

# THE IX AGE FANTASY BATTLES



## Daemon Legions

Army Book (Core Rules)

2<sup>nd</sup> Edition, version 2021 beta 1 – December 30, 2020

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The 9<sup>th</sup> Age: Fantasy Battles is a community-made miniatures wargame. All rules in this book are considered part of the Core Rules of T9A and should be available for use in any game. 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. Recent changes are marked in [blue](#), and listed at the end of this document. Copyright Creative Commons license: [the-ninth-age.com/license.html](http://the-ninth-age.com/license.html). Edited with  $\LaTeX$ .

# Army Specific Rules

## Aegis

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

## Immortal Denizens

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

# Army Model Rules

## Universal Rules

### Greater Dominion

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

## Armoury

### Dark Fire – Shooting Weapon

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

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

# Hereditary Spell

<i>Casting Value</i>	<i>Range</i>	<i>Type</i>	<i>Duration</i>	<i>Effect</i>
<b>H</b> <i>rep</i> 4+	24"	Damage HexMissile	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 an option to be taken as a Guiding version. Unless specifically stated otherwise, the normal version of Manifestations is taken. When using the normal version, ignore all text **<with this colour-coding>**. Only Characters can take Guiding Manifestations. If the Guiding version is taken, this **must** be noted on your Army List. Follow the rules stated **<with this colour-coding>** and ignore point costs written in the standard way. Note that Guiding and non-Guiding Manifestations are considered to be the same Manifestation for the purpose of Duplication Limits.

## ∞ Manifestations of Father Chaos

### Iron Husk 95 pts

The model's Resilience is **set** to 6.

### Kaleidoscopic Flesh 45 **<65>** pts **<Dominant>**.

The model **<and each R&F model in its unit>** gains **Hard Target (1)**.

### Mark of the Eternal Champion 45 pts

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

### Mirrored Scales 45 **<70>** pts **<Dominant>**.

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

### Withering Vapour 45 pts

0-2 per Army.

The bearer gains **Breath Attack (Str 3, AP 2)**.

### Hammer Hand 40 pts

The model gains +1 Attack Value.

### Sorcerous Antennae 40 pts

0-2 per Army.

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

### Cloven Hooves 35 pts

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

### Living Shield 30 **<50>** pts

**<Dominant>**.

The model **<and each R&F model in its unit>** gains **Parry**.

### Brimstone Secretions 25 **<35>** pts

**<Dominant>**.

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

### Centipede Legs 25 **<40>** pts

**<Dominant>**.

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

### Chitinous Scales 25 pts

The model gains +2 Armour, to a maximum of 3.

### Dark Hide 25 pts

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

### Unnatural Roots 25 pts

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

### Charged Tendrils 15 pts

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

### Dextrous Tentacles 15 **<35>** pts

**<Dominant>**.

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



## Manifestations of Envy

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

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

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



## Manifestations of Gluttony

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

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

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



## Manifestations of Greed

**Divining Snout** 20 (40) pts  
(Dominant).

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

**Grasping Proboscis** 20 (25) pts  
(Dominant).

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

**Smothering Coils** 20 (50) pts  
(Dominant).

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



## Manifestations of Lust

**Mesmerising Plumage** 40 pts  
Dominant.

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

**Roaming Hands** 35 (40) pts  
(Dominant).

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

**Hot Blood** 10 (25) pts  
(Dominant).

The model (and each R&F model in its unit) gains **Devastating Charge (+2 Agi)**.



## Manifestations of Pride

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

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

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



## Manifestations of Sloth

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

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

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



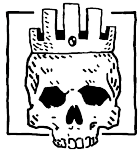
## Manifestations of Wrath

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

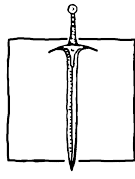
**Red Haze** 40 (75) pts  
(Dominant).  
The model's Close Combat Attacks (and those of R&F models in its unit) gain +1 Strength and +1 Armour Penetration, but each of its Close Combat Attacks (and those of R&F models in its unit) with a natural to-hit roll of '1' is distributed onto the attacking model's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

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

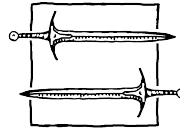
# Army Organisation



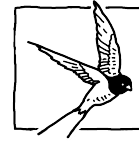
**Characters**  
Max. 40%



**Core**  
Min. 25%



**Special**  
No limit



**Aves**  
Max. 35%

## Characters (Max. 40%)



### Harbinger of Father Chaos

160 pts

single model

0-4 Units/Army

Height Standard

Type Beast

Base 25×25 mm



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

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



## Kuulima's Deceiver

345 pts

single model

0-3 Units/Army

Height Standard  
Type Beast  
Base 25×25 mm



Units with an upgrade marked with [Av] also count towards Aves.

