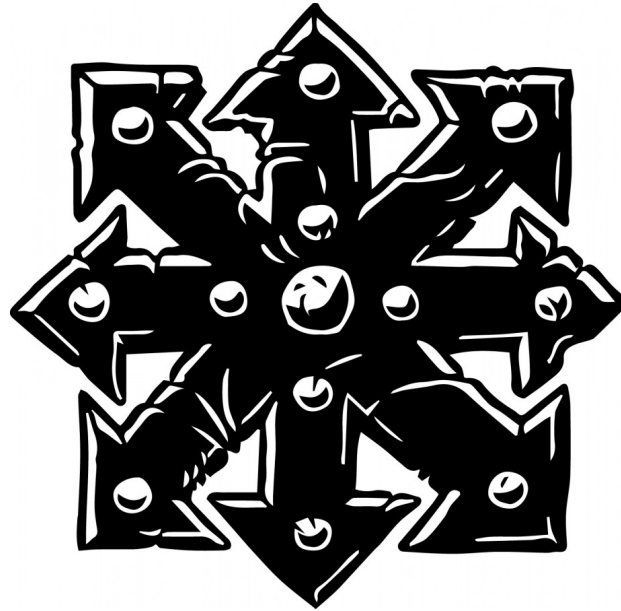


# THE IX AGE

## FANTASY BATTLES



# Warriors of the Dark Gods

Army Book (Core Rules)

2<sup>nd</sup> Edition, version 2021 – March 18, 2021

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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.

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# Army Model Rules

## Favours of the Dark Gods

A Character with a Favour cannot join a unit that contains any models with a different Favour.



**Favour of Kuulima, Goddess of Envy**  
Attack Attribute – Close Combat

The model gains **Swiftstride**. In addition, a Charging model part with this Attack Attribute **must** reroll any natural to-hit rolls of '1'. Units with all of their models with this Favour **must** reroll any natural rolls of '1' when rolling for Charge Range.



**Favour of Akaan, God of Gluttony**  
Attack Attribute – Close Combat

The first time a model with this Favour successfully Charges a Fleeing unit, or is on the winning side of a combat and does not Pursue or Overrun, its Close Combat Attacks from model parts with this Favour gain +1 Strength (the effect lasts for the duration of the game).



**Favour of Sugulag, God of Greed**  
Universal Rule

The bearer gains Great Weapon, Halberd, Paired Weapons, and **Weapon Master**. The Special Item allowance of Characters with this Favour is increased by 50 pts.



**Favour of Cibaresh, God of Lust**  
Universal Rule

The model gains **Strider**. In addition, units with more than half of their models with this Favour are subject to the following rules:

- They gain **Feigned Flight**.
- They may declare Flee as a Charge Reaction even if they have Fearless.
- Their Rally Test in their next Player Turn after voluntarily declaring Flee as a Charge Reaction is subject to Minimised Roll. This does not apply if a unit fails to rally on the next friendly Player Turn or Flees involuntarily.



**Favour of Savar, God of Pride**  
Universal Rule

Discipline Tests taken by units with at least one model with this Favour are subject to Minimised Roll.



**Favour of Nukuja, Goddess of Sloth**  
Universal Rule

Models with this Favour gain +1 Resilience. If a model with this Favour declares a Charge against an enemy unit that is more than 10"\* away or performs an Advance or March Move of more than 10"\*, this effect is lost until the start of the Melee Phase in the next Player Turn.

\*These distances are decreased to 6" if the model is Gigantic.



**Favour of Vanadra, Goddess of Wrath**  
Attack Attribute – Close Combat

The model part gains **Lightning Reflexes** and +1 Agility. Close Combat Attacks allocated towards the model gain +1 to hit. These effects are only applied in the First Round of Combat.

## Universal Rules

### Battle Fever

Units with more than half of their models with Battle Fever **must** reroll failed Panic and Break Tests.

## Irredeemable

The model cannot make Stomp Attacks and, when in the second rank and not in base contact with any enemy models, can make Grind Attacks across models in the first rank directly in front of it. When a model with Irredeemable is killed by a Melee Attack, remove it as a casualty only at the end of Initiative Step 0. A unit with at least one model with Irredeemable may never have more ranks than files.

## Path of the Exiled

Units with more than half of their models with Path of the Exiled **must** reroll failed Break Tests. At the end of step 7 of a Round of Combat (after taking Break Tests), models with Path of the Exiled in a unit that failed a Break Test simultaneously perform Close Combat Attacks (ignoring the rules for Initiative Order, but otherwise following the normal rules such as Supporting Attacks and Allocating Attacks). Afterwards, they are removed as casualties. Models with Path of the Exiled cannot join or be joined by models with Path of the Favoured.

## Path of the Favoured

Units with more than half of their models with Path of the Favoured **must** reroll failed Break Tests. In addition, model parts with Path of the Favoured upgraded to a Champion gain +1 Health Point to a maximum of 3, and their Discipline is **set** to 9.

## Trophy Rack

The bearer's unit may reroll failed Discipline Tests unless Fleeing. Each time attacks made by the bearer's model kill an enemy model that it is fighting a Duel with, the bearer gains a +1 Combat Score modifier for the rest of the game (this also applies to attacks made outside the Melee Phase). In addition, the bearer's model may take a single Banner Enchantment (using the bearer's Special Item allowance as normal).

## Veil Walker

When a model with Veil Walker casts a non-Bound Spell, you may discard a single Veil Token when declaring the target(s) of the spell and activate one of the following effects:

- *Secret of Flesh*: Failed to-wound rolls from this spell that occur during a Magic Phase **must** be rerolled.
- *Secret of Separation*: The spell's range is increased by 6". Aura spells only gain +3" range. Spells with type Caster are unaffected.
- *Secret of Substance*: Successful Armour Saves against wounds caused by this spell's effect **must** be rerolled.

## Personal Protections

### Unburnt

Successful to-wound rolls of attacks that are Flaming Attacks made against the model **must** be rerolled. In addition, the model considers all units consisting entirely of models without Unburnt as Insignificant.

## Armoury

### Hell-Forged Armour – Armour Equipment

Plate Armour. The wearer's model gains **Aegis (5+, against Toxic Attacks)**.

