



1940 pts (39.00 %) 1342 pts (27.00 %) 990 pts (20.00 %) 728 pts (15.00 %)  
**Characters**      **Core**      **Special**      **Aves**  
 (40 Max)      (25 Least)      (0 NoLimit)      (35 Max)

## Characters



### MAW OF AKAAN #1

Maw of Akaan - Gigantic - Beast - 150x100

590 POINTS



Global	Adv	Mar	Dis	Model Rules		
	7"	14"	9	Fearless, Supernal, Wizard Apprentice, Dominion of Gluttony		
Defensive	HP	Def	Res	Arm	Aegis, Fortitude, Devour	
	9	5	5	0		
Offensive	Att	Off	Str	Ap	Agi	Hand Weapon
Maw of Akaan	6	5	7	2	3	

**Options**      Mirrored Scales • Evocation



### SENTINEL OF NUKUJA #1

Sentinel of Nukuja - Standard - Beast - 50x100

700 POINTS



Global	Adv	Mar	Dis	Model Rules		
	2"	4"	9	Fear, Fearless, Supernal, Wizard Master, Dominion of Sloth, Omniscience		
Defensive	HP	Def	Res	Arm	Aeg	Crush Attack, Hand Weapon
	5	5	5	0	4+	
Offensive	Att	Off	Str	Ap	Agi	
Sentinel of Nukuja	1	5	5	2	1	



### MOUNT DARK PULPIT

Global	Adv	Mar	Dis	Model Rules		
	5"	10"	C	Tall		
Defensive	HP	Def	Res	Arm	Aeg	Cannot be Stomped
	5	C	C	1	C	
Offensive	Att	Off	Str	Ap	Agi	Harnessed
Dark Pulpit	4	4	5	0	1	

**Options**      General • Greater Dominion • Dark Pulpit • Thaumaturgy



### MISER OF SUGULAG #1

Miser of Sugulag - Gigantic - Beast - 50x100

650 POINTS



Global	Adv	Mar	Dis	Model Rules		
	7"	14"	9	Fearless, Supernal, Wizard Apprentice, Dominion of Greed		
Defensive	HP	Def	Res	Arm	Aeg	Abyssal Armour
	6	7	7	0	5+	
Offensive	Att	Off	Str	Ap	Agi	Hand Weapon
Miser of Sugulag	5	5	5	2	2	

Options

Guiding Mirrored Scales • Divination

## Core

**SUCCUBI #1**Succubi **x24** - Standard - Beast - 25x25**642** POINTS

Global	Adv	Mar	Dis	Model Rules	
	5"	10"	7	Fearless, Scoring, Supernal	
Defensive	HP	Def	Res	Arm	Aeg
	1	4	3	0	5+
Offensive	Att	Off	Str	Ap	Agi
<b>Succubus</b>	3	4	3	1	5
Suffocation					

Options

Champion • Musician • Standard Bearer • Bronze Backbone

**LEMURES #1**Lemures **x20** - Standard - Beast - 25x25**475** POINTS

Global	Adv	Mar	Dis	Model Rules	
	4"	8"	7	Fearless, Scoring, Supernal	
Defensive	HP	Def	Res	Arm	Aeg
	1	3	5	0	5+
Parry					
Offensive	Att	Off	Str	Ap	Agi
<b>Lemure</b>	1	3	3	0	2

Options

Champion • Musician • Standard Bearer

**LEMURES #2**Lemures **x10** - Standard - Beast - 25x25**225** POINTS

Global	Adv	Mar	Dis	Model Rules	
	4"	8"	7	Fearless, Scoring, Supernal	
Defensive	HP	Def	Res	Arm	Aeg
	1	3	5	0	5+
Parry					
Offensive	Att	Off	Str	Ap	Agi
<b>Lemure</b>	1	3	3	0	2

## Special

**BRAZEN BEASTS #1**Brazen Beasts **x4** - Large - Cavalry - