

# THE IX AGE FANTASY BATTLES



## Daemon Legions

Army Book (Core Rules)

2<sup>nd</sup> Edition, version 2023 – April 13, 2023

This book is stable and the official one, it will only change during the yearly Balance Patch, usually impacting mainly points.

Army Specific Rules	2	Characters	5
Army Model Rules	2	Character Mounts	10
Hereditary Spell	2	Core	12
Daemonic Manifestations	3	Special	14
Army Organisation	5	Aves	20
Quick Reference Sheet	22		
Changelog	25		



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](https://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](https://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

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
<b>H</b> <i>rep</i>				The target suffers 1 hit with Strength 2 [5], Armour Penetration 2, <b>Area Attack (1×5)</b> , <b>Magical Attacks</b> , and <b>[Multiple Wounds (2)]</b> .
<b>4+</b>	<b>24"</b>	Damage Hex Missile	Instant	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 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, they would automatically on a successful natural to-hit roll of '5' or '6', unless the target has **Immune (Poison Attacks)**.



## Manifestations of Gluttony

**Digestive Vomit** 40 (50) pts  
(Dominant).

If the model has previously been on the winning side of a combat while having this Manifestation, it gains +1 Strength and +1 Armour Penetration.

**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  
Units with at least one model with this Manifestation gain **Minimised (Discipline Tests)**.

**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**.

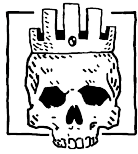
**Red Haze** 40 (75) pts  
(Dominant).

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.

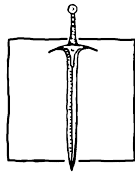
**Incendiary Ichor** 10 (30) pts  
(Dominant).

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.

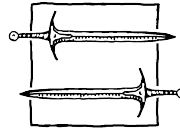
# Army Organisation



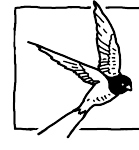
**Characters**  
Max. 40%



**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			
	<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			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	<b>Know Thyself</b> , 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), <b>Devour</b> , 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+	<b>Abyssal Armour</b>
Offensive	Att	Off	Str	AP	Agi	
Miser of Sugulag	5	5	5	2	2	

### Model Rules

#### **Abyssal 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	<b>Avert your Gaze</b> , 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	<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.

#### **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	<b>Divine Right</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)**.

### 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, <b>Omniscience</b> , 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 (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 50×100 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), <b>Rage</b>					

— Magic Options —

Wizard Apprentice

Wizard Adept

pts-

25

120

— Options —

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

Manifestations of Father Chaos and Wrath  
If General

pts-

10

up to 150  
up to 175



Evocation



Thaumaturgy

# Character Mounts



## Dark Pulpit

Height Standard  
Type Beast  
Base 50×100 mm  
0–2 Mounts/Army

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



## Pale Horse

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

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

—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	<b>2"</b>	<b>4"</b>	<b>C</b>	<b>Fly (10", 10"), Swiftstride, Tall, Vanguard</b>		
Fly	<b>10"</b>	<b>10"</b>				
Defensive	HP	Def	Res	Arm	Aeg	
	<b>4</b>	<b>C</b>	<b>C</b>	<b>1</b>	<b>C</b>	<b>Cannot be Stomped, Hard Target (1)</b>
Offensive	Att	Off	Str	AP	Agi	
Burning Wheel	<b>3</b>	<b>4</b>	<b>4</b>	<b>0</b>	<b>4</b>	<b>Harnessed</b>



## 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>35</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.

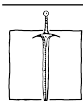
Global	Adv	Mar	Dis	Model Rules		
Ground	<b>9"</b>	<b>9"</b>	<b>C</b>	<b>Fly (9", 9"), Rising Star, Swiftstride, Towering Presence</b>		
Fly	<b>9"</b>	<b>9"</b>				
Defensive	HP	Def	Res	Arm	Aeg	
	<b>5</b>	<b>C</b>	<b>C</b>	<b>C</b>	<b>4+</b>	
Offensive	Att	Off	Str	AP	Agi	
<b>Writhing Majesties</b>	<b>4</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 25x25 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):**

