




1090 pts (22.00 %) 2268 pts (45.00 %) 760 pts (15.00 %)  
**Characters**      **Core**      **Special**  
 (45 Max)      (20 Least)      (0 NoLimit)


### Characters



#### CHOSEN LORD #1


Chosen Lord - Standard - Infantry - 25x25

### 390 POINTS



Global	Adv	Mar	Dis	Model Rules	
	5"	10"	9	Path of the Favoured, Fearless, Daemonic Wings	
Defensive	HP	Def	Res	Arm	
	3	7	5	0 (+1)	Hell-Forged Armour, Shield
Offensive	Att	Off	Str	Ap	Agi
Chosen Lord	5	8	5	2	7


<b>Options</b>	Daemonic Wings • Shield • Great Weapon • Wrath
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#### UNIT HERO

Chosen Lord - Standard - Infantry - 25x25

### 285 POINTS




Global	Adv	Mar	Dis	Model Rules	
	5"	10"	9	Path of the Favoured, Fearless	
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




#### UNIT HERO

Chosen Lord - Standard - Infantry - 25x25

### 285 POINTS




Global	Adv	Mar	Dis	Model Rules	
	5"	10"	9	Path of the Favoured, Fearless	
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



#### SORKKI

Sorcerer - Standard - Infantry - 25x25



### 130 POINTS



Global	Adv	Mar	Dis	Model Rules	
	4"	8"	8	Wizard Apprentice, Battle Fever	
Defensive	HP	Def	Res	Arm	



<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	3	4	4	0	Light Armour
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
Sorcerer	2	4	3	0	3 Hand Weapon

## Core

	<b>2H</b>	<b>632 POINTS</b>	
Warriors <b>x24</b> - Standard - Infantry - 25x25			



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

<b>Options</b>	Great Weapon • Champion • Musician • Standard Bearer
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	<b>HALBI</b>	<b>656 POINTS</b>	
Warriors <b>x24</b> - Standard - Infantry - 25x25			



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

<b>Options</b>	Halberd • Champion • Musician • Standard Bearer
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	<b>SHIELD</b>	<b>360 POINTS</b>	
Warriors <b>x15</b> - Standard - Infantry - 25x25			

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


<b>Options</b>	Champion
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	<b>SHIELD</b>	<b>360 POINTS</b>	
Warriors <b>x15</b> - Standard - Infantry - 25x25			

<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>	
	4"	8"	8	Scoring, Path of the Favoured, Fearless	
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	1	5	4	0	Spiked Shield, Hell-Forged Armour

Offensive	Att	Off	Str	Ap	Agi
Warrior	2	5	4	1	4


Options	Champion
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### SHIELD

Warriors **x10** - Standard - Infantry - 25x25


## 260 POINTS



Global	Adv	Mar	Dis	Model Rules	
	4"	8"	8	Scoring, Path of the Favoured, Fearless	
Defensive	HP	Def	Res	Arm	
	1	5	4	0	
Offensive	Att	Off	Str	Ap	Agi
Warrior	2	5	4	1	4

Options	Champion
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## Special



### RITARIT


Warrior Knights **x5** - Standard - Cavalry - 25x50

## 315 POINTS



Global	Adv	Mar	Dis	Model Rules	
	8"	14"	8	Scoring, Path of the Favoured, Fearless	
Defensive	HP	Def	Res	Arm	
	1	5	4	2	
Offensive	Att	Off	Str	Ap	Agi
Warrior Rider	2	5	4	1	4
Black Steed	1	3	4	0	3


Options	Lance • Champion
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### MORO

Feldrak Elder - Gigantic - Beast - 50x100

## 445 POINTS



Global	Adv	Mar	Dis	Model Rules	
	8"	16"	9	Legendary Beasts	
Defensive	HP	Def	Res	Arm	
	6	5	6	3	
Offensive	Att	Off	Str	Ap	Agi
Feldrak Elder	5	5	6	3	3

## Magics

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

	Casting	Range	Type	Duration
H Hellfire				
Mf	(5+) {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

Casting	Range	Type	Duration
<i>The target suffers (2D3) {2D6} hits with Strength 6, Armour Penetration 0, and Magical Attacks.</i>			

## Model Rules

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

**Daemonic Wings:**

**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.

**Great Weapon:** Attacks made with a Great Weapon gain +2 Strength, +2 Armour Penetration and always strike at Initiative Step 0 (regardless of the wielder's Agility). A model using this weapon cannot simultaneously use a Shield against Melee Attacks

**Halberd:** Attacks made with a Halberd gain +1 Strength and +1 Armour Penetration. A model using this weapon cannot simultaneously use a Shield against Melee Attacks.

**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

**Harnessed:** Model parts with Harnessed cannot make Supporting Attacks and cannot use Weapons. Shooting Weapons carried by model parts with Harnessed can be used by other model parts of the same model (as long as they do not have Harnessed or Inanimate). A model with with at least one model part with Harnessed is considered to be mounted.

**Hatred:** During the first Round of Combat, failed to-hit rolls from attacks with Hatred must be rerolled.

**Hell-Forged Armour:** Armour Equipment  
Plate Armour. The wearer's model gains Aegis (5+, against Toxic Attacks)

**Lance:** Attacks made with a Lance and allocated toward models in the wielders' Front Facing gain Devastating Charge (+2 Strength, +2 Armour Penetration). Infantry cannot use Lances.

**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

**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.

**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.

**Shield:** +1 Armour Hand Weapons wielded by models on foot can be used alongside a Shield, then giving Parry.

**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.

**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.

**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

You 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.

Chosen Lord #1	Unit hero	Unit hero	Sorkki	2h	Halbi	Shield	Shield	Shield	Ritarit	Mörö