### Spiked Shield – Armour Equipment

Models on foot only.

Shield. For each **successful** Armour Save roll of **4+** made by the bearer against a Melee Attack while using a Spiked Shield, the bearer immediately inflicts 1 hit with the bearer's Strength and Armour Penetration against the model that caused the wound, before any casualties are removed, distributed onto the model's Health Pool. This is considered a Special Attack.

# Hereditary Spell

Casting Value	Range	Type	Duration	Effect
<b>H Hellfire</b> (6+) {10+}	18"	Damage* Direct Hex	Instant	The target suffers (2D3) {2D6} hits with Strength 6, Armour Penetration 0, and Magical Attacks.

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

## Special Items

### Weapon Enchantments

**Burning Portent** 125 pts  
Enchantment: Hand Weapon.  
Attacks made with this weapon become **Flaming Attacks** and **Magical Attacks**, gain **Multiple Wounds (D3)**, and their Armour Penetration is **set** to 10.

**Symbol of Slaughter** 35 pts  
Enchantment: Hand Weapon and Paired Weapons.  
While using this weapon, the wielder gains +2 Attack Value, +2 Agility, and **Magical Attacks**. Close Combat Attacks made against the wielder's model gain +1 to hit.

### Armour Enchantments

**Thrice-Forged** 60 pts  
Enchantment: Suit of Armour.  
The wearer gains +3 Armour. If the wearer's model has Towering Presence, its Armour cannot be improved beyond 5.

**Gladiator's Spirit** 35 pts  
Enchantment: Suit of Armour.  
The wearer gains +1 Armour and **Parry**.

### Banner Enchantments

**Zealots' Banner** 50 pts  
0-3 per Army.  
The maximum number of Supporting Attacks that models in the second rank of the bearer's unit can perform is increased by 1.

**Icon of the Infinite** 40 pts  
0-2 per Army. Cannot be taken by units that count towards Core.  
The bearer can cast *Hellfire* (Hereditary Spell) as a Bound Spell with Power Level (4/8).

**Wasteland Torch** 30 pts  
The bearer's unit gains **Strider (Ruins)**. After determining Deployment Zones (at the end of step 6 of the Pre-Game Sequence), you may choose a single Field or Forest Terrain Feature that becomes Ruins. The bearer's unit gains **Flaming Attacks** in the First Round of Combat.

### Artefacts

**Ledger of Souls** 75 pts  
Dominant.  
Immediately before removing a friendly model without Insignificant in a unit within 9" of the bearer's model due to enemy attacks, you gain one Veil Token for each Health Point that model had the first time it entered the Battlefield.

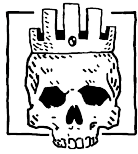
**Immortal Gauntlets** 45 pts  
At the start of any Round of Combat, you may discard a Veil Token from your Veil Token pool. If so, choose either Divine Attacks, Flaming Attacks, or Magical Attacks. The bearer's Close Combat Attacks gain the chosen Attack Attribute. The chosen effect lasts until the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

**Lord of the Damned** 35 pts  
Sorcerers, Doomlords, and Shrine Priests only.  
Any unit with Irredeemable within 18" of the bearer's model may reroll the distance it moves in the Movement Phase with Random Movement.

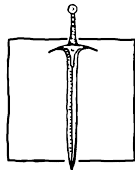
**Wyrd Stone** 15 pts  
One use only. **Must** be activated when the bearer's model suffers the first hit in the game. This hit is ignored. If the bearer is hit by several simultaneous attacks, the bearer chooses which attack to ignore.

**Veilgate Orb** 10 pts  
At the end of Siphon the Veil, the army may keep up to 6 Veil Tokens instead of the normal 3.

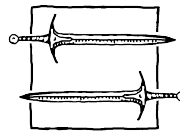
# Army Organisation



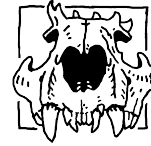
**Characters**  
Max. 45%



**Core**  
Min. 20%



**Special**  
No limit



**Legendary Beasts**  
Max. 35%

## Characters (Max. 45%)



**Exalted Herald**  
830 pts

single model

Height Large  
Type Infantry  
Base 50×50 mm

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

### Model Rules

#### Manifestation: Universal Rule.

During Spell Selection, each Exalted Herald **must** choose two different Manifestations from the list below and apply the effects during the game. The model **must** select 3 spells out of the spells indicated for the chosen Manifestations, *Wrath of God* (Thaumaturgy), and *Hellfire* (Hereditary Spell). This replaces the normal rules for Spell Selection connected to being a Wizard Adept. In addition, *Guiding Light* (Divination) becomes the Attribute Spell for all non-Bound Spells cast by the model.

### Optional Model Rules

	The Exalted Herald gains	The Exalted Herald has access to
<b>Abiding Spirit</b>	<b>Hard Target (1).</b> At the end of each friendly Melee Phase, if the Exalted Herald has been on the winning side of a combat in this phase, it Recovers 1 Health Point.	<i>Smite the Unbeliever</i> (Thaumaturgy)
<b>Brand of the Dragon</b>	<b>Breath Attack (Str 4, AP 1, Flaming Attacks), Fly (8", 16"), Light Troops, and Swiftstride</b>	<i>Breath of Corruption</i> (Occultism)
<b>Emissary of Chaos</b>	<b>Stomp Attacks (D6), Stubborn, Tall, and Terror</b>	<i>Pentagram of Pain</i> (Occultism)
<b>Sorcerer Immortal</b>	<b>Veil Walker</b>	<i>Marked for Doom</i> (Occultism) and <i>The Grave Calls</i> (Occultism)
<b>Unholy Avatar</b>	+1 Strength, +1 Armour Penetration, and <b>Divine Attacks</b>	<i>The Rot Within</i> (Occultism)



## Chosen Lord

295 pts

single model

Height Standard  
Type Infantry  
Base 25×25 mm



A mount marked with (LB) counts towards Legendary Beasts. The mount and its rider also count towards Characters.

