	<b>4</b>	<b>1</b>	<b>5</b> Halberd
Karkadan	<b>2</b>	<b>3</b>	<b>5</b>	<b>2</b>	<b>2</b> Harnessed
Chassis			<b>5</b>	<b>2</b>	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 additionally counts towards Legendary Beasts when taking **Wings**.

Global	Adv	Mar	Dis	Model Rules	
	<b>8"</b>	<b>20"</b>	<b>8</b>	Fear, Towering Presence	
Defensive	HP	Def	Res	Arm	
	<b>4</b>	<b>3</b>	<b>5</b>	<b>3</b>	
Offensive	Att	Off	Str	AP	Agi
	<b>5</b>	<b>4</b>	<b>5</b>	<b>2</b>	<b>4</b>

— Options — pts —

**Wings** (0–2 Units/Army) 45

— 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

95 pts + 92 pts/extra model

1–6 models

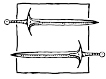
0–2 Units/Army

Height Large

Type Infantry

Base 40×40 mm

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



## Forsworn

190 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
	2	5	4	1	4

Options	pts	Command Group Options	pts
Spiked Shield	13/model	Champion	20
<b>Damnation*</b>	10/model	Musician	20
One choice only:		Standard Bearer	20
Paired Weapons	1/model	Banner Enchantment	no limit
Great Weapon	4/model		
Halberd	5/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

340 pts + 105 pts/extra model

3-6 models



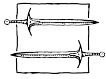
Height Large

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
	3	4	5	2	3

Options	pts	Command Group Options	pts
One choice only:		Champion	20
Paired Weapons	9/model	Musician	20
Halberd	12/model	Standard Bearer	20
Great Weapon	13/model	Banner Enchantment	no limit



## Battleshrine

260 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, <b>Beacon of the Dark Gods</b> , 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 from this Army Book no limit

— 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 + 19 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
<b>Skinning Lash</b> (0–15 Models/Army)	5/model

— Command Group Options — pts —

Champion	20
Musician	20

— 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 the Skinning Lash Sweeping Attack suffers –1 Discipline until the end of its next Player Turn.

# Legendary Beasts (Max. 35%)



## Hellmaw

270 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	
	5	3	5	2	1	

Options pts -

One choice only:

One <b>Ominous Gateway</b>	75
Two <b>Ominous Gateways</b>	175

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 consisting entirely of non-Gigantic models that ends an Advance or March Move in contact with the centre of a friendly Gateway Marker may choose to enter the Gateway: 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 with a Gateway Marker. This must be outside the opponent's Deployment Zone.



## Forsaken One

400 pts

single model 0–2 Units/Army

Height Gigantic  
Type Beast  
Base 50×100 mm

Global	Adv	Mar	Dis	Model Rules		
	<b>3D6"</b>	-	<b>5</b>	Fearless, Irredeemable, Random Movement (3D6"), Unbreakable		
Defensive	HP	Def	Res	Arm		
	<b>6</b>	<b>2</b>	<b>6</b>	<b>0</b>	Fortitude (5+)	
Offensive	Att	Off	Str	AP	Agi	
			<b>6</b>	<b>2</b>	<b>1</b>	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		
	<b>7"</b>	<b>14"</b>	<b>8</b>	<b>Giant See, Giant Do</b>		
Defensive	HP	Def	Res	Arm		
	<b>7</b>	<b>3</b>	<b>5</b>	<b>1</b>		
Offensive	Att	Off	Str	AP	Agi	
	<b>5</b>	<b>3</b>	<b>5</b>	<b>2</b>	<b>3</b>	<b>Rage</b>

### 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
<b>Big Brother</b>	35
One choice only:	
<b>Giant Club</b>	30
<b>Tribal Warspear</b>	40
<b>Monstrous Familiar</b>	50

### 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

430 pts

single model 0-2 Units/Army

Height Gigantic  
Type Beast  
Base 50×100 mm

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

Options pts -

One choice only:

Great Weapon	30	Halberd	40
Paired Weapons	30		

# Quick Reference Sheet

## Characters

<b>Exalted Herald</b>	Adv	8"	Mar	16"	Dis	9													Fear, Fearless, <b>Manifestation</b> , Supernal, Wizard Adept
Large, Infantry	HP	5	Def	8	Res	5	Arm	3											Aegis (4+)
	Att	6	Off	9	Str	5	AP	2	Agi	8									
<b>Chosen Lord</b>	Adv	5"	Mar	10"	Dis	9													Fearless, Path of the Favoured
Standard, Infantry	HP	3	Def	7	Res	5	Arm	0											Hell-Forged Armour, Shield
	Att	5	Off	8	Str	5	AP	2	Agi	7									
<b>Doomlord</b>	Adv	6"	Mar	12"	Dis	9													Fearless, <b>Master of Destruction</b> , Path of the Exiled
Large, Infantry	HP	4	Def	6	Res	5	Arm	1											Hell-Forged Armour, Shield
	Att	5	Off	7	Str	5	AP	2	Agi	5									
<b>Sorcerer</b>	Adv	4"	Mar	8"	Dis	8													Battle Fever, Wizard Apprentice
Standard, Infantry	HP	3	Def	4	Res	4	Arm	0											Light Armour
	Att	2	Off	4	Str	3	AP	0	Agi	3									
<b>Barbarian Chief</b>	Adv	4"	Mar	8"	Dis	9													Battle Fever
Standard, Infantry	HP	3	Def	5	Res	4	Arm	0											Heavy Armour
	Att	3	Off	5	Str	5	AP	1	Agi	5									<b>Deeds not Words</b>
<b>Feldrak Ancestor</b>	Adv	8"	Mar	16"	Dis	9													<b>Primal Legend</b>
Gigantic, Beast	HP	8	Def	6	Res	6	Arm	3											Unburnt, Light Armour
	Att	6	Off	6	Str	7	AP	4	Agi	3									Breath Attack (Str 4, AP 1, <b>Dying Embers</b> , Flaming Attacks), Hatred (against Fly)