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

### 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

**Must** take Greater Dominion (General only) 30  
Fly (7", 14") [Av] 35  
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	<b>Dominion of Gluttony</b> , Fearless, Supernal, Wizard Apprentice	
Defensive	HP	Def	Res	Arm	Aeg
	9	5	5	0	Aegis (5+, against Magical Attacks), <b>Devour</b> , Fortitude (5+)
Offensive	Att	Off	Str	AP	Agi
Maw of Akaan	6	5	6	2	3

### Model Rules

#### **Devour:** Personal Protection.

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

When the model has 18 Health Points **or more**, 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

**Must** take Greater Dominion (General only) 65  
Manifestations of Father Chaos and Gluttony up to 150  
If General up to 175



# Miser of Sugulag

630 pts

single model 0-1 Units/Army

Height Gigantic  
Type Beast  
Base 50×100 mm

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

—Model Rules—

**Abyssal Armour:** Armour Equipment.

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

**Dominion of Greed:** Universal Rule.

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

**Half Off:** Personal Protection.

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

—Magic Options—

Wizard Adept 75  
Wizard Master 225



Divination



Evocation



Thaumaturgy

—Options—

**Must take Greater Dominion (General only)** 35  
Manifestations of Father Chaos and Greed up to 175  
If General up to 200





# Courtesan of Cibaresh

530 pts

single model

0-1 Units/Army

Height Gigantic

Type Beast

Base 50x100 mm

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

### Model Rules

#### **Avert your Gaze:** Universal Rule.

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

#### **Dominion of Lust:** Universal Rule.

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

#### **Razor Tentacles:** Attack Attribute - Close Combat.

If the attack is allocated towards an enemy R&F model while the attacker is Engaged with the Flank or Rear Facing of the target's unit, the attack gains **Area Attack (1x5)**, and its Strength and Armour Penetration are **set** to half the **attacker's** [the **attacker's**] Strength **and** Armour Penetration **respectively**, rounding fractions up. This is done after applying other modifiers.

### Magic Options

Wizard Adept 75

Wizard Master 225



Divination



Witchcraft

### Options

**Must** take Greater Dominion (General only) 35

Manifestations of Father Chaos and Lust up to 150

If General up to 175



# Omen of Savar

510 pts

single model

0-3 Units/Army

Height Standard  
Type Beast  
Base 50x50 mm



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

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

### Model Rules

#### Divine Right: Universal Rule.

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

#### Dominion of Pride: Universal Rule.

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

### Magic Options

Wizard Adept	75
Wizard Master	225



Divination



Thaumaturgy

### Options

<b>Must</b> take Greater Dominion (General only)	40
Manifestations of Father Chaos and Pride	up to 150
If General and mounted	up to 175

### Mount Options

Throne of Overwhelming Splendour (Av)	175
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# Sentinel of Nukuja

685 pts

single model

0-3 Units/Army

Height Standard

Type Beast

Base 50x100 mm



Units with an upgrade marked with [Av] also count towards Aves.

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

### Model Rules

#### **Dominion of Sloth:** Universal Rule.

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

#### **Omniscience:** Universal Rule.

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

#### **Third Eye:** Universal Rule.

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

### Magic Options

pts-



Divination    Evocation    Thaumaturgy    Witchcraft

### Options

pts-

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

### Optional Model Rules

#### **Strixian Spirit:** Universal Rule.

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



# Vanadra's Scourge

730 pts

single model

0-1 Units/Army

Height Gigantic

Type Beast

Base 50x100 mm

The unit counts both towards Characters and Aves.