Global	Adv	Mar	Dis	Model Rules	
	5"	10"	9	Fearless, Path of the Favoured	
Defensive	HP	Def	Res	Arm	
	3	7	5	0	Hell-Forged Armour
Offensive	Att	Off	Str	AP	Agi
Chosen Lord	5	8	5	2	7
Options			pts-		
Trophy Rack				25	
Special Items				up to 150	
If General				up to 200	
A single <b>Gift of the Dark Gods</b>				no limit	
<b>Must</b> choose (one choice only):					
Shield				free	
Spiked Shield				15	
<b>Must</b> choose a single Favour:					
Envy	45	Pride		30	
Gluttony	15	Sloth		45	
Greed	15	Wrath		20	
Lust	free				
One choice only:					
Lance				10	
Paired Weapons				10	
Great Weapon				20	
Halberd				20	
Optional Model Rules					

Mount Options		pts-	
Karkadan			85
Scythed Skywheel			90
War Dais			90
Black Steed			100
Dark Chariot			130
Chimera (LB)			155
Wasteland Dragon (LB) (General only)			370

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

**Daemonic Wings** 80 pts  
Models on foot only.  
The bearer gains **Fly (8", 16")**, **Light Troops**, and **Swiftstride**.

**Idol of Spite** 70 pts  
One use only. May be activated at the start of a Round of Combat. For the duration of that Round of Combat, the bearer gains +1 Attack Value, +1 Strength, and +1 Armour Penetration.

**Luck of the Dark Gods** 60 pts  
The bearer's model gains **Aegis (+1, max. 4+)**.

**Dark Prelate** 55 pts  
The bearer can cast *Spectral Blades* (Evocation) and *Hand of Glory* (Occultism) as Bound Spells with Power Level (4/8) and type Caster's Unit. *Hand of Glory* is cast as the amplified version without performing The Sacrifice.

**Entropic Aura** 50 pts  
Standard and Large models only.  
Weapon Enchantments and Armour Enchantments carried by the bearer, models in the bearer's unit, and models in units that are in base contact with the bearer are ignored.



## Doomlord

360 pts

single model

Height Large  
Type Infantry  
Base 40×40 mm



A mount marked with (LB) counts towards Legendary Beasts. The mount and its rider also count towards Characters.

Global	Adv	Mar	Dis	Model Rules	
	6"	12"	9	Fearless, <b>Master of Destruction</b> , Path of the Exiled	
Defensive	HP	Def	Res	Arm	
	4	6	5	1	Hell-Forged Armour
Offensive	Att	Off	Str	AP	Agi
Doomlord	5	7	5	2	5

### Model Rules

**Master of Destruction:** The bearer can use a Shield or a Spiked Shield simultaneously with a Great Weapon or a Halberd.

### Options

Trophy Rack	25
Special Items	up to 150
If General	up to 200
<b>Must</b> choose (one choice only):	
Shield	free
Spiked Shield	50
One choice only:	
Paired Weapons	5
Halberd	25
Great Weapon	40

### Mount Options

Wasteland Behemoth (LB)	225
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## Sorcerer

145 pts

single model

Height Standard  
Type Infantry  
Base 25×25 mm



A mount marked with (LB) counts towards Legendary Beasts. The mount and its rider also count towards Characters.

Global	Adv	Mar	Dis	Model Rules	
	4"	8"	8	Battle Fever, Wizard Apprentice	
Defensive	HP	Def	Res	Arm	
	3	4	4	0	Light Armour
Offensive	Att	Off	Str	AP	Agi
Sorcerer	2	4	3	0	3

### Magic Options

One choice only:	
Wizard Adept	75
Wizard Master	225



Alchemy



Evocation



Occultism

### Mount Options

Black Steed	50
War Dais	50
Scythed Skywheel	65
Dark Chariot	70
Battleshrine	280
Wasteland Behemoth (LB)	340
Wasteland Dragon (LB) (General only)	400

### Options

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



## Barbarian Chief

110 pts

single model

Height Standard  
Type Infantry  
Base 25×25 mm



A mount marked with (LB) counts towards Legendary Beasts. The mount and its rider also count towards Characters.

Global	Adv	Mar	Dis	Model Rules		
	4"	8"	9	Battle Fever		
Defensive	HP	Def	Res	Arm		
	3	5	4	0	Heavy Armour	
Offensive	Att	Off	Str	AP	Agi	
Barbarian Chief	3	5	5	1	5	<b>Deeds not Words</b>

### Model Rules

**Deeds not Words:** Attack Attribute.

The model part gains **Battle Focus** and **Hatred** while joined to one or more R&F models with Battle Fever.

### Options

	pts
Trophy Rack	25
Special Items	up to 100
If General	up to 150
Shield	5
Throwing Weapons (4+)	5
One choice only:	
Light Lance	5
Paired Weapons	5
Spear	5
Great Weapon	10

### Mount Options

	pts
War Dais	55
Shadow Chaser	70
Black Steed	85
Dark Chariot	120
Chimera (LB)	160
Wasteland Behemoth (LB)	365



## Feldrak Ancestor

650 pts

single model

Height Gigantic  
Type Beast  
Base 75×100 mm

The unit counts both towards Characters and Legendary Beasts.

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

### Model Rules

**Dying Embers:** Attack Attribute.

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

**Primal Legend:** Universal Rule.

The limit of Legendary Beasts is increased to "Max. 45%". While the model is on the board, friendly units with Fly may not use Flying Movement.

### Options

	pts
One Weapon Enchantment, paying twice the listed Point Cost	no limit
One choice only:	
Great Weapon	10
Halberd	40
Paired Weapons	80



# Character Mounts



## Black Steed

Height Standard  
Type Cavalry  
Base 25×50 mm

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

— Options — pts — Optional Model Rules —  
 Barbarian Chief **must** take **Prized Stallion** free **Prized Stallion**: Universal Rule.  
 The model's March Rate is **set** to 16".



