



1685 pts (37.00 %)   1051 pts (23.00 %)   1764 pts (39.00 %)

**Characters**            **Core**            **Special**  
 (45 Max)                    (20 Least)            (0 NoLimit)

### Characters

#### CHOSEN LORD #1

Chosen Lord - Standard - Infantry - 50x50

## 585 POINTS

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	Hand Weapon

#### MOUNT WAR DAIS

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

**Options** | General • Entropic Aura • Shield • Trophy Rack • Paired Weapons • Great Weapon • Halberd • War Dais • Greed • Aether Icon • Talisman of Shielding • Immortal Gauntlets

#### SORCERER #1

Sorcerer - Standard - Infantry - 25x25

## 550 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	
Sorcerer	2	4	3	0	3	Hand Weapon, Paired Weapons

**Options** | Wizard Master • Evocation • Paired Weapons • Essence of Mithril • Hero's Heart • Magical Heirloom

**Notes** | Heirloom is Ledger of Souls (costs only 50p)

#### BARBARIAN CHIEF #2

Barbarian Chief - Standard - Infantry - 50x50

## 285 POINTS

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, Hand Weapon, Paired Weapons



## MOUNT WAR DAIS

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

### Options

Paired Weapons • Trophy Rack • War Dais • Legion Standard • Lucky Charm • Gladiator's Spirit • Symbol of Slaughter



## BARBARIAN CHIEF #1

Barbarian Chief - Standard - Cavalry - 25x50

265 POINTS



Global	Adv	Mar	Dis	Model Rules		
	4"	8"	9	Battle Fever		
Defensive	HP	Def	Res	Arm		
	3	5	4	0 (+1)	Heavy Armour, Shield	
Offensive	Att	Off	Str	Ap	Agi	
Barbarian Chief	3	5	5	1	5	Deeds not Words, Throwing Weapons, Hand Weapon, Paired Weapons



## MOUNT SHADOW CHASER

Global	Adv	Mar	Dis	Model Rules		
	10"	20"	C	Light Troops, Strider, Vanguard		
Defensive	HP	Def	Res	Arm		
	C	C	C	C+1		
Offensive	Att	Off	Str	Ap	Agi	
Shadow Chaser	1	3	3	0	4	Harnessed

### Options

Shield • Throwing Weapons (4+) • Paired Weapons • Shadow Chaser • Potion of Swiftess • Shield Breaker

## Core



## WARRIORS #1

Warriors x22 - Standard - Infantry - 25x25

636 POINTS



Global	Adv	Mar	Dis	Model Rules	
	4"	8"	8	Fearless, Scoring, Path of the Favoured	
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

Gluttony • Champion • Musician • Standard Bearer • Zealots' Banner



## BARBARIANS #1

Barbarians x33 - Standard - Infantry - 25x25


415 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** Throwing Weapons (5+) • Champion • Musician • Standard Bearer • Shield and Spear • Legion Standard


## Special



### CHOSEN #1


Chosen x10 - Standard - Infantry - 25x25

## 640 POINTS



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


**Options** Paired Weapons • Great Weapon • Halberd • Champion • Musician • Standard Bearer • Greed • Aether Icon



### CHIMERA #1


Chimera - Large - Beast - 50x100

## 225 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	


**Options** Wings



### FLAYERS #1


Flayers x7 - Standard - Cavalry - 25x50

## 221 POINTS



Global	Adv	Mar	Dis			Model Rules
	10"	20"	8			Feigned Flight, Light Troops, Strider, Vanguard, Battle Fever
Defensive	HP	Def	Res	Arm		
	1	4	3	1 (+1)	Light Armour, Shield	
Offensive	Att	Off	Str	Ap	Agi	
<b>Flayer</b>	1	4	4	0	4	Throwing Weapons, Light Lance
<b>Shadow Chaser</b>	1	3	3	0	4	Harnessed, Throwing Weapons, Light Lance


**Options** Shield • Light Lance • Throwing Weapons (5+) • Champion



### WARHOUNDS #2

Warhounds x6 - Standard - Beast - 25x50

## 103 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	



# FELDRAKS #1

Feldraks x4 - Large - Beast - 50x75

575 POINTS



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 Hatred

Options	Halberd • Champion • Musician • Standard Bearer • Banner of Speed
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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.				



Evocation

		Casting	Range	Type	Duration	Effect
2	Whispers of the Veil	8+	24"	Hex	One Turn	The target suffers -1 Resilience. In addition, a unit with at least one model affected by one or more instances of the spell suffers -1 Discipline.
3	Hasten the Hour	7+ [10+]	24" [18"]	Hex Damage Direct	Instant	Choose 1 {up to 3 different} models in the target unit (which may be Characters or Champions). Each of them suffers 1 hit that wounds automatically with Armour Penetration 10 and Magical Attacks.
4	Spectral Blades	5+ [9+]	18"	Augment	One Turn	The target must reroll failed to-wound rolls with its Melee Attacks and gains {Lethal Strike}.
A	Evocation of Souls				Instant	If your Veil Token pool contains less than 3 Veil Tokens, you gain one Veil Token. No more than 1 Veil Token can be gained from this spell each Phase.
5	Touch of the Reaper	<7+> {9+}	<24"> {18"}	Hex Missile Damage Focused Direct	Instant	The target suffers 1D3 hits with Strength 10, Armour Penetration 10, and <b>Magical Attacks</b> . When rolling to wound with this attack, use the target's Discipline instead of the target's Resilience.
6	Danse Macabre	6+ {9+}	18" {9"Aura}	Augment	Instant	The target may perform a 12" [6"] Magical Move and gains Ghost Step during this move.
1	Ancestral Aid	6+ [7+]	12" [18"]	Augment	One Turn	The target must reroll failed to-hit rolls with its Close Combat Attacks.