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

— Model Rules —

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

**Rage:** Universal Rule.

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

— Magic Options —

Wizard Apprentice	40
Wizard Adept	115



Evocation



Thaumaturgy

— Options —

<b>Must</b> take Greater Dominion (General only)	35
Manifestations of Father Chaos and Wrath	up to 150
If General	up to 175

# Character Mounts



## Dark Pulpit

Height Standard  
Type Beast  
Base 50×100 mm  
0–3 Mounts/Army

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



## Pale Horse

Height Standard  
Type Cavalry  
Base 25×50 mm  
0–3 Mounts/Army

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

—Model Rules—

**Elusive:** Universal Rule.

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



## Burning Wheel

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

The mount and its rider count towards Characters and Aves.

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



## Great Beast of Prophecy

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

0–3 Mounts/Army



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

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



## Throne of Overwhelming Splendour

Height **Large**  
Type **Construct**  
Base 50×100 mm

0–1 Mounts/Army

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

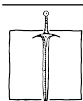
Global	Adv	Mar	Dis	Model Rules		
<i>Ground</i>	<b>9"</b>	<b>9"</b>	<b>C</b>	<b>Fly (9", 9"), Light Troops, Rising Star, Swiftstride, Towering Presence</b>		
<i>Fly</i>	<b>9"</b>	<b>9"</b>				
Defensive	HP	Def	Res	Arm	Aeg	
	<b>5</b>	<b>C</b>	<b>C</b>	<b>C</b>	<b>4+</b>	
Offensive	Att	Off	Str	AP	Agi	
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

— Model Rules —

### **Rising Star:** Universal Rule.

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

# Core (Min. 25%)



## Imps

205 pts + 15 pts/extra model

10–25 models 0–40 Models/Army



Height Standard  
Type Beast  
Base 25×25 mm

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

— Model Rules —

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

— Options —

Manifestation (one choice only):

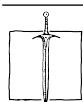
- Incendiary Ichor 1/model
- Dark Hide 3/model
- Charged Tendrils 20
- Mark of the Eternal Champion (Champion only) 25
- Sorcerous Antennae 50

— Command Group Options —

Champion 10  
Musician 10  
Standard Bearer with (one choice only):  
**Firestarter** (*Spear of Infinity* (Hereditary Spell)) 45  
**Firestarter** (*Hand of Heaven* (Thaumaturgy)) 60

— Optional Model Rules —

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



## Succubi

215 pts + 18 pts/extra model

10–25 models



Height Standard  
Type Beast  
Base 25×25 mm

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

— Options —

Manifestation (one choice only):

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

— Command Group Options —

Champion 10  
Musician 10  
Standard Bearer 10

— 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

225 pts + 24 pts/extra model

10-25 models



Height Standard  
Type Beast  
Base 25×25 mm

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

Options

pts-

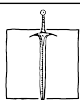
Command Group Options

pts-

Manifestation (one choice only):

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

Champion	10
Musician	10
Standard Bearer	10



## 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	
Myrmidon	1	5	5	1	4	Devastating Charge (Battle Focus), Fight in Extra Rank

Options

pts-

Command Group Options

pts-

Manifestation (one choice only):

🔥	Hot Blood	1/model
🦷	Unhinging Jaw	2/model
👉	Whipcrack Tail	3/model
📌	Piercing Spike	4/model
🦴	Bronze Backbone	5/model

Champion	10
Musician	10
Standard Bearer	10



# Special (No limit)







## Eidolons

170 pts + 30 pts/extra model

5-10 models 0-18 Models/Army

Height Standard  
Type Beast  
Base 25x25 mm

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









## Hellhounds

175 pts + 20 pts/extra model

5-15 models 0-4 Units/Army

Height Standard  
Type Beast  
Base 25x50 mm

Global	Adv	Mar	Dis	Model Rules			
	9"	18"	7	Fearless, <b>Hellish Growl</b> , Supernal			
Defensive	HP	Def	Res	Arm	Aeg		
	1	3	4	0	5+		
Offensive	Att	Off	Str	AP	Agi		
Hellhound	3	5	3	0	4	Lethal Strike	
— Model Rules —			pts —			— Options —	
<b>Hellish Growl:</b> 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 <b>must</b> take a Discipline Test with a -1 modifier. Failed to-wound rolls from attacks made by the model against units that fail this test <b>must</b> be rerolled. The effect lasts until the end of the Round of Combat.						 Grasping Proboscis 1/model	
						 Hot Blood 1/model	
						 Incendiary Ichor 1/model	
						 Centipede Legs 2/model	
						 Digestive Vomit 2/model	
						 Horns of Hubris 2/model	
— Command Group Options —			pts —			Champion 10	



# Threshing Engine

155 pts

single model

0–3 Units/Army

Height Large

Type Construct

Base 50×100 mm



Units with an upgrade marked with [Av] also count towards Aves.