## Shadow Chaser

Height Standard  
Type Cavalry  
Base 25×50 mm

Global	Adv	Mar	Dis	Model Rules		
	<b>10"</b>	<b>20"</b>	<b>C</b>	Light Troops, Strider, Vanguard (6")		
Defensive	HP	Def	Res	Arm		
	<b>C</b>	<b>C</b>	<b>C</b>	<b>C+1</b>		
Offensive	Att	Off	Str	AP	Agi	
Shadow Chaser	<b>1</b>	<b>3</b>	<b>3</b>	<b>0</b>	<b>4</b>	Harnessed



## Scythed Skywheel

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

Global	Adv	Mar	Dis	Model Rules		
	Ground <b>C</b>	<b>C</b>	<b>C</b>	Fly (6", 18"), Light Troops, Swiftstride, Tall		
	Fly <b>6"</b>	<b>18"</b>				
Defensive	HP	Def	Res	Arm		
	<b>C</b>	<b>C</b>	<b>C</b>	<b>C</b>	Cannot be Stomped, Hard Target (1)	
Offensive	Att	Off	Str	AP	Agi	
Scythed Skywheel			<b>3</b>	<b>0</b>	<b>3</b>	Grind Attacks (D3+1), Harnessed



## War Dais

Height Standard  
Type Infantry  
Base 50×50 mm

Global	Adv	Mar	Dis	Model Rules		
	C	C	C	Tall		
Defensive	HP	Def	Res	Arm		
	4	C	C	C+2	Cannot be Stomped	
Offensive	Att	Off	Str	AP	Agi	
War Dais	4	5	4	1	4	Harnessed



## Dark Chariot

Height Large  
Type Construct  
Base 50×100 mm  
0–3 Mounts/Army

Global	Adv	Mar	Dis	Model Rules		
	8"	8"	C	Swiftstride		
Defensive	HP	Def	Res	Arm		
	4	C	5	C+2		
Offensive	Att	Off	Str	AP	Agi	
Black Steed (2)	1	3	4	0	3	Harnessed
Chassis			5	2		Impact Hits (D6+1), Inanimate



## Battlehrine

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

Global	Adv	Mar	Dis	Model Rules		
	5"	10"	C	Channel (1), Fear, <b>Keeper of the Beacon</b> , Towering Presence, Trophy Rack, War Platform		
Defensive	HP	Def	Res	Arm		
	5	C	5	C+1	Aegis (5+)	
Offensive	Att	Off	Str	AP	Agi	
Wretched One (2)			4	0	1	Grind Attacks (D6+1), Harnessed

### Model Rules

#### **Keeper of the Beacon:** Universal Rule.

After Spell Selection, the Wizard **must** replace one of its non-Hereditary Learned Spells with one of the following spells:

- *Whispers of the Veil* (Evocation)
- *The Grave Calls* (Occultism)
- *Wrath of God* (Thaumaturgy) (only if Wizard Master)
- *Hellfire* (Hereditary Spell)



## Karkadan

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

0–4 Mounts/Army

Global	Adv	Mar	Dis	Model Rules		
	<b>7"</b>	<b>14"</b>	<b>C</b>	<b>Fear</b>		
Defensive	HP	Def	Res	Arm		
	<b>C</b>	<b>C</b>	<b>C</b>	<b>C+2</b>		
Offensive	Att	Off	Str	AP	Agi	
<b>Karkadan</b>	<b>2</b>	<b>3</b>	<b>5</b>	<b>2</b>	<b>2</b>	<b>Harnessed</b>



## Chimera

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

0–2 Mounts/Army

The mount and its rider count towards Characters. The mount also counts towards Legendary Beasts.

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

— Options — pts — Optional Model Rules —

**Wings** 40 **Wings: Universal Rule.**  
 The model's March Rate is **set** to 16" and it gains **Fly (8", 16")** and **Light Troops**.



## Wasteland Behemoth

Height **Gigantic**  
 Type **Beast**  
 Base **100×150 mm**

0–2 Mounts/Army

The mount and its rider count towards Characters. The mount also counts towards Legendary Beasts.

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

— Options — pts — Optional Model Rules —

**Additional Limbs** 35 **Additional Limbs: Universal Rule.**  
 The model's March Rate is **set** to 20" and its Armour is **set** to 3.



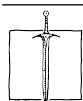
# Wasteland Dragon

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

The mount and its rider count towards Characters. The mount also counts towards Legendary Beasts.

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

# Core (Min. 20%)



## Warriors

225 pts + 22 pts/extra model

10-30\* models



Height Standard  
Type Infantry  
Base 25×25 mm

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

### Options

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

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

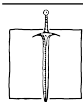
\*The max. unit size for a unit with a Favour is reduced to 25 models.

One choice only:

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

### Command Group Options

Champion	25
Musician	10
Standard Bearer	10
Banner Enchantment	no limit



## Fallen

150 pts + 16 pts/extra model

5-15 models

0-2 Units/Army\*

Height Standard  
Type Infantry  
Base 25×25 mm

\*0-6 Units/Army if a Doomlord is the General

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



# Barbarians

135 pts + 7 pts/extra model

15-40 models

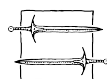


Height Standard  
Type Infantry  
Base 25x25 mm

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

Options			pts-	Command Group Options			pts-
Shield			1/model	Champion			10
Throwing Weapons (5+)*			2/model	Musician			10
One choice only:				Standard Bearer			10
Paired Weapons			1/model	Banner Enchantment			no limit
Great Weapon			3/model				
Spear and Shield			3/model				
*0-40 Models/Army							

# Special (No limit)



## Barbarian Horsemen

130 pts + 18 pts/extra model

5-15 models



0-4 Units/Army

Height Standard  
Type Cavalry  
Base 25x50 mm



Units of 8 or more models count towards Core instead of Special.

Global	Adv	Mar	Dis	Model Rules		
	<b>8"</b>	<b>16"</b>	<b>8</b>	Battle Fever, Scoring		
Defensive	HP	Def	Res	Arm		
	<b>1</b>	<b>4</b>	<b>3</b>	<b>1</b>	Heavy Armour	
Offensive	Att	Off	Str	AP	Agi	
Barbarian Horseman	<b>1</b>	<b>4</b>	<b>4</b>	<b>0</b>	<b>3</b>	
Black Steed	<b>1</b>	<b>3</b>	<b>4</b>	<b>0</b>	<b>3</b> Harnessed	
Options			pts-	Command Group Options		pts-
Shield			2/model	Champion		10
One choice only:				Musician		10
Great Weapon			free	Standard Bearer		10
Paired Weapons			free	Banner Enchantment		no limit
Light Lance			2/model			



## Warhounds

95 pts + 8 pts/extra model

5-15 models

0-4 Units/Army

Height Standard  
Type Beast  
Base 25x50 mm



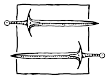
Units of 8 or more models count towards Core instead of Special.

