

THE IX AGE FANTASY BATTLES



Daemon Legions

Army Book (Core Rules)

2nd Edition, version 2023 beta 2 – March 02, 2023

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The 9th 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. 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. 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 its 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. 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 **must** reroll failed Aegis Save rolls of '1' until the end of the next Player Turn. While within range of the model's Commanding Presence, the number of Health Point losses from failed Break Tests of friendly units with at least one R&F model is reduced by X, where X is equal to the unit's number of Full Ranks. X is **always** at least 1 and **never** more than 3.

Attack Attributes

Smother – Close Combat

If the attack is allocated towards a model that has the same Height as the attacker, it gains +1 to hit and +1 to wound.

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

Casting Value	Range	Type	Duration	Effect
H <i>rep</i>				
4+	24"	Damage Hex Missile	Instant	The target suffers 1 hit with Strength 2 [5], Armour Penetration 2, Area Attack (1×5), Magical Attacks, 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 cannot pick from the list of Common Special Items. Instead, they have 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 that can only be taken by Characters. Unless specifically stated otherwise, the normal version of Manifestations is taken. 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. Otherwise, follow the Manifestation's normal rules. In addition, all R&F models in the model's unit gain the corresponding Manifestation. 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 90 pts

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

Mirrored Scales 55 (75) pts (Dominant).

Each Close Combat Attack allocated towards the model for which a natural '1' is rolled to hit is distributed onto the attacking model's Health Pool.

Kaleidoscopic Flesh 50 (65) pts (Dominant).

The model gains **Hard Target (1)**.

Mark of the Eternal Champion 50 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.

Hammer Hand 40 pts

The model gains +1 Attack Value.

Brimstone Secretions 30 (30) pts (Dominant).

The model gains Immune (Divine Attacks).

Living Shield 30 (50) pts (Dominant).

The model gains **Parry**.

Unnatural Roots 30 pts

A side with one or more models with Unnatural Roots Engaged in Combat when Combat Scores are calculated adds +1 to its Combat Score.

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.

Centipede Legs 20 (30) pts (Dominant).

The model gains +2" March Rate



Manifestations of Envy

Greenfire Eyes 25 pts

Units ~~consisting entirely of~~ **containing one or more** models with Greenfire Eyes **must** reroll any natural rolls of '1' when rolling for Charge Range and Pursuit Distance.

Piercing Spike 25 (60) pts (Dominant).

Close Combat Attacks made by the model gain +1 Armour Penetration.

Venom Sacs 25 (80) pts (Dominant).

The model gains **Poison Attacks**. If the model's Close Combat Attacks already were Poison Attacks from another source than this Manifestation, ~~the attack will~~ **they wound** automatically **wound** on a successful natural to-hit rolls of ~~5+ instead of 6+'5' or '6'~~, **unless the target has Immune (Poison Attacks)**.



Manifestations of Gluttony

Digestive Vomit 40 (50) pts
(Dominant).

The first time the model is on the winning side of a combat, it 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 **must** be rerolled.

Broodmother 25 (50) pts
Dominant.

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 6+, the model's Health Pool Raises 1 Health Point.



Manifestations of Greed

Segmented Shell 25 (30) pts
(Dominant).

When the model suffers a wound from an attack with Multiple Wounds (X), reduce X by 1, to a minimum of 1.

Divining Snout 20 (35) pts
(Dominant).

The model gains Devastating Charge (+2" Adv) for Charges against units that contain at least one Special Item. The effects only apply if all models in the unit are affected by Divining Snout.

Smothering Coils 20 (50) pts
(Dominant).

The model 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 (35) pts
(Dominant).

While the unit is Engaged with an enemy unit's Flank or Rear Facing, the model gains +1 Strength and +1 Armour Penetration.

Hot Blood 10 (25) pts
(Dominant).

The model 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 **gain Minimised (Discipline Tests)** ~~are subject to Minimised Roll.~~

Bronze Backbone 30 (70) pts
(Dominant).
The model gains **Hatred**.