## Magic items

**Immortal Gauntlets:** 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.

**Talisman of Shielding:** The bearer gains Aegis (5+).

**Essence of Mithril:** The wearer's Armour is set to 5 and can never be improved beyond this.

**Hero's Heart:** The wielder gains +1 Attack Value while using this weapon. Attacks made with this weapon become Magical Attacks and always have at least Strength 5 and at least Armour Penetration 2.

**Magical Heirloom:** The bearer gains the Hereditary Spell during Spell Selection, always knows it in addition to its other spells, cannot select it during Spell Selection, and cannot replace or otherwise lose it.

**Gladiator's Spirit:** The wearer gains +1 Armour and **Parry**.

**Lucky Charm:** One use only. May be activated when the bearer's model fails an Armour Save. This failed Armour Save may be rerolled.

**Symbol of Slaughter:** 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.

**Potion of Swiftess:** One use only. May be activated at the start of any Round of Combat. Until the end of the Player Turn, the bearer gains +3 Agility.

**Shield Breaker:** Attacks made with this weapon gain +6 Armour Penetration, become Magical Attacks, and can never wound on to-wound rolls better than 3+.

## Magic banners

**Aether Icon:** The bearer gains Magic Resistance (1). If the unit contains a model with another instance of Magic Resistance, it increases that model's Magic Resistance value by 1 instead.

**Legion Standard:** A unit with one Legion Standard increases the maximum of its Rank Bonus by +1 (normally this means the unit can add up to 4 Full Ranks to its Combat Score). A unit with two or more Legion Standards increases the maximum of its Rank Bonus by +2 instead.

**Zealots' Banner:** Models in the second rank of the bearer's unit gain Extra Support (2).

**Banner of Speed:** A unit with one or more Banners of Speed gains +1" Advance Rate and +2" March Rate.

## Model Rules

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

**Deeds not Words:** The model part gains **Battle Focus** and **Hatred** while joined to one or more R&F models with Battle Fever.

### Extra Support:

**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.

**Feigned Flight:** A unit consisting solely of models with Feigned Flight that voluntarily chooses to Flee as a Charge Reaction, and subsequently passes a Rally Test in its next Player Turn, doesn't become Shaken. Furthermore, the Reform that is made after Rallying in this case doesn't prevent the unit from moving nor from shooting (but it still counts as having moved for shooting purposes). This rule cannot be applied if a unit fails to rally on the next friendly Player Turn or involuntarily Flees, such as a result of a failed Panic Test or if it was already Fleeing when being charged.

**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 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.

**Heavy Armour:** +2 Armor

**Hell-Forged Armour:** Armour Equipment

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

### Insignificant:

**Light Armour:** Armor +1

### Light Lance:

**Light Troops:** Units composed entirely of models with Light Troops are allowed to make any number of Reforms when performing Advance Moves or March Moves. They are allowed to shoot even if they Marched or Reformed. No model can end its movement with its centre further away than its March Rate from its starting position, around any obstructions (including the Unit Spacing rule). This means that when checking the distance travelled by a model, check the path the model would have taken if it was alone, with the exception that the unit as a whole cannot break the Unit Spacing rule while performing the move. If a model performed any action during the movement (such as a Sweeping Attack), the distance moved is counted from its starting position to the point on the Battlefield where it performed that action and then to its final position.

If more than half the models in a unit have Light Troops, the unit always counts as having 0 Full Ranks. Characters with Light Troops that are joined to units with one or more models without Light Troops, lose this rule for as long as they remain with the unit. An Infantry Character joined to an Infantry unit with both Light Troops and the same Size as the Character gains Light Troops for as long as it remains with the unit.

**Paired Weapons:** The wielder gains +1 Attack Value when using Paired Weapons. Attacks made with Paired Weapons gain +1 Offensive Skill and ignore Parry. A model using this weapon cannot simultaneously use a Shield against Melee Attacks.

**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.

**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.

**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.

**Strider:** The model automatically passes Dangerous Terrain Tests taken due to Terrain.

If more than half of a unit's models have Strider, the unit never loses their Steadfast or Rank Bonus due to Terrain.

Sometimes Strider is linked to a specific type of Terrain, stated in brackets.

In this case, models with Strider are considered Striders only when interacting with such type of Terrain.

**Tall:**

**Throwing Weapons:** Range 8", Shots 2, FO Same as user, AP Same as user, Accurate, Quick to Fire

**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".

**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.

**Vanguard:** After Deployment (including units with Scout), models with Vanguard may perform a 12" move. The move is performed as an Advance Move in the Movement Phase, including any actions and restrictions the unit would normally have (such as Wheeling, Reforming, joining units, leaving units and so on). The 12" distance is used instead of the unit's Advance Rate and March Rate. This move cannot be used to move within 12" of enemy units. This is decreased to 6" for enemy units which have either Scouted or Vanguarded. Units that have moved in this way may not Declare Charges in the first Player Turn (if their side has the first turn). If both players have units with Vanguard, alternate moving units one at a time, starting with the player that finished deploying last. Instead of moving a unit, a player may declare to not move any more Vanguarding units.

**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	Sorcerer #1	Barbarian Chief #2	Barbarian Chief #1	Chosen #1	Chimera #1	Warriors #1	Barbarians #1	Flayers #1	Warhounds #2	Feldraks #1