Global	Adv	Mar	Dis	Model Rules	
	<b>8"</b>	<b>16"</b>	<b>5</b>	Insignificant, <b>Release the Hounds</b>	
Defensive	HP	Def	Res	Arm	
	<b>1</b>	<b>3</b>	<b>3</b>	<b>0</b>	
Offensive	Att	Off	Str	AP	Agi
Warhound	<b>1</b>	<b>3</b>	<b>3</b>	<b>0</b>	<b>4</b>

Model Rules

### Release the Hounds: Universal Rule.

One use only. May be activated at the start of a friendly Player Turn (all models in a unit must activate this rule at the same time). The model gains +6" March Rate and **Devastating Charge (+1 Att, +1 Str)** during this Player Turn.



## Warrior Knights

250 pts + 38 pts/extra model

5–10 models



0–5 Units/Army

Height Standard  
Type Cavalry  
Base 25×50 mm

Global	Adv	Mar	Dis	Model Rules	
	<b>8"</b>	<b>14"</b>	<b>8</b>	Fearless, Path of the Favoured, Scoring	
Defensive	HP	Def	Res	Arm	
	<b>1</b>	<b>5</b>	<b>4</b>	<b>2</b>	Hell-Forged Armour, Shield
Offensive	Att	Off	Str	AP	Agi
Warrior Rider	<b>2</b>	<b>5</b>	<b>4</b>	<b>1</b>	<b>4</b>
Black Steed	<b>1</b>	<b>3</b>	<b>4</b>	<b>0</b>	<b>3</b> Harnessed
— Options — pts —					
Only units with a Champion may upgrade Warrior Riders with a single Favour:			— Command Group Options — pts —		
Envy	4/model	Pride	2/model	Champion	30
Gluttony	4/model	Sloth	7/model	Musician	10
Greed	5/model	Wrath	8/model	Standard Bearer	10
Lust	10/model			Banner Enchantment	no limit
One choice only:					
Great Weapon			1/model		
Lance			7/model		



## Warrior Chariot

230 pts

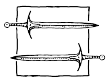
single model

0–4 Units/Army

Height Large  
Type Construct  
Base 50×100 mm

Global	Adv	Mar	Dis	Model Rules	
	<b>8"</b>	<b>8"</b>	<b>8</b>	Fearless, Path of the Favoured, Swiftstride	
Defensive	HP	Def	Res	Arm	
	<b>4</b>	<b>5</b>	<b>5</b>	<b>1</b>	Hell-Forged Armour
Offensive	Att	Off	Str	AP	Agi
Warrior Crew (2)	<b>2</b>	<b>5</b>	<b>4</b>	<b>1</b>	<b>4</b> Halberd
Black Steed (2)	<b>1</b>	<b>3</b>	<b>4</b>	<b>0</b>	<b>3</b> Harnessed
Chassis			<b>5</b>	<b>2</b>	Impact Hits (D6+1), Inanimate





## Chosen

260 pts + 55 pts/extra model

5-10 models



0-4 Units/Army

Height Standard  
Type Infantry  
Base 25x25 mm

Global	Adv	Mar	Dis	Model Rules		
	5"	10"	8	Fearless, Path of the Favoured, Scoring		
Defensive	HP	Def	Res	Arm		
	2	6	4	0	Hell-Forged Armour, Spiked Shield	
Offensive	Att	Off	Str	AP	Agi	
Chosen	3	6	4	1	5	<b>Master of Battle</b>

### Model Rules

**Master of Battle:** Attack Attribute.  
The model's maximum number of Supporting Attacks is **set** to 3.

### Command Group Options

Champion	25
Musician	10
Standard Bearer	10
Banner Enchantment	no limit

### Options

**Must** choose a single Favour:

Envy	8/model	Pride	free
Gluttony	3/model	Sloth	11/model
Greed	10/model	Wrath	16/model
Lust	free		

One choice only:

Paired Weapons	1/model
Great Weapon	4/model
Halberd	8/model



## Chosen Knights

410 pts + 110 pts/extra model

3-5 models



0-12 Models/Army

Height Large  
Type Cavalry  
Base 50x75 mm

Global	Adv	Mar	Dis	Model Rules		
	7"	14"	8	Fear, Fearless, Path of the Favoured, Scoring		
Defensive	HP	Def	Res	Arm		
	3	6	4	2	Hell-Forged Armour	
Offensive	Att	Off	Str	AP	Agi	
Chosen Rider	3	6	4	1	5	Halberd
Karkadan	2	3	5	2	2	Harnessed

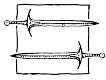
### Options

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

Envy	6/model	Pride	3/model
Gluttony	free	Sloth	12/model
Greed	3/model	Wrath	free
Lust	8/model		

### Command Group Options

Champion	20
Musician	10
Standard Bearer	10
Banner Enchantment	no limit



## Chosen Chariot

340 pts

single model

0–2 Units/Army

Height Large  
Type Construct  
Base 50×100 mm

Global	Adv	Mar	Dis	Model Rules		
	7"	7"	8	Fear, Fearless, Path of the Favoured, Swiftstride		
Defensive	HP	Def	Res	Arm		
	5	6	5	2	Hell-Forged Armour	
Offensive	Att	Off	Str	AP	Agi	
Chosen Crew (2)	3	6	4	1	5	Halberd
Karkadan	2	3	5	2	2	Harnessed
Chassis			5	2		Impact Hits (D6+1), Inanimate

— Options — pts —

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

Envy	25	Pride	15
Gluttony	10	Sloth	60
Greed	25	Wrath	free
Lust	25		



## Chimera

200 pts

single model

0–3 Units/Army

Height Large  
Type Beast  
Base 50×100 mm



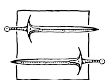
Units with an upgrade marked with [LB] also count towards Legendary Beasts.