Horns of Hubris 25 (35) pts
(Dominant).
The model 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.

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.

Aura of Despair 10 (20) pts
Dominant.
The model gains **Accurate**.



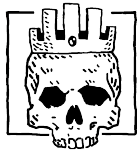
Manifestations of Wrath

Whipcrack Tail 50 (75) pts
(Dominant).
The model gains **Lightning Reflexes**.

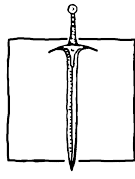
Red Haze 40 (75) pts
(Dominant).
The model's Close Combat Attacks gain +1 Strength and +1 Armour Penetration, but each of its Close Combat Attacks with a natural to-hit roll of '1' is distributed onto the attacking model's Health Pool.

Incendiary Ichor 10 (30) pts
(Dominant).
The model gains **Aegis (3+ , against Flaming Attacks)**. All Melee Attacks (including Special Attacks) and Shooting Attacks made by the model with Incendiary Ichor become **Flaming Attacks**. The model automatically fails all Fortitude Saves.

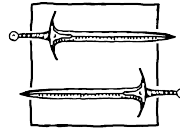
Army Organisation



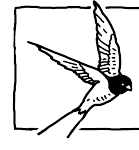
Characters
Max. 40%



Core
Min. 25%



Special
No limit



Aves
Max. 35%

Characters (Max. 40%)



Harbinger of Father Chaos

160 pts

single model

0-4 Units/Army

Height Standard

Type Beast

Base 25×25 mm



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

Global	Adv	Mar	Dis	Model Rules			
	5"	10"	8	Fearless, Light Troops, Supernal			
Defensive	HP	Def	Res	Arm	Aeg		
	3	5	4	0	4+		
Offensive	Att	Off	Str	AP	Agi		
Harbinger	3	5	5	2	5		
Magic Options			pts-	Options			pts-
Wizard Apprentice			25	Battle Standard Bearer			50
Wizard Adept			120	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			50
				Burning Wheel [Av]			60
				Great Beast of Prophecy [Av when taking Fly]			70
				Dark Pulpit			110



Kuulima's Deceiver

320 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	Fear, Fearless, Light Troops, Protean Magic, Supernal, Wizard Apprentice		
Defensive	HP	Def	Res	Arm	Aeg	
	4	6	5	0	4+	
Offensive	Att	Off	Str	AP	Agi	
Kuulima's Deceiver	1	8	5	2	5	Know Thyself , Poison Attacks

Model Rules

Know Thyself: Universal Rule.

At the start of the Initiative Step in which the model'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 model's Attack Value is **set** to 1.

Magic Options

Wizard Adept 85
Wizard Master 225



Divination Evocation Thaumaturgy Witchcraft

Options

Must take Greater Dominion (General only) 10
Fly (7", 14") [Av] 35
Manifestations of Father Chaos and Envy up to 150



Maw of Akaan

535 pts

single model

0-1 Units/Army

Height Gigantic
Type Beast
Base 150×100 mm

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

Magic Options

Wizard Adept 95
Wizard Master 265



Evocation

Witchcraft

Options

Must take Greater Dominion (General only) 10
Manifestations of Father Chaos and Gluttony up to 150
If General up to 175



Miser of Sugulag

575 pts

single model

0–1 Units/Army

Height Gigantic
Type Beast
Base 50×100 mm

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

Model Rules

Abysal Armour: Armour Equipment.

Plate Armour. For each Veil Token in the owner's Veil Token pool, hits against the wearer suffer –1 Armour Penetration, up to a maximum of –3.

Magic Options

Wizard Adept 95
Wizard Master 265



Divination



Evocation



Thaumaturgy

Options

Must take Greater Dominion (General only) 10
Manifestations of Father Chaos and Greed up to 175
If General up to 200



Courtesan of Cibaresh

515 pts

single model

0–1 Units/Army

Height Gigantic
Type Beast
Base 50×100 mm

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

Model Rules

Avert your Gaze: Universal Rule.

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

Razor Tentacles: Attack Attribute – Close Combat.