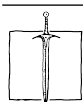
- Aura of Despair** 1/model
- Incendiary Ichor** 1/model
- Dark Hide** 3/model
- Mark of the Eternal Champion** (Champion only) 30
- Sorcerous Antennae** 50

— 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 25x25 mm

Global	Adv	Mar	Dis	Model Rules		
	5"	10"	7	Fearless, Scoring, Supernal		
Defensive	HP	Def	Res	Arm	Aeg	
	1	4	3	0	5+	
Offensive	Att	Off	Str	AP	Agi	
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		
	<b>4"</b>	<b>8"</b>	<b>7</b>	Fearless, Scoring, Supernal		
Defensive	HP	Def	Res	Arm	Aeg	
	<b>1</b>	<b>3</b>	<b>5</b>	<b>0</b>	<b>5+</b>	Parry
Offensive	Att	Off	Str	AP	Agi	
Lemure	<b>1</b>	<b>3</b>	<b>3</b>	<b>0</b>	<b>2</b>	

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		
	<b>5"</b>	<b>10"</b>	<b>8</b>	Fearless, Scoring, Supernal		
Defensive	HP	Def	Res	Arm	Aeg	
	<b>1</b>	<b>4</b>	<b>3</b>	<b>0</b>	<b>5+</b>	
Offensive	Att	Off	Str	AP	Agi	
Myrmidon	<b>1</b>	<b>5</b>	<b>5</b>	<b>1</b>	<b>4</b>	Devastating Charge (Battle Focus), Fight in Extra Rank

Options

pts-

Command Group Options

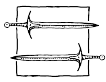
pts-

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)







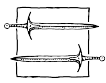
## Eidolons

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	Agi		
	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			5/model				
 Sorcerous Antennae			25				
			pts-			Command Group Options	
						Champion 130	








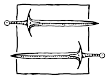
## Hellhounds

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	Agi		
	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		
	<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") [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)**.

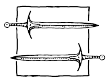
**Legion Thresher:** Universal Rule.

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, <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.

In the Charge Phase, the model gains **Maximised (Charge Range)** for Charges against units consisting entirely of models with Towering Presence. In addition, the model's Impact Hits gain **Multiple Wounds (D3, against Towering Presence)**.

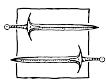
### Options

#### Manifestation (one choice only):

	Segmented Shell	5
	Stiff Upper Lip	5
	Digestive Vomit	10
	Centipede Legs	15
	Hammer Hand	35

### 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	Extra Support (3), Poison Attacks, <b>Spell Craving</b>

### 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:

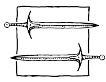
When its unit enters the Battlefield, the owner may choose to apply the rules for Special Ambush (within 6" of an enemy model with Channel).

### 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 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	Smother

### Options

pts-

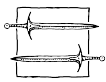
Manifestation (one choice only):

	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 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	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-

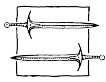
Up to two Manifestations:

	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	<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 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	<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

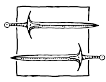
#### Falling Star: Universal Rule.

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") [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	<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

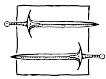
Manifestation (one choice only):

△ 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, <b>Morphlings</b> , 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 50x75 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

<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														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
<b>Maw of Akaan</b>	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										
<b>Miser of Sugulag</b>	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										
<b>Courtesan of Cibaresh</b>	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
<b>Omen of Savar</b>	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										
<b>Sentinel of Nukuja</b>	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
<b>Vanadra's Scourge</b>	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

<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"), 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
<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"), 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>Succubi</b>	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
<b>Lemures</b>	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										



## 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 hotfix 1

- Digestive Vomit clarification

## 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