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

— Options — pts — — Optional Model Rules —

**Wings** (0–2 Units/Army) [LB] 30

**Wings: Universal Rule.**  
The model's March Rate is **set** to 16" and it gains **Fly (8", 16")** and **Light Troops**.



## Wretched Ones

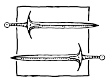
75 pts + 85 pts/extra model

1–6 models

0–2 Units/Army

Height Large  
Type Infantry  
Base 40×40 mm

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



## Forsworn

200 pts + 60 pts/extra model

3-9 models



0-3 Units/Army

Height Large  
Type Infantry  
Base 40x40 mm

Global	Adv	Mar	Dis	Model Rules	
	6"	12"	8	Bodyguard (Doomlord), Fearless, Path of the Exiled, Scoring	

Defensive	HP	Def	Res	Arm	
	3	4	4	1	Hell-Forged Armour

Offensive	Att	Off	Str	AP	Agi
Forsworn	2	5	4	1	4

Options	pts	Command Group Options	pts
Spiked Shield	15/model	Champion	10
<b>Damnation*</b>	10/model	Musician	10
One choice only:		Standard Bearer	10
Paired Weapons	1/model	Banner Enchantment	no limit
Great Weapon	3/model		
Halberd	3/model		

\*0-2 Units/Army and 0-6 Models/Unit

### Optional Model Rules

#### Damnation: Universal Rule.

The unit cannot be joined by any Characters, and it may never have more ranks than files. When the unit fails a Break Test, it does not perform the extra Close Combat Attacks from Path of the Exiled. Instead replace each model of the unit with a Wretched One model after step 8 of the Round of Combat Sequence (after taking Panic Tests):

- The unit with Damnation is considered destroyed and its models are considered to be removed as casualties.
- Each Wretched One model is placed in the same position and facing the same direction as the replaced model, even if the replaced model was in base contact with an enemy unit. In this case, the Wretched One model is placed in base contact with the enemy unit too.
- The Wretched One models form a new unit.
- The Wretched One unit follows the rules for Summoned Units, except that it ignores the Unit Spacing rule when placed on the Battlefield.
- The Wretched One unit cannot perform any Combat Reforms during that Round of Combat, however the enemy units can do so as normal.
- Note that the following Round of Combat is not considered the First Round of Combat for the Wretched One unit nor the enemy units it is Engaged with.



## Feldraks

330 pts + 120 pts/extra model

3-6 models



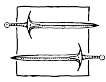
Height Large  
Type Beast  
Base 50x75 mm

Global	Adv	Mar	Dis	Model Rules	
	8"	16"	9	Fear, Scoring	

Defensive	HP	Def	Res	Arm	
	4	4	5	2	Unburnt, Light Armour

Offensive	Att	Off	Str	AP	Agi
Feldrak	3	4	5	2	3

Options	pts	Command Group Options	pts
One choice only:		Champion	10
Great Weapon	10/model	Musician	10
Halberd	10/model	Standard Bearer	10
Paired Weapons	12/model	Banner Enchantment	no limit



## Battleshrine

310 pts

single model

0–2 Units/Army

Height Large

Type Construct

Base 50×100 mm

Global	Adv	Mar	Dis	Model Rules		
	5"	10"	8	Battle Fever, <b>Beacon of the Dark Gods</b> , Channel (1), Fear, Not a Leader, Towering Presence, Trophy Rack, War Platform, Wizard Apprentice		
Defensive	HP	Def	Res	Arm		
	5	4	5	4	Aegis (5+)	
Offensive	Att	Off	Str	AP	Agi	
Shrine Priest	1	4	3	0	3	
Wretched One (2)			4	0	1	Grind Attacks (D6+1), Harnessed

— Options — pts —

The Shrine Priest may take a single Banner Enchantment\* or Artefact\* no limit  
\*from this Army Book only; this replaces the option to take a Banner Enchantment from Trophy Rack

— Model Rules —

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

Instead of selecting spells as normal, the Wizard **must** select one of the following spells during Spell Selection:

- *Whispers of the Veil* (Evocation)
- *The Grave Calls* (Occultism)
- *Hellfire* (Hereditary Spell)



## Flayers

145 pts + 14 pts/extra model

5–10 models

0–4 Units/Army

Height Standard

Type Cavalry

Base 25×50 mm

Global	Adv	Mar	Dis	Model Rules		
	10"	20"	8	Battle Fever, Feigned Flight, Light Troops, Strider, Vanguard (6")		
Defensive	HP	Def	Res	Arm		
	1	4	3	1	Light Armour	
Offensive	Att	Off	Str	AP	Agi	
Flayer	1	4	4	0	4	
Shadow Chaser	1	3	3	0	4	Harnessed

— Options — pts —

Shield 2/model  
Light Lance 2/model  
One choice only:  
Bow (4+) 1/model  
Throwing Weapons (5+) 2/model  
**Skinning Lash** (0–15 Models/Army) 4/model

— Optional Model Rules —

**Skinning Lash:** Special Attack.

A unit with at least one model with Skinning Lash can make a Sweeping Attack against a single unengaged enemy unit when passing within 1" (it does not need to and cannot move through or over that unit). The enemy unit suffers 1 hit with Strength 4 and Armour Penetration 0 for each model with Skinning Lash in the unit. A unit that loses one or more Health Points due to one or more Skinning Lash Sweeping Attack suffers –1 Discipline until the end of its next Player Turn.

