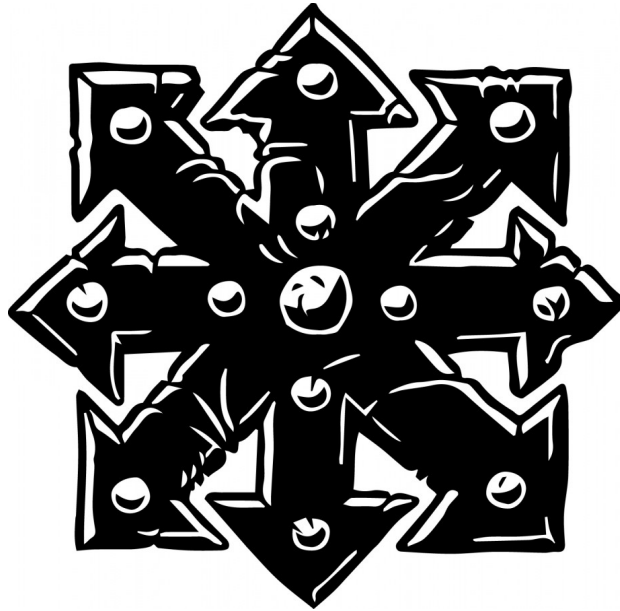


THE IX AGE

FANTASY BATTLES



Warriors of the Dark Gods

Army Book (Core Rules)

2nd 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.

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The 9th Age: Fantasy Battles is a community-made miniatures wargame. All rules in this book are considered part of the Core Rules of T9A and should be available for use in any game. All rules and feedback can be found and given at: the-ninth-age.com. Refer to the Rulebook for instructions on How to Read Unit Entries.

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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

Units with more than half of their models with this Favour gain **Maximised (Charge Range, Pursuit Distance, Overrun Distance)**.



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

The first time a model with this Favour is on the winning side of a combat, its model parts with this Favour gain +1 Strength until the end of the game. The Strength bonus from this Favour also affects the model parts' attacks with Spiked Shields .



Favour of Sugulag, God of Greed
Universal Rule

The model part 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

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

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



Favour of Nukuja, Goddess of Sloth
Universal Rule

Attacks against the model suffer -1 to wound. When the model's unit declares a Charge or performs a March Move, the effect is lost until the start of the Melee Phase in the next Player Turn.



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

The model part gains **Lightning Reflexes** 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.

Legendary Beasts (X)

The sum of the Legendary Beasts values stated in brackets of all models in the army is restricted to 1 per 750 Army Points, rounding fractions up.

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 model's unit may reroll failed Discipline Tests unless Fleeing. Each time attacks made by the model kill an enemy model that it is fighting a Duel with, the model gains a +1 Combat Score modifier for the rest of the game (this also applies to attacks made outside the Melee Phase). In addition, the 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 model part against an enemy Melee Attack while using a Spiked Shield, the model part immediately inflicts 1 hit with its Strength and Armour Penetration on 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
H Hellfire <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 130 pts
Enchantment: Hand Weapon.
Attacks made with this weapon become **Flaming 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 and +2 Agility. 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 can **never** be improved beyond 5.

Gladiator's Spirit 40 pts
Enchantment: Suit of Armour.
The wearer gains +1 Armour and **Parry**.

Banner Enchantments

Zealots' Banner 50 pts
0-3 per Army.
Models in the second rank of the bearer's unit gain **Extra Support (2)**.

Icon of the Infinite 35 pts
0-2 per Army.
The bearer can cast *Hellfire* (Hereditary Spell) as a Bound Spell with Power Level (4/8).

Wasteland Torch 30 pts

Cannot be taken by units that count towards Core.
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 50 pts
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.

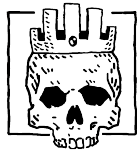
Immortal Gauntlets 45 pts
At the start of any Round of Combat that the bearer is fighting, you may discard a Veil Token from your Veil Token pool. If so, choose either Divine Attacks, Flaming Attacks, or Magical Attacks. The bearer's Close Combat Attacks gain the chosen Attack Attribute. The chosen effect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

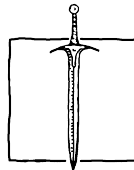
Wyrd Stone 15 pts
One use only. **Must** be activated when the bearer's model suffers the first hit in the game. This hit is ignored. If the bearer is hit by several simultaneous attacks, the bearer chooses which attack to ignore.