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

### Options

One choice only:

Fly (9", 9") and Light Troops [Av]  
(0–2 Units/Army)

**Horde Thresher**

**Legion Thresher** (0–2 Units/Army)

Manifestation (one choice only):

**Horns of Hubris**

**Divining Snout**

**Whipcrack Tail**

**Mark of the Eternal Champion**

**Roaming Hands**

### Command Group Options

Standard Bearer

pts-

25

95

145

15

20

25

40

45

pts-

10

### Optional Model Rules

**Horde Thresher:** Universal Rule.

Changes to the model's profile:

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

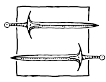
**Legion Thresher:** Universal Rule.

Changes to the model's profile:

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

**Colossal Stature:** Universal Rule.

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



## Titanslayer Chariot

205 pts

single model

0–2 Units/Army

Height Large

Type Construct

Base 50×100 mm

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

### Model Rules

#### Mountain Breaker: Universal Rule.

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

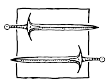
### Options

#### Manifestation (one choice only):

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

### Command Group Options

Standard Bearer	10
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## Mageblight Gremlins

175 pts + 33 pts/extra model

2–4 models

0–3 Units/Army

Height Standard

Type Beast

Base 40×40 mm

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

### Model Rules

#### Spell Craving: Attack Attribute – Close Combat.

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

#### Veil Stalker: Universal Rule.

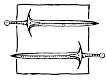
The model follows the rules for Ambush with the following exceptions:

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

### Options

#### Manifestation (one choice only):

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



## Clawed Fiends

260 pts + 96 pts/extra model

3-6 models



0-3 Units/Army

Height Large

Type Beast

Base 40x40 mm

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

### Model Rules

**Smother:** Attack Attribute – Close Combat.

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

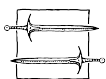
### Options

Manifestation (one choice only):

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

### Command Group Options

Champion	10
Musician	10
Standard Bearer	10



## Hoarders

270 pts + 115 pts/extra model

3-6 models



0-3 Units/Army

Height Large

Type Beast

Base 40x40 mm

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

### Model Rules

**Tightening Grasp:** Special Attack.

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

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

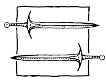
### Options

Up to two Manifestations:

	Chitinous Scales	3/model
	Grasping Proboscis	5/model
	Divining Snout	7/model
	Unnatural Roots	8/model
	Smothering Coils	10/model
	Mirrored Scales	18/model

### Command Group Options

Champion	10
Musician	10
Standard Bearer	10



## Sirens

195 pts + 25 pts/extra model

5–15 models

0–3 Units/Army

Height Standard  
Type Cavalry  
Base 25×50 mm

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

### Model Rules

#### **Elusive:** Universal Rule.

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

### Options

#### Manifestation (one choice only):

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

### Command Group Options

Champion	10
Musician	10
Standard Bearer	10



## Blazing Glory

290 pts

single model

0–2 Units/Army

Height Large  
Type Beast  
Base 50×50 mm



Units with an upgrade marked with [Av] also count towards Aves.

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

### Model Rules

#### **Falling Star:** Universal Rule.

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

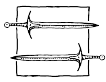
The model counts as a Character for the purpose of **issuing, accepting, and refusing** Duels. When the model fights a Duel during a Round of Combat, it gains **Stubborn** until the end of the Round of Combat.