— Command Group Options — pts —

Champion 10  
Musician 10

# Legendary Beasts (Max. 35%)



## Hellmaw

280 pts

single model

0–2 Units/Army

Height Gigantic

Type Construct

Base 100×150 mm

Global	Adv	Mar	Dis	Model Rules		
	5"	10"	5	Fearless, <b>Gateway</b> , Supernal		
Defensive	HP	Def	Res	Arm		
	5	3	5	2	Aegis (5+)	
Offensive	Att	Off	Str	AP	Agi	
Hellmaw	5	3	5	2	1	

— Options — pts —

One choice only:

One <b>Ominous Gateway</b>	100
Two <b>Ominous Gateways</b>	200

— Model Rules —

**Gateway:** Universal Rule.

At the end of each friendly Magic Phase, each Hellmaw may do one of the following:

- **Open a Gateway:** Mark a single point on the Battlefield with a Gateway Marker. This point **must** be within Line of Sight and 24" of the Hellmaw, and more than 6" away from enemy units. There can never be more than 4 friendly Gateway Markers on the Battlefield (including Ominous Gateways).
- **Close a Gateway:** Choose a friendly Gateway Marker with its centre within Line of Sight and 24" of the Hellmaw. All units within 6" of the centre of the marker suffer D6 hits with **Toxic Attacks** and **Magical Attacks**. Then remove the marker.  
If all friendly Hellmaws have been removed as casualties, immediately close all friendly Gateways as described above.

A friendly unit may choose to enter the Gateway if all the following conditions are met:

- The unit does not contain any Gigantic models.
- The unit is in contact with the centre of a friendly Gateway Marker.
- All models in the unit just performed an Advance or March Move and no other model has moved since.

Remove the unit from the Battlefield. The unit:

1. Is then placed back on the Battlefield within 3" of the centre of any other friendly Gateway Marker. No model can end up with its centre farther away than its March Rate from the centre of the chosen marker.
2. **Must** have the same formation, but may face any direction.
3. **Must** follow the Unit Spacing rule.
4. Suffers D6 + X hits with **Toxic Attacks** and **Magical Attacks**, distributed by the owner, where X is equal to the number of ranks in the unit. Hits distributed onto models with Hell-Forged Armour or Supernal automatically fail to wound.
5. Loses Scoring until its next Player Turn.

Only a single unit may exit the same Gateway Marker in each Player Turn.

— Optional Model Rules —

**Ominous Gateway:** Universal Rule.

0–2 per Army.

At the start of step 7 of the Pre-Game Sequence (Spell Selection), for each Ominous Gateway in your army, mark a point on the Battlefield outside the opponent's Deployment Zone with a Gateway Marker.



## Forsaken One

390 pts

single model

0–2 Units/Army

Height Gigantic  
Type Beast  
Base 50×100 mm

Global	Adv	Mar	Dis	Model Rules		
	<b>3D6"</b>	-	<b>5</b>	Fearless, Irredeemable, Random Movement (3D6"), Unbreakable		
Defensive	HP	Def	Res	Arm		
	<b>6</b>	<b>2</b>	<b>6</b>	<b>0</b>	Fortitude (5+)	
Offensive	Att	Off	Str	AP	Agi	
Forsaken One			<b>6</b>	<b>2</b>	<b>1</b>	Grind Attacks (D6+3)



## Marauding Giant

260 pts

single model

0–3 Units/Army

Height Gigantic  
Type Infantry  
Base 50×75 mm

Global	Adv	Mar	Dis	Model Rules		
	<b>7"</b>	<b>14"</b>	<b>8</b>	<b>Giant See, Giant Do</b>		
Defensive	HP	Def	Res	Arm		
	<b>7</b>	<b>3</b>	<b>5</b>	<b>1</b>		
Offensive	Att	Off	Str	AP	Agi	
Marauding Giant	<b>5</b>	<b>3</b>	<b>5</b>	<b>2</b>	<b>3</b>	<b>Rage</b>

### Model Rules

**Giant See, Giant Do:** Universal Rule.

The model gains **Battle Fever**.

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

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

### Optional Model Rules

**Big Brother:** Universal Rule.

The model's Health Points are **set** to 8, and its base size is changed to 75×100 mm. The roll for the number of hits from its Stomp Attacks is subject to Maximised Roll.

**Giant Club:** Close Combat Weapon.

Attacks made with this weapon gain +1 Strength and +1 Armour Penetration.

**Monstrous Familiar:** Universal Rule.

The model gains **Wizard Apprentice**. Instead of selecting spells as normal, it **must** select one of the following spells (during Spell Selection): *Glory of Gold* (Alchemy), *Breath of Corruption* (Occultism), or *Hellfire* (Hereditary Spell).

**Tribal Warspear:** Close Combat Weapon.

Attacks with a Tribal Warspear gain +1 Strength and **Multiple Wounds (D3, against Towering Presence)**. Charging enemy units in base contact with the wielder suffer –1 Agility. The wielder gains **Not a Leader** and **War Platform** with the following exception: it can only join units that include at least one Barbarians model.

### Options

**Big Brother**

pts

35

One choice only:

**Giant Club**

30

**Tribal Warspear**

40

**Monstrous Familiar**

45



# Feldrak Elder

435 pts

single model

0-2 Units/Army

Height Gigantic

Type Beast

Base 50×100 mm

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

Options pts-

One choice only:

Great Weapon	30	Paired Weapons	55
Halberd	45		

# Quick Reference Sheet

## Characters

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

## Character Mounts

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



## Core

<b>Warriors</b>	Adv	4"	Mar	8"	Dis	8						Fearless, Path of the Favoured, Scoring
Standard, Infantry	HP	1	Def	5	Res	4	Arm	0				Hell-Forged Armour, Spiked Shield
Warrior	Att	2	Off	5	Str	4	AP	1	Agi	4		
<b>Fallen</b>	Adv	6"	Mar	12"	Dis	8						Fearless, Light Troops, Path of the Exiled
Standard, Infantry	HP	1	Def	2	Res	4	Arm	0				Hell-Forged Armour
Fallen	Att	2	Off	4	Str	4	AP	1	Agi	4		Paired Weapons
<b>Barbarians</b>	Adv	4"	Mar	8"	Dis	7						Battle Fever, Scoring
Standard, Infantry	HP	1	Def	4	Res	3	Arm	0				Light Armour
Barbarian	Att	1	Off	4	Str	4	AP	0	Agi	3		