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.

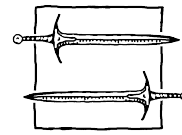
Army Organisation



Characters
Max. 45%



Core
Min. 20%



Special
No limit

Characters (Max. 45%)



Exalted Herald
780 pts

single model

Height Large
Type Infantry
Base 50×50 mm

Global	Adv	Mar	Dis	Model Rules	
	7"	14"	9	Fear, Fearless, Legendary Beasts (2), Manifestation , Supernatural, 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 2 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
Abiding Spirit	Hard Target (1). 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)
Brand of the Dragon	Breath Attack (Str 4, AP 1, Flaming Attacks), Fly (7", 14"), and Swiftstride	<i>Breath of Corruption</i> (Occultism)
Emissary of Chaos	Stomp Attacks (D6), Stubborn, Tall, and Terror	<i>Pentagram of Pain</i> (Occultism)
Sorcerer Immortal	Channel (1), and Veil Walker	<i>Marked for Doom</i> (Occultism) and <i>The Grave Calls</i> (Occultism)
Unholy Avatar	+1 Strength, +1 Armour Penetration, and Divine Attacks	<i>The Rot Within</i> (Occultism)



Chosen Lord

285 pts

single model

Height Standard
Type Infantry
Base 25×25 mm

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			Mount Options			pts		
Trophy Rack					25	Scythed Skywheel					45
Special Items					up to 150	Karkadan					90
If General					up to 200	War Dais					110
A single Gift of the Dark Gods					no limit	Black Steed					115
Must choose (one choice only):						Dark Chariot					140
Shield					free	Chimera					185
Spiked Shield					10	Wasteland Dragon (General only)					380
Must choose a single Favour:											
Envy	30	Pride			15						
Gluttony	20	Sloth			35						
Greed	10	Wrath			30						
Lust	free										
One choice only:											
Lance					10						
Paired Weapons					10						
Great Weapon					20						
Halberd					20						

Optional Model Rules

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

Gifts of the Dark Gods follow the general rules of Special Items concerning which model parts are affected.

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

Daemonic Wings 55 pts
Models on foot only.
The bearer gains **Fly (8", 16")**, **Light Troops**, and **Swiftstride**.

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

355 pts

single model

Height **Large**
Type **Infantry**
Base **40×40 mm**

Global	Adv	Mar	Dis	Model Rules	
	6"	12"	9	Fearless, 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: Attack Attribute – Close Combat.

The model part 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
Must choose (one choice only):	
Shield	free
Spiked Shield	50
One choice only:	
Paired Weapons	5
Halberd	25
Great Weapon	45

Mount Options

Wasteland Behemoth	210
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Sorcerer

130 pts

single model

Height **Standard**
Type **Infantry**
Base **25×25 mm**

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	95	
Wizard Master	265	



Alchemy



Evocation



Occultism

Mount Options

Scythed Skywheel	30
Black Steed	50
War Dais	50
Dark Chariot	80
Battleshrine	270
Wasteland Behemoth	325
Wasteland Dragon (Wizard Master only)	375

Options

Special Items	up to 150
If General	up to 200
Veil Walker	90
Plate Armour	15
Paired Weapons	5



Barbarian Chief

100 pts

single model

Height Standard
Type Infantry
Base 25×25 mm

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	Deeds not Words

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
Spear	5
Great Weapon	10
Paired Weapons	10

Mount Options

	pts
War Dais	55
Black Steed	85
Shadow Chaser	90
Dark Chariot	130
Chimera	165
Wasteland Behemoth	350



Feldrak Ancestor

640 pts

single model

0–2 Units/Army

Height Gigantic
Type Beast
Base 75×100 mm

Global	Adv	Mar	Dis	Model Rules		
	8"	16"	9	Legendary Beasts (2), Primal Legend		
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, Dying Embers , 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.

While the model is on the board, friendly units with Fly may not use Flying Movement. In addition, if the model is the General, the maximum sum of Legendary Beasts values in the army is increased by 1.

