



990 pts (22.00%) 904 pts (20.00%) 870 pts (19.00%)  
**Characters**      **Core**      **Special**  
 (45 Max)      (20 Least)      (0 NoLimit)

Special




**WARHOUNDS #1**  
Warhounds x5 - Standard - Beast - 25x50

**95 POINTS**



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
<b>Warhound</b>	1	3	3	0	4




**WRETCHED ONES #1**  
Wretched Ones - Large - Infantry - 40x40

**75 POINTS**




Global	Adv	Mar	Dis	Model Rules	
	3D6"	"	5	Fearless, Random Movement, Unbreakable, Irredeemable	
Defensive	HP	Def	Res	Arm	
	3	2	4	0	
Offensive	Att	Off	Str	Ap	Agi
<b>Wretched One</b>			4	0	1
<b>Grind Attacks</b>					



**WRETCHED ONES #2**  
Wretched Ones x6 - Large - Infantry - 40x40

**500 POINTS**



Global	Adv	Mar	Dis	Model Rules	
	3D6"	"	5	Fearless, Random Movement, Unbreakable, Irredeemable	
Defensive	HP	Def	Res	Arm	
	3	2	4	0	
Offensive	Att	Off	Str	Ap	Agi
<b>Wretched One</b>			4	0	1
<b>Grind Attacks</b>					



**CHIMERA #1**  
Chimera - Large - Beast - 50x100

**200 POINTS**



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
<b>Chimera</b>	5	4	5	2	4

## Characters



### EXALTED HERALD #1

Exalted Herald - Large - Infantry - 50x50

**860** POINTS



Global	Adv	Mar	Dis			Model Rules
	8"	16"	9			Fear, Fearless, Supernal, Wizard Adept, Legendary Beasts, Manifestation
Defensive	HP	Def	Res	Arm		
	5	8	5	3	Aegis	
Offensive	Att	Off	Str	Ap	Agi	
<b>Exalted Herald</b>	6	9	5	2	8	Hand Weapon

<b>Options</b>	General
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### SORCERER #1

Sorcerer - Standard - Infantry - 25x25

**130** POINTS



Global	Adv	Mar	Dis			Model Rules
	4"	8"	8			Wizard Apprentice, Battle Fever
Defensive	HP	Def	Res	Arm		
	3	4	4	0	Light Armour	
Offensive	Att	Off	Str	Ap	Agi	
<b>Sorcerer</b>	2	4	3	0	3	Hand Weapon

## Core



### WARHOUNDS #1

Warhounds x8 - Standard - Beast - 25x50

**119** POINTS



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	
<b>Warhound</b>	1	3	3	0	4	



### BARBARIANS #1

Barbarians x20 - Standard - Infantry - 25x25

**215** POINTS



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

<b>Options</b>	Shield • Champion • Musician • Standard Bearer
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## BARBARIANS #1

Barbarians x20 - Standard - Infantry - 25x25

195 POINTS



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

Options	Champion • Musician • Standard Bearer • Paired Weapons
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## BARBARIANS #1

Barbarians x30 - Standard - Infantry - 25x25

375 POINTS



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

Options	Champion • Musician • Standard Bearer • Great Weapon
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## Magics

### Racial Trait Spell

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

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

## Model Rules

### Aegis:

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

**Fear:** Units in base contact with one or more enemy models with Fear suffer -1 Discipline. At the start of each Round of Combat, such units must take a Discipline Test, called a Fear Test. If this test is failed, the models in the unit are Shaken until the end of the Round of Combat. Models that have Fear themselves are immune to the effects of Fear.

**Fearless:** If more than half of a unit's models are Fearless, the unit automatically passes Panic Tests and Decimated Tests and cannot declare a Flee Charge Reaction (unless already Fleeing). Models that are Fearless are also immune to the effects of Fear.