## Character Mounts

<b>Black Steed</b>	Adv	8"	Mar	14"	Dis	C													
Standard, Cavalry	HP	C	Def	C	Res	C	Arm	C+2											
	Att	1	Off	3	Str	4	AP	0	Agi	3									Harnessed
<b>Shadow Chaser</b>	Adv	10"	Mar	20"	Dis	C													Light Troops, Strider, Vanguard (6")
Standard, Cavalry	HP	C	Def	C	Res	C	Arm	C+1											
	Att	1	Off	3	Str	3	AP	0	Agi	4									Harnessed
<b>Scythed Skywheel</b>	Adv	C	Mar	C	Dis	C													Fly (6", 18"), Light Troops, Swiftstride, Tall
Standard, Construct	HP	C	Def	C	Res	C	Arm	C											Cannot be Stomped, Hard Target (1)
	Att	-	Off	-	Str	3	AP	0	Agi	3									Grind Attacks (D3+1), Harnessed
<b>War Dais</b>	Adv	C	Mar	C	Dis	C													Tall
Standard, Infantry	HP	4	Def	C	Res	C	Arm	C+2											Cannot be Stomped
	Att	4	Off	5	Str	4	AP	1	Agi	4									Harnessed
<b>Dark Chariot</b>	Adv	8"	Mar	8"	Dis	C													Swiftstride
Large, Construct	HP	4	Def	C	Res	5	Arm	C+2											
Black Steed (2)	Att	1	Off	3	Str	4	AP	0	Agi	3									Harnessed
Chassis					Str	5	AP	2	Agi										Impact Hits (D6+1), Inanimate
<b>Battleshrine</b>	Adv	5"	Mar	10"	Dis	C													<b>Beacon of the Dark Gods</b> , Channel (1), Fear, Towering Presence, Trophy Rack, War Platform
Large, Construct	HP	5	Def	C	Res	5	Arm	C+1											Aegis (5+)
	Att	-	Off	-	Str	4	AP	0	Agi	1									Grind Attacks (D6+1), Harnessed
<b>Karkadan</b>	Adv	7"	Mar	14"	Dis	C													Fear
Large, Cavalry	HP	C	Def	C	Res	C	Arm	C+2											
	Att	2	Off	3	Str	5	AP	2	Agi	2									Harnessed
<b>Chimera</b>	Adv	8"	Mar	20"	Dis	C													Fear, Towering Presence
Large, Cavalry	HP	4	Def	C	Res	5	Arm	C											
	Att	5	Off	4	Str	5	AP	2	Agi	4									Harnessed
<b>Wasteland Behemoth</b>	Adv	7"	Mar	14"	Dis	C													
Gigantic, Beast	HP	7	Def	3	Res	6	Arm	4											
	Att	6	Off	3	Str	6	AP	3	Agi	3									Harnessed
<b>Wasteland Dragon</b>	Adv	8"	Mar	16"	Dis	C													Fly (6", 12"), Light Troops
Gigantic, Beast	HP	6	Def	5	Res	6	Arm	4											
	Att	5	Off	5	Str	6	AP	3	Agi	3									Breath Attack (Str 4, AP 1, Flaming Attacks), Harnessed





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

## Legendary Beasts

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

## Shooting Weapons

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 chapter above for the complete rules.

<b>Envy</b> 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 with only models with this Favour.
<b>Gluttony</b> Attack Attribute – Close Combat	Model part gains +1 Strength with Close Combat Attacks for the rest of the game the first time it Charges a Fleeing unit, or wins a combat and doesn't Pursue or Overrun.
<b>Greed</b> Universal Rule	Bearer gains Great Weapon, Halberd, Paired Weapons, and Weapon Master. +50 pts Special Item allowance.
<b>Lust</b> 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.
<b>Pride</b> Universal Rule	Minimised Roll for Discipline Tests.
<b>Sloth</b> Universal Rule	Model gains +1 Resilience, unless it declares a 10+" (6+" for Gigantic) Charge or Advance/March Moves for 10+" (6+" for Gigantic) (lost for a Player Turn).
<b>Wrath</b> 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.