Options

	pts
One Weapon Enchantment, paying twice the listed Point Cost	no limit
One choice only:	
Great Weapon	10
Halberd	35
Paired Weapons	90

Character Mounts



Black Steed

Height Standard
Type Cavalry
Base 25×50 mm

Global	Adv	Mar	Dis	Model Rules		
	8"	14"	C			
Defensive	HP	Def	Res	Arm		
	C	C	C	C+2		
Offensive	Att	Off	Str	AP	Agi	
Black Steed	1	3	4	0	3	Harnessed
Options			pts-free	Optional Model Rules		
Barbarian Chief must take Prized Stallion				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		
	10"	20"	C	Light Troops, Strider, Vanguard (6")		
Defensive	HP	Def	Res	Arm		
	C	C	C	C+1		
Offensive	Att	Off	Str	AP	Agi	
Shadow Chaser	1	3	3	0	4	Harnessed



Scythed Skywheel

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

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



War Dais

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

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



Battleshrine

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

Global	Adv	Mar	Dis	Model Rules		
	5"	10"	C	Channel (1), Fear, Keeper of the Beacon , 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		
	7"	14"	C	Fear		
Defensive	HP	Def	Res	Arm		
	C	C	C	C+2		
Offensive	Att	Off	Str	AP	Agi	
Karkadan	2	3	5	2	2	Harnessed



Chimera

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

0–2 Mounts/Army

Global	Adv	Mar	Dis	Model Rules		
	8"	20"	C	Fear, Legendary Beasts (1), Towering Presence		
Defensive	HP	Def	Res	Arm		
	4	C	5	C		
Offensive	Att	Off	Str	AP	Agi	
Chimera	5	4	5	2	4	Harnessed

Options: **Wings** pts-40
 Optional Model Rules: **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

Global	Adv	Mar	Dis	Model Rules		
	7"	14"	C	Legendary Beasts (1)		
Defensive	HP	Def	Res	Arm		
	7	3	6	4		
Offensive	Att	Off	Str	AP	Agi	
Wasteland Behemoth	6	3	6	3	3	Harnessed

Options: **Additional Limbs** pts-35
 Optional Model Rules: **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
 0–1 Mounts/Army

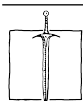
Global	Adv	Mar	Dis	Model Rules		
Ground	7"	14"	C	Fly (7", 14"), Legendary Beasts (1), Light Troops, Meeting of Minds		
Fly	7"	14"				
Defensive	HP	Def	Res	Arm		
	6	5	6	4		
Offensive	Att	Off	Str	AP	Agi	
Wasteland Dragon	5	5	6	3	3	Breath Attack (Str 4, AP 1, Flaming Attacks), Harnessed

—Model Rules—

Meeting of Minds: Universal Rule.

The model gains +4" March Rate for ground movement.

Core (Min. 20%)



Warriors

230 pts + 20 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	3/model	Pride	1/model
Gluttony	3/model	Sloth	6/model
Greed	7/model	Wrath	5/model
Lust	5/model		

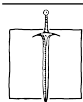
*The max. unit size for a unit with a Favour is reduced to 25 models.

One choice only:

Paired Weapons	free
Great Weapon	3/model
Halberd	4/model

Command Group Options

Champion	30
Musician	10
Standard Bearer	10
Banner Enchantment	no limit



Fallen

145 pts + 15 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 + 6 pts/extra model

15-40 models



Height Standard
Type Infantry
Base 25x25 mm

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

Options	pts	Command Group Options	pts
Shield	1/model	Champion	10
Throwing Weapons (5+)*	1/model	Musician	10
One choice only:		Standard Bearer	10
Paired Weapons	free	Banner Enchantment	no limit
Spear and Shield	3/model		
Great Weapon	4/model		

*0-40 Models/Army

Special (No limit)



Barbarian Horsemen

125 pts + 20 pts/extra model

5-15 models



0-4 Units/Army

Height Standard
Type Cavalry
Base 25×50 mm



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

Global	Adv	Mar	Dis	Model Rules		
	8"	16"	8	Battle Fever, Scoring		
Defensive	HP	Def	Res	Arm		
	1	4	3	1	Heavy Armour	
Offensive	Att	Off	Str	AP	Agi	
Barbarian Horseman	1	4	4	0	3	
Black Steed	1	3	4	0	3	
					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 25×50 mm



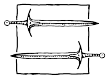
Units of 8 or more models count towards Core instead of Special.