The model gains +3 Attack Value while Engaged with one or more Flank or Rear Facings of enemy units. The additional attacks **must** be allocated towards R&F models in these units. Ignore this effect if the model cannot allocate any Close Combat Attacks towards R&F models.

Magic Options

Wizard Adept 95
Wizard Master 265



Divination



Witchcraft

Options

Must take Greater Dominion (General only) 10
Manifestations of Father Chaos and Lust up to 150
If General up to 175



Omen of Savar

470 pts

single model

0–3 Units/Army

Height Standard
Type Beast
Base 50×50 mm



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

Global	Adv	Mar	Dis	Model Rules		
	6"	18"	10	Divine Right , 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)**.

Magic Options

Wizard Adept 95
Wizard Master 265



Divination



Thaumaturgy

Options

Must take Greater Dominion (General only) 10
Manifestations of Father Chaos and Pride up to 150
If General and mounted up to 175

Mount Options

Throne of Overwhelming Splendour (Av) 155



Sentinel of Nukuja

690 pts

single model

Height Standard
Type Beast
Base 50×100 mm



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

Global	Adv	Mar	Dis	Model Rules		
	2"	4"	9	Fear, Fearless, Omniscience , Supernal, 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

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). In addition, at the end of Siphon the Veil, the owner is allowed to store up to 6 Veil Tokens instead of the normal 3.

Options

Must take Greater Dominion (General only) 10
Manifestations of Father Chaos and Sloth up to 175
If General with **Strixian Spirit** up to 200
Must choose (one choice only):
Dark Pulpit (Mount) free
Strixian Spirit (0–1 Units/Army) [Av] 5
Dark Fire (2+) 15

Optional Model Rules

Strixian Spirit: Universal Rule.

The model gains +2 Health Points, Fly (6", 18" 8", 16"), and Light Troops, and its Height is changed to Gigantic.

Magic Options



Divination



Evocation



Thaumaturgy



Witchcraft



Vanadra's Scourge

740 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	Fearless, Fly (7", 14"), Light Troops, Supernal	
Fly	7"	14"			
Defensive	HP	Def	Res	Arm	Aeg
	7	4	6	0	5+
Aegis (4+, against Melee Attacks)					
Offensive	Att	Off	Str	AP	Agi
Vanadra's Scourge	5	7	7	4	0
Battle Focus, Devastating Charge (Distracting), Rage					

— Magic Options —

Wizard Apprentice
Wizard Adept

pts-

25
120

— Options —

Must take Greater Dominion (General only) 10
Manifestations of Father Chaos and Wrath up to 150
If General up to 175

pts-



Evocation



Thaumaturgy

Character Mounts



Dark Pulpit

Height Standard
Type Beast
Base 50×100 mm
0–2 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 consisting 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"), Swiftstride, Tall, Vanguard		
Fly	10"	10"				
Defensive	HP	Def	Res	Arm	Aeg	
	4	C	C	1	C	Cannot be Stomped, 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		
	7"	14"	C	Fear		
Defensive	HP	Def	Res	Arm	Aeg	
	C	C	5	2	C	
Offensive	Att	Off	Str	AP	Agi	
Great Beast	3	5	5	2	2	Harnessed
— Options —						pts -
Fly (7", 14") and Armour set to C						35



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		
Ground	9"	9"	C	Fly (9", 9"), Rising Star, Swiftstride, Towering Presence		
Fly	9"	9"				
Defensive	HP	Def	Res	Arm	Aeg	
	5	C	C	C	4+	
Offensive	Att	Off	Str	AP	Agi	
Writhing Majesties	4	4	4	1	4	Harnessed
Chassis			5	2		Impact Hits (D6), Inanimate

— Model Rules —

Rising Star: Universal Rule.