### Options

Fly (8", 16") **and** Light Troops [Av] 60

#### Manifestation (one choice only):

∞ Brimstone Secretions	10
⊕ Horns of Hubris	15
⊕ Stiff Upper Lip	20
∞ Cloven Hooves	25
⊕ Bronze Backbone	35



## Hope Harvester

285 pts

single model

0–2 Units/Army

Height Large

Type Beast

Base 50×100 mm

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

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

### Model Rules

**Aether Battery:** Artillery Weapon.

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

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

### Options

**Engine of Damnation**

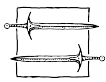
Manifestation (one choice only):

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

### Optional Model Rules

**Engine of Damnation:** Universal Rule.

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



## Brazen Beasts

350 pts + 95 pts/extra model

3–6 models

0–3 Units/Army

Height Large

Type Cavalry

Base 50×75 mm

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

### Options

Manifestation (one choice only):

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

### Command Group Options

Champion	10
Musician	10
Standard Bearer	10

# Aves (Max. 35%)



## Furies

165 pts + 10 pts/extra model

5–15 models

0–3 Units/Army

Height Standard  
Type Beast  
Base 25×25 mm

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

— Options — pts —

Manifestation (one choice only):

- ∞ Dark Hide 1/model
- ☘ Red Haze 1/model
- ☘ Venom Sacs 1/model
- ∞ Kaleidoscopic Flesh 2/model
- ☘ Mesmerising Plumage 5/model



## Veil Serpents

240 pts + 45 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, <b>Morphlings</b> , Supernatural, Wizard Conclave		
Fly	9"	12"				
Defensive	HP	Def	Res	Arm	Aeg	
	3	4	4	0	5+	
Offensive	Att	Off	Str	AP	Agi	
Veil Serpent	3	4	4	0	4	

— Model Rules —

**Morphlings:** Universal Rule.

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

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

— Wizard Conclave —

**Must** select 2 spells from:

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

— Command Group Options —

Champion

pts—  
130

— Optional Manifestation —

**Writhing Nightmares:** Manifestation.

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



## Bloat Flies

300 pts + 100 pts/extra model

3-6 models

0-3 Units/Army

Height Large

Type Beast

Base 50×75 mm

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

### Model Rules

#### Acid Blood: Special Attack.

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

### Options

#### Manifestation (one choice only):

∞ Dextrous Tentacles	5/model
☹ Digestive Vomit	6/model
∞ Kaleidoscopic Flesh	6/model
☹ Unhinging Jaw	8/model
☹ Broodmother	18/model

### Command Group Options

Champion	10
Musician	10
Standard Bearer	10



# Quick Reference Sheet

## Characters

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

## Character Mounts

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

## Core

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



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

## Shooting Weapons

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

## Aim Table

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



# Changelog

## 2021 beta 1

- A few wording and layout adjustments

### Balance Changes

#### General:

- Champion, Musician, Standard Bearer 20 ↘ 10

#### Daemonic Manifestations:

- Iron Husk 110 ↘ 95
- Living Shield 25 ↗ 30

#### Characters:

- Omen of Savar 490 ↗ 510
- Maw of Akaan 555 ↗ 570
- Courtesan of Cibaresh 550 ↘ 530
- Sentinel of Nukuja 660 ↗ 685
- Vanadra's Scourge 710 ↗ 730

#### Character Mounts:

- Dark Pulpit 0–3 Mounts/Army
- Pale Horse 0–3 Mounts/Army
- Burning Wheel 0–3 Mounts/Army
- Great Beast of Prophecy 0–3 Mounts/Army

#### Core:

- Succubi 205 ↗ 215
- Succubi Additional models 20 ↘ 18
- Lemures 210 ↗ 225

- Lemures Additional models 25 ↘ 24
- Lemures Unnatural Roots 2 ↗ 3
- Myrmidons Additional models 23 ↘ 22

#### Special:

- Hellhounds 170 ↗ 175
- Hellhounds 0–4 Units/Army
- Threshing Engine Horde Thresher 80 ↗ 95
- Threshing Engine Divining Snout 15 ↗ 20
- Threshing Engine 0–3 Units/Army
- Eidolon Additional models 31 ↘ 30
- Titanslayer Chariot Divining Snout 5 ↗ 10
- Clawed Fiends 270 ↘ 260
- Clawed Fiends Additional models 100 ↘ 96
- Hoarders 280 ↘ 270
- Hoarders Additional models 110 ↗ 115
- Hoarders Divining Snout 5 ↗ 7
- Hoarders Mirrored Scales 15 ↗ 18
- Blazing Glory Cloven Hooves 10 ↗ 25

#### Aves:

- Veil Serpents 245 ↘ 240
- Veil Serpents Additional models 50 ↘ 45
- Bloat Flies Unhinging Jaw 4 ↗ 8