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

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

255 pts + 33 pts/extra model

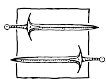
5–10 models



0–5 Units/Army

Height Standard
Type Cavalry
Base 25×50 mm

Global	Adv	Mar	Dis	Model Rules	
	8"	14"	8	Fearless, Path of the Favoured, Scoring	
Defensive	HP	Def	Res	Arm	
	1	5	4	2	Hell-Forged Armour, Shield
Offensive	Att	Off	Str	AP	Agi
Warrior Rider	2	5	4	1	4
Black Steed	1	3	4	0	3 Harnessed
— Options — pts —					
Only units with a Champion may upgrade Warrior Riders with a single Favour:			— Command Group Options — pts —		
Envy	5/model	Pride	2/model	Champion	30
Gluttony	4/model	Sloth	4/model	Musician	10
Greed	7/model	Wrath	8/model	Standard Bearer	10
Lust	8/model			Banner Enchantment	no limit
One choice only:					
Great Weapon			1/model		
Lance			6/model		



Warrior Chariot

220 pts

single model

0–4 Units/Army

Height Large
Type Construct
Base 50×100 mm

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



Chosen

235 pts + 45 pts/extra model

5-10 models



0-4 Units/Army

Height Standard
Type Infantry
Base 25×25 mm

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

Options

pts-

Must choose a single Favour:

Envy	5/model	Pride	free
Gluttony	4/model	Sloth	6/model
Greed	12/model	Wrath	14/model
Lust	2/model		

One choice only:

Paired Weapons	free
Great Weapon	3/model
Halberd	7/model

Command Group Options

pts-

Champion	30
Musician	10
Standard Bearer	10
Banner Enchantment	no limit



Chosen Knights

415 pts + 112 pts/extra model

3-5 models



0-12 Models/Army

Height Large
Type Cavalry
Base 50×75 mm

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

Options

pts-

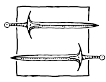
Chosen Riders must choose a single Favour:

Envy	6/model	Pride	free
Gluttony	1/model	Sloth	11/model
Greed	4/model	Wrath	4/model
Lust	2/model		

Command Group Options

pts-

Champion	20
Musician	10
Standard Bearer	10
Banner Enchantment	no limit



Chosen Chariot

320 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	30	Pride	15
Gluttony	15	Sloth	50
Greed	35	Wrath	free
Lust	15		



Chimera

200 pts

single model

0–3 Units/Army

Height Large
Type Beast
Base 50×100 mm

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 —

Wings (0–2 Units/Army)

25

— Optional Model Rules —

Wings: Universal Rule.

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



Wretched Ones

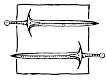
75 pts + 90 pts/extra model

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
Damnation*	10/model	Musician	10
One choice only:		Standard Bearer	10
Paired Weapons	free	Banner Enchantment	no limit
Great Weapon	2/model		
Halberd	2/model		

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

Optional Model Rules

Damnation: Universal Rule.

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

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



Feldraks

340 pts + 115 pts/extra model

3-6 models



0-12 Models/Army

Height Large

Type Beast

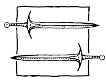
Base 50x75 mm

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

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	8/model	Musician	10
Halberd	10/model	Standard Bearer	10
Paired Weapons	15/model	Banner Enchantment	no limit



Battleshrine

320 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, Beacon of the Dark Gods , 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

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 + 12 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

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

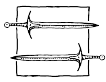
Optional Model Rules

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

Champion 10
Musician 10



Hellmaw

325 pts

single model 0–2 Units/Army

Height Gigantic
Type Construct
Base 100×150 mm

Global	Adv	Mar	Dis	Model Rules		
	6"	12"	5	Fearless, Gateway, Supernal		
Defensive	HP	Def	Res	Arm		
	7	3	5	2	Aegis (5+)	
Offensive	Att	Off	Str	AP	Agi	
Hellmaw	5	3	5	2	1	

Model Rules

Gateway: Universal Rule.