## Special

<b>Barbarian Horsemen</b>	Adv	8"	Mar	16"	Dis	8						Battle Fever, Scoring
Standard, Cavalry	HP	1	Def	4	Res	3	Arm	1				Heavy Armour
Barbarian Horseman	Att	1	Off	4	Str	4	AP	0	Agi	3		
Black Steed	Att	1	Off	3	Str	4	AP	0	Agi	3		Harnessed
<b>Warhounds</b>	Adv	8"	Mar	16"	Dis	5						Insignificant, Release the Hounds
Standard, Beast	HP	1	Def	3	Res	3	Arm	0				
Warhound	Att	1	Off	3	Str	3	AP	0	Agi	4		
<b>Warrior Knights</b>	Adv	8"	Mar	14"	Dis	8						Fearless, Path of the Favoured, Scoring
Standard, Cavalry	HP	1	Def	5	Res	4	Arm	2				Hell-Forged Armour, Shield
Warrior Rider	Att	2	Off	5	Str	4	AP	1	Agi	4		
Black Steed	Att	1	Off	3	Str	4	AP	0	Agi	3		Harnessed
<b>Warrior Chariot</b>	Adv	8"	Mar	8"	Dis	8						Fearless, Path of the Favoured, Swiftstride
Large, Construct	HP	4	Def	5	Res	5	Arm	1				Hell-Forged Armour
Warrior Crew (2)	Att	2	Off	5	Str	4	AP	1	Agi	4		Halberd
Black Steed (2)	Att	1	Off	3	Str	4	AP	0	Agi	3		Harnessed
Chassis					Str	5	AP	2	Agi			Impact Hits (D6+1), Inanimate
<b>Chosen</b>	Adv	5"	Mar	10"	Dis	8						Fearless, Path of the Favoured, Scoring
Standard, Infantry	HP	2	Def	6	Res	4	Arm	0				Hell-Forged Armour, Spiked Shield
Chosen	Att	3	Off	6	Str	4	AP	1	Agi	5		Master of Battle
<b>Chosen Knights</b>	Adv	7"	Mar	14"	Dis	8						Fear, Fearless, Path of the Favoured, Scoring
Large, Cavalry	HP	3	Def	6	Res	4	Arm	2				Hell-Forged Armour
Chosen Rider	Att	3	Off	6	Str	4	AP	1	Agi	5		Halberd
Karkadan	Att	2	Off	3	Str	5	AP	2	Agi	2		Harnessed
<b>Chosen Chariot</b>	Adv	7"	Mar	7"	Dis	8						Fear, Fearless, Path of the Favoured, Swiftstride
Large, Construct	HP	5	Def	6	Res	5	Arm	2				Hell-Forged Armour
Chosen Crew (2)	Att	3	Off	6	Str	4	AP	1	Agi	5		Halberd
Karkadan	Att	2	Off	3	Str	5	AP	2	Agi	2		Harnessed
Chassis					Str	5	AP	2	Agi			Impact Hits (D6+1), Inanimate
<b>Chimera</b>	Adv	8"	Mar	20"	Dis	8						Fear, Towering Presence
Large, Beast	HP	4	Def	3	Res	5	Arm	3				
Chimera	Att	5	Off	4	Str	5	AP	2	Agi	4		
<b>Wretched Ones</b>	Adv	3D6"	Mar	-	Dis	5						Fearless, Irredeemable, Random Movement (3D6"), Unbreakable
Large, Infantry	HP	3	Def	2	Res	4	Arm	0				Fortitude (5+)
Wretched One	Att	-	Off	-	Str	4	AP	0	Agi	1		Grind Attacks (D6+1)
<b>Forsworn</b>	Adv	6"	Mar	12"	Dis	8						Bodyguard (Doomlord), Fearless, Path of the Exiled, Scoring
Large, Infantry	HP	3	Def	4	Res	4	Arm	1				Hell-Forged Armour
Forsworn	Att	2	Off	5	Str	4	AP	1	Agi	4		
<b>Feldraks</b>	Adv	8"	Mar	16"	Dis	9						Fear, Scoring
Large, Beast	HP	4	Def	4	Res	5	Arm	2				Unburnt, Light Armour
Feldrak	Att	3	Off	4	Str	5	AP	2	Agi	3		Hatred (against Fly)
<b>Battleshrine</b>	Adv	5"	Mar	10"	Dis	8						Battle Fever, Beacon of the Dark Gods, Channel (1), Fear, Not a Leader, Towering Presence, Trophy Rack, War Platform, Wizard Apprentice
Large, Construct	HP	5	Def	4	Res	5	Arm	4				Aegis (5+)
Shrine Priest	Att	1	Off	4	Str	3	AP	0	Agi	3		
Wretched One (2)	Att	-	Off	-	Str	4	AP	0	Agi	1		Grind Attacks (D6+1), Harnessed

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

## Legendary Beasts

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

## Aim Table

Name	Aim	Shooting Model
Bow	4+	Flayer
Throwing Weapons	4+	Barbarian Chief
	5+	Barbarian, Flayer

## Favours of the Dark Gods

This is only a short summary. Refer to the corresponding chapters above for the complete rules.

<b>Envy</b> Attack Attribute – Close Combat	Model part gains Swiftstride and reroll to-hit rolls of '1' when Charging. Reroll rolls of '1' in Charge Range rolls for units consisting entirely of models with this Favour.
<b>Gluttony</b> Attack Attribute – Close Combat	Model part gains +1 Strength with Close Combat Attacks for the rest of the game the first time it successfully Charges a Fleeing unit, or wins a combat and doesn't Pursue or Overrun.
<b>Greed</b> Universal Rule	Bearer gains Great Weapon, Halberd, Paired Weapons, and Weapon Master. +50 pts Special Item allowance.
<b>Lust</b> Universal Rule	Model gains Strider. Units with majority of models with this Favour gain Feigned Flight, may declare Flee even if Fearless, and then Rally with Minimised Roll the next turn.
<b>Pride</b> Universal Rule	Minimised Roll for Discipline Tests.
<b>Sloth</b> Universal Rule	Model gains +1 Resilience, unless it declares a 10+" (6+" for Gigantic) Charge or Advance/March Moves for 10" or more (6+" for Gigantic) (lost for a Player Turn).
<b>Wrath</b> Attack Attribute – Close Combat	Model part gains Lightning Reflexes and +1 Agility. Enemies gain +1 to hit the model. Effects apply only in the First Round of Combat.