Each time 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 — pts-

Manifestation (one choice only):

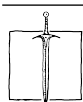
- Aura of Despair** 1/model
- Incendiary Ichor** 1/model
- Dark Hide** 3/model
- Mark of the Eternal Champion** (Champion only) 30
- Sorcerous Antennae** 50

— Command Group Options — pts-

Champion 10
Musician 10
Standard Bearer with (one choice only):
Firestarter (Spear of Infinity (Hereditary Spell) 45
Firestarter (Hand of Heaven (Thaumaturgy)) 50

— 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

240 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	Smother

— Options — pts-

Manifestation (one choice only):

- Dark Hide** 1/model
- Divining Snout** 1/model
- Mesmerising Plumage** 2/model
- Chilling Yawn** 4/model
- Bronze Backbone** 5/model

— Command Group Options — pts-

Champion 10
Musician 10
Standard Bearer 10



Lemures

225 pts + 22 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-

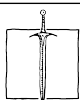
Command Group Options

pts-

Manifestation (one choice only):

∞	Brimstone Secretions	1/model
✂	Stiff Upper Lip	1/model
🕷	Venom Sacs	2/model
⚠	Chilling Yawn	3/model
∞	Unnatural Roots	45

Champion	10
Musician	10
Standard Bearer	10



Myrmidons

200 pts + 20 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			Must select 2 spells from:	
Manifestation (one choice only):						<ul style="list-style-type: none"> • <i>Fate's Judgement</i> (Divination) • <i>Hasten the Hour</i> (Evocation) • <i>Hand of Heaven</i> (Thaumaturgy) • <i>Spear of Infinity</i> (Hereditary Spell) 	
☞ Incendiary Ichor			1/model				
☞ Aura of Despair			5/model				
☞ Kaleidoscopic Flesh			5/model				
☞ Sorcerous Antennae			25				
			pts-			Command Group Options	
						Champion 130	



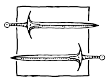
Hellhounds

160 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	Fear, Fearless, Supernal			
Defensive	HP	Def	Res	Arm	Aeg		
	1	3	4	0	5+		
Offensive	Att	Off	Str	AP	Agi		
Hellhound	3	5	3	0	4	Extra Support (2), Lethal Strike	
Options			pts-			Command Group Options	
Manifestation (one choice only):						Champion 10	
☞ Centipede Legs			1/model				
☞ Horns of Hubris			1/model				
☞ Hot Blood			1/model				
☞ Incendiary Ichor			1/model				
☞ Digestive Vomit			2/model				



Threshing Engine

155 pts

single model

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

Options

One choice only:

Fly (9", 9") [Av]

(0–2 Units/Army)

Horde Thresher (0–3 Units/Army)

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-

20

110

180

15

25

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)**.

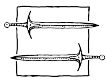
Legion Thresher: Universal Rule.

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

200 pts

single model

0–2 Units/Army

Height Large

Type Construct

Base 50×100 mm

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

Model Rules

Mountain Breaker: Universal Rule.

~~Charge Range rolls in the Charge Phase of In the Charge Phase, the model gains Maximised (Charge Range) for Charges against units consisting entirely of models with Towering Presence are subject to Maximised Roll.~~ 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
	Centipede Legs	15
	Hammer Hand	35

Command Group Options

Standard Bearer 10



Mageblight Gremlins

175 pts + 33 pts/extra model

2–4 models

0–3 Units/Army

Height Standard

Type Beast

Base 40×40 mm

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

Model Rules

Spell Craving: Attack Attribute – Close Combat.

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.

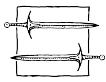
The model follows the rules for Ambush with the following exception:

When its unit enters the Battlefield, the owner may choose to apply the rules for Special Ambush (within 6" of an enemy model with Channel).

Options

Manifestation (one choice only):

	Greenfire Eyes	2/model
	Piercing Spike	8/model
	Living Shield	9/model
	Unnatural Roots	10
	Venom Sacs	17/model



Clawed Fiends

255 pts + 90 pts/extra model

3-6 models



0-3 Units/Army

Height Large
Type Beast
Base 40×40 mm

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

Options

pts-

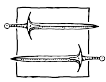
Manifestation (one choice only):

∞ Dark Hide	4/model
☉ Broodmother	6/model
☉ Mesmerising Plumage	8/model
☉ Piercing Spike	13/model
☉ Unhinging Jaw	15/model

Command Group Options

pts-

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 40×40 mm

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

Model Rules

Tightening Grasp: Special Attack.

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

At the start of each Round of Combat that the model's unit is fighting, except for the First Round of Combat, X is increased by 1 (e.g. Grind Attacks (1) becomes Grind Attacks (2)).

Options

pts-

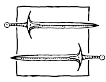
Up to two Manifestations:

∞ Chitinous Scales	3/model
☉ Segmented Shell	4/model
☉ Divining Snout	5/model
☉ Smothering Coils	10/model
∞ Mirrored Scales	21/model
∞ Unnatural Roots	30

Command Group Options

pts-

Champion	10
Musician	10
Standard Bearer	10



Sirens

205 pts + 18 pts/extra model

5–15 models

0–3 Units/Army

Height Standard
Type Cavalry
Base 25×50 mm

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

Model Rules

Elusive: Universal Rule.

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

Options

Manifestation (one choice only):

	Hot Blood	1/model
	Centipede Legs	2/model
	Mesmerising Plumage	5/model
	Roaming Hands	5/model
	Hammer Hand	8/model

Command Group Options

Champion	10
Musician	10
Standard Bearer	10



Blazing Glory

320 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	Falling Star , Fear, Fearless, Supernal, Towering Presence		
Defensive	HP	Def	Res	Arm	Aeg	
	5	*	5	0	5+	
Offensive	Att	Off	Str	AP	Agi	
Blazing Glory	5	*	5	5	5	

Model Rules

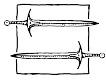
Falling Star: Universal Rule.

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

The model counts as a Character for the purpose of 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") [Av]	55	
Manifestation (one choice only):		
	Brimstone Secretions	10
	Horns of Hubris	15
	Stiff Upper Lip	20
	Bronze Backbone	30



Hope Harvester

285 pts

single model

0–2 Units/Army

Height Large

Type Beast

Base 50×100 mm

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

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

Model Rules

Aether Battery: Artillery Weapon.

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

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

Options

Engine of Damnation

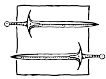
Manifestation (one choice only):

△ Aura of Despair	25
△ Sorcerous Antennae	30
∞ Mark of the Eternal Champion	50
△ Chilling Yawn	55
∞ Iron Husk	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 8 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
∞ Centipede Legs	5/model
∞ Chitinous Scales	5/model
⚡ Whipcrack Tail	12/model
⚡ Red Haze	21/model

Command Group Options

Champion	10
Musician	10
Standard Bearer	10

Aves (Max. 35%)



Furies

170 pts + 9 pts/extra model

5–15 models

0–3 Units/Army

Height Standard
Type Beast
Base 25×25 mm

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

— Options — pts —

Manifestation (one choice only):

∞ Dark Hide	1/model
☘ Red Haze	1/model
☘ Venom Sacs	1/model
∞ Kaleidoscopic Flesh	2/model
☘ Mesmerising Plumage	4/model



Veil Serpents

240 pts + 34 pts/extra model

3–6 models

0–3 Units/Army

Height Large
Type Beast
Base 40×40 mm

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

— Model Rules —

Morphlings: Universal Rule.

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

- ☘ Mesmerising Plumage
- ☘ Chilling Yawn
- ☘ Venom Sacs

— 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 —
135



Bloat Flies

320 pts + **110** 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, Tall		
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 enemy Melee Attacks, the model immediately inflicts 1 hit with Toxic Attacks on the model that caused the wound, before any casualties are removed, distributed onto the model's Health Pool.

Options

Manifestation (one choice only):

∞	Kaleidoscopic Flesh	6/model
☹	Digestive Vomit	7/model
☹	Broodmother	8/model
☹	Unhinging Jaw	12/model

Command Group Options

Champion	10
Musician	10
Standard Bearer	10

Quick Reference Sheet

Characters

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

Character Mounts

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

Core

Imps	Adv	5"	Mar	10"	Dis	6														Fearless, Scoring, Supernal
Standard, Beast	HP	1	Def	2	Res	3	Arm	0	Aeg	5+										Aegis (3+, against Shooting Attacks)
Imp	Att	1	Off	2	Str	2	AP	0	Agi	3										Energy Bolts (4+)
Succubi	Adv	5"	Mar	10"	Dis	7														Fearless, Scoring, Supernal
Standard, Beast	HP	1	Def	4	Res	3	Arm	0	Aeg	5+										
Succubus	Att	3	Off	4	Str	3	AP	1	Agi	5										Smother
Lemures	Adv	4"	Mar	8"	Dis	7														Fearless, Scoring, Supernal
Standard, Beast	HP	1	Def	3	Res	5	Arm	0	Aeg	5+										Parry
Lemure	Att	1	Off	3	Str	3	AP	0	Agi	2										

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

Aves

Furies	Adv	4"	Mar	8"	Dis	5															Fearless, Fly (10", 20"), Light Troops, Skirmisher, Supernal
Standard, Beast	HP	1	Def	3	Res	3	Arm	0	Aeg	6+											Hard Target (1)
Fury	Att	1	Off	3	Str	4	AP	1	Agi	4											Devastating Charge (+1 Str)
Veil Serpents	Adv	2"	Mar	4"	Dis	7															Fearless, Fly (9", 12"), Light Troops, Morphlings, Supernal, Wizard Conclave
Large, Beast	HP	3	Def	4	Res	4	Arm	0	Aeg	5+											
Veil Serpent	Att	3	Off	4	Str	4	AP	0	Agi	4											
Bloat Flies	Adv	2"	Mar	4"	Dis	8															Fear, Fearless, Fly (6", 14"), Light Troops, Supernal, Tall
Large, Beast	HP	4	Def	2	Res	4	Arm	0	Aeg												Aegis (5+, against Magical Attacks), Fortitude (5+)
Bloat Fly	Att	2	Off	5	Str	6	AP	3	Agi	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

2023 beta 2

- removed deleted manifestations
- new Greater Dominion
- Stixian Spirit gains +2 Health Points and Fly (8",16")
- Venom Sacks, Stiff Upper Lip and Mountain Breaker rewording
- Greenfire Eyes trigger for one model (not entire unit)
- point changes
 - Manifestation of Father Chaos Iron Husk 95 ↘90
 - Manifestation of Greed Segmented Shell 30 ↘25
 - Manifestation of Greed Segmented Shell Guiding 25 ↗30
 - Omen of Savar Base cost 490 ↘470
 - Omen of Savar Greater Dominion 40 ↘10
 - Kuulima's Deceiver Greater Dominion 40 ↘10
 - Maw of Akaan Greater Dominion 40 ↘10
 - Miser of Sugulag Greater Dominion 40 ↘10
 - Courtesan of Cibaresh Base cost 520 ↘515
 - Courtesan of Cibaresh Greater Dominion 40 ↘10
 - Sentinel of Nukuja Greater Dominion 40 ↘10
 - Sentinel of Nukuja Strixian Spirit 0 ↗5
 - Vanadra's Scourge Greater Dominion 40 ↘10
 - Succubi Base cost 230 ↗240
 - Succubi Additional models 17 ↗18
 - Lemures Base cost 235 ↘225
 - Lemures Additional models 23 ↘22
 - Myrmidons Base cost 215 ↘200
 - Myrmidons Additional models 21 ↘20
 - Eidolon Aura of Despair 3 ↗5
 - Titanslayer Chariot Base cost 205 ↘200
 - Titanslayer Chariot Hammerhand 25 ↗35
 - Clawed Fiends Additional models 95 ↘90
 - Clawed Fiends Broodmother 8 ↘6
 - Hope Harvester Engine of Damnation 100 ↘80
 - Hope Harvester Aura of Despair 15 ↗25
 - Hope Harvester Iron Husk 80 ↘65
 - Bloat Flies Base cost 310 ↗320
 - Bloat Flies Additional models 100 ↗110