At the start of step 7 of the Pre-Game Sequence (Spell Selection), mark a point on the Battlefield at least 1.5" away from the opponent's Deployment Zone with a Gateway Marker.

At the start of each friendly Magic Phase, if the model is not Engaged in Combat, you may apply one of the following effects:

- Mark a single point on the Battlefield within 24" of the model with a Gateway Marker. Before doing so, you may remove any friendly Gateway Marker from the Battlefield that was not placed during this Player Turn. Immediately before removing the Gateway Marker, all units within 1.5" of the marker suffer 2D3 hits with **Toxic Attacks**. There can never be more than 4 friendly Gateway Markers on the Battlefield.
- Target a single unengaged friendly unit within 6" of the model that does not contain any Gigantic models and that is neither Fleeing nor Shaken. The unit loses Scoring until the start of the next phase. Remove the unit from the Battlefield and immediately place it back on the Battlefield with **Special Ambush (within 1.5" of a friendly Gateway Marker that was not placed during this Player Turn)**. If the unit cannot be placed following these rules, it is considered destroyed where it was removed.

When all friendly Hellmaws are removed as casualties, all units within 1.5" of one or more friendly Gateway Markers suffer 2D3 hits with **Toxic Attacks**, and the markers are removed.



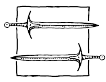
Forsaken One

390 pts

single model 0–2 Units/Army

Height Gigantic
Type Beast
Base 50×100 mm

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



Marauding Giant

290 pts

single model

0–3 Units/Army

Height Gigantic
Type Infantry
Base 50×75 mm

Global	Adv	Mar	Dis	Model Rules		
	7"	14"	8	Giant See, Giant Do, Legendary Beasts (1)		
Defensive	HP	Def	Res	Arm		
	7	3	5	1		
Offensive	Att	Off	Str	AP	Agi	
Marauding Giant	5	3	5	2	3	Rage
Model Rules			Options			pts
Giant See, Giant Do: Universal Rule. The model gains Battle Fever .			Big Brother Must choose (one choice only):			25
			Giant Club			free
			Tribal Warspear			10
			Monstrous Familiar			15
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 model gains **Maximised (Stomp Attacks)**.

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 **Exclusive (Barbarians), Not a Leader, and War Platform**.



Feldrak Elder

445 pts

single model

0–2 Units/Army

Height Gigantic
Type Beast
Base 50×100 mm

Global	Adv	Mar	Dis	Model Rules		
	8"	16"	9	Legendary Beasts (2)		
Defensive	HP	Def	Res	Arm		
	6	5	6	3	Unburnt, Light Armour	
Offensive	Att	Off	Str	AP	Agi	
Feldrak Elder	5	5	6	3	3	Hatred (against Fly)
Options						pts
One choice only:						
Great Weapon	25	Paired Weapons			65	
Halberd	45					

Quick Reference Sheet

Characters

Exalted Herald	Adv	7"	Mar	14"	Dis	9							Fear, Fearless, Legendary Beasts (2), 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			
Chosen Lord	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			
Doomlord	Adv	6"	Mar	12"	Dis	9							Fearless, 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			Master of Destruction
Sorcerer	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			
Barbarian Chief	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
Feldrak Ancestor	Adv	8"	Mar	16"	Dis	9							Legendary Beasts (2), 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

Black Steed	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
Shadow Chaser	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
Scythed Skywheel	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
War Dais	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
Dark Chariot	Adv	8"	Mar	8"	Dis	C							Swiftstride
Large, Construct	HP	4	Def	C	Res	5	Arm	C+2					
Black Steed (2)	Att	1	Off	3	Str	4	AP	0	Agi	3			Harnessed
Chassis					Str	5	AP	2	Agi				Impact Hits (D6+1), Inanimate
Battleshrine	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
Karkadan	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
Chimera	Adv	8"	Mar	20"	Dis	C							Fear, Legendary Beasts (1), Towering Presence
Large, Cavalry	HP	4	Def	C	Res	5	Arm	C					
Chimera	Att	5	Off	4	Str	5	AP	2	Agi	4			Harnessed
Wasteland Behemoth	Adv	7"	Mar	14"	Dis	C							Legendary Beasts (1)
Gigantic, Beast	HP	7	Def	3	Res	6	Arm	4					
Wasteland Behemoth	Att	6	Off	3	Str	6	AP	3	Agi	3			Harnessed
Wasteland Dragon	Adv	7"	Mar	14"	Dis	C							Fly (7", 14"), Legendary Beasts (1), Light Troops, Meeting of Minds
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