**Fortitude:** Fortitude is a Special Save . Fortitude Saves cannot be taken against attacks with Lethal Strike that rolled a natural 6+ to wound, or against attacks with Flaming Attacks

**Grind Attacks:** A model part with Grind Attacks resolves these attacks at its own Agility. It must choose an enemy unit in base contact with it. The chosen enemy unit suffers a number of hits equal to the value stated in brackets (X). These hits are resolved with the model part's own Strength and Armour Penetration.

If a model has both Grind Attacks and Impact Hits

, it may only use one of these rules in the same Round of Combat

(its controlling player may choose which). When several model parts in the same unit have Grind Attacks and when

X is a random number (e.g. Grind Attacks (2D3)), roll for the number of hits separately for each model part.

**Hand Weapon:** All models come equipped with a Hand Weapon as their default equipment. If a model has any Close Combat Weapon other than a Hand Weapon, it cannot choose to use the Hand Weapon (unless specifically stated). Hand Weapons wielded by models on foot can be used alongside a Shield, then giving Parry

### Insignificant:

**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:** 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.

**Light Armour:** Armor +1

**Manifestation:** 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.

**Random Movement:** The unit cannot Declare Charges and cannot move normally (Advance, March, Reform) in the Movement Phase (which also means they cannot perform Magical Moves). The model loses Swiftstride (and can never gain it), but always charges, Flees, Pursues and Overruns the distance stated in brackets. In the Movement Phase, at the end of step 2 of the the it with Random Movement moves using the rules for Pursuing units, except that they can freely choose which direction to rotate towards before rolling the Pursuit Distance, cannot move off the Board Edge and only take Dangerous Terrain Tests if they actually charge an enemy unit (they still test as normal when Fleeing, Pursuing a Broken enemy or Overrunning). Whenever a unit with Random Movement needs a March Rate (e.g. when Post-Combat Reforming), use the potential maximum value of X as its March Rate. Characters with Random Movement can only join units with Random Movement (by moving into contact with them during the Movement Phase or by being deployed inside), and units with Random Movement can only be joined by Characters with Random Movement. Units with Random Movement cannot enter Buildings. If a unit has several sets of Random Movement, use the one with the lowest average (in case of a tie, you may choose which version to use). A model with Random Movement cannot move in the same phase as it arrives on the Battlefield as Reinforcement (Dawn Assault) or Ambusher.

**Release the Hounds:** 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.

**Scoring:** Units with at least one model with Scoring are considered to be Scoring Units, which are used for winning Secondary Objectives (see section XVI.2 "Scoring Secondary Objectives", page 67). Every army needs a few Scoring units to be able to complete Secondary Objectives, which is why units with Scoring are marked in the Army Books with a special pennant icon: Scoring can be lost during the game:  
- A unit that is Fleeing loses Scoring for as long as it is Fleeing.  
- An Ambushing unit that enters the Battlefield on Game Turn 4 or later loses Scoring.  
- A unit that has performed a Post-Combat Reform loses Scoring until the start of the following Player Turn.

**Supernal:**

**Towering Presence:** The model gains Tall and can never be joined or join a unit (unless it is a War Platform). A model with Towering Presence increases its Rally Around the Flag and Commanding Presence ranges by 6".

**Unbreakable:** The model gains Fearless and its unit automatically passes all Break Tests. Characters with Unbreakable can only join units consisting entirely of models with Unbreakable. Units with one or more models with Unbreakable can only be joined by Characters with Unbreakable.

**Wizard Adept:** - Knows 2 spells.  
- Can select from the Learned Spells 1, 2, 3, and 4 of its chosen Path and the Hereditary Spell of its army.  
The Wizard gains Channel (1) and selects its spells as described in Spell Selection.

**Wizard Apprentice:** - Knows 1 spell.  
- Can select between the Learned Spell 1 of its chosen Path and the Hereditary Spell of its army.  
The Wizard selects its spells as described in Spell Selection

## Qr codes of your army

Your can print this page to have all your army's units qrcode and cut them to stick them on your units, with them you can directly access to the unit's profil with your phone.