Warriors	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
Fallen	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
Barbarians	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

Barbarian Horsemen	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
Warhounds	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
Warrior Knights	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
Warrior Chariot	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
Black Steed (2)	Att	1	Off	3	Str	4	AP	0	Agi	3
Chassis					Str	5	AP	2	Agi	Impact Hits (D6+1), Inanimate
Chosen	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
Chosen Knights	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
Karkadan	Att	2	Off	3	Str	5	AP	2	Agi	2
Chosen Chariot	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
Karkadan	Att	2	Off	3	Str	5	AP	2	Agi	2
Chassis					Str	5	AP	2	Agi	Impact Hits (D6+1), Inanimate
Chimera	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
Wretched Ones	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
Forsworn	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
Feldraks	Adv	8"	Mar	16"	Dis	9				Fear, Scoring, Tall
Large, Beast	HP	4	Def	4	Res	5	Arm	2		Unburnt, Light Armour
Feldrak	Att	3	Off	4	Str	5	AP	2	Agi	3
Battleshrine	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

Players	Adv	10"	Mar	20"	Dis	8				Battle Fever, Feigned Flight, Light Troops, Strider, Vanguard (6")
Standard, Cavalry	HP	1	Def	4	Res	3	Arm	1		Light Armour
Flayer	Att	1	Off	4	Str	4	AP	0	Agi	4
Shadow Chaser	Att	1	Off	3	Str	3	AP	0	Agi	4
Hellmaw	Adv	6"	Mar	12"	Dis	5				Fearless, Gateway, Supernal
Gigantic, Construct	HP	7	Def	3	Res	5	Arm	2		Aegis (5+)
Hellmaw	Att	5	Off	3	Str	5	AP	2	Agi	1
Forsaken One	Adv	3D6"	Mar	-	Dis	5				Fearless, Irredeemable, Legendary Beasts (2), Random Movement (3D6"), Unbreakable
Gigantic, Beast	HP	6	Def	2	Res	6	Arm	0		Fortitude (5+)
Forsaken One	Att	-	Off	-	Str	6	AP	2	Agi	1
Marauding Giant	Adv	7"	Mar	14"	Dis	8				Giant See, Giant Do, Legendary Beasts (1)
Gigantic, Infantry	HP	7	Def	3	Res	5	Arm	1		
Marauding Giant	Att	5	Off	3	Str	5	AP	2	Agi	3
Feldrak Elder	Adv	8"	Mar	16"	Dis	9				Legendary Beasts (2)
Gigantic, Beast	HP	6	Def	5	Res	6	Arm	3		Unburnt, Light Armour
Feldrak Elder	Att	5	Off	5	Str	6	AP	3	Agi	3

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.

Envy Attack Attribute – Close Combat	Units with more than half of their models with this Favour gain Maximised (Charge Range, Pursuit Distance, Overrun Distance) .
Gluttony Attack Attribute – Close Combat	The first time a model with this Favour is on the winning side of a combat, its model parts with this Favour gain +1 Strength until the end of the game. The Strength bonus from this Favour also affects the model parts' attacks with Spiked Shields .
Greed Universal Rule	The model part gains Great Weapon, Halberd, Paired Weapons, and Weapon Master . The Special Item allowance of Characters with this Favour is increased by 50 pts.
Lust Universal Rule	Units with more than half of their models with this Favour are subject to the following rules: <ul style="list-style-type: none"> • 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.
Pride Universal Rule	Units with at least one model with this Favour gain Minimised (Discipline Tests) .
Sloth Universal Rule	Attacks against the model suffer -1 to wound. When the model's unit declares a Charge or performs a March Move, the effect is lost until the start of the Melee Phase in the next Player Turn.
Wrath Attack Attribute – Close Combat	The model part gains Lightning Reflexes in the First Round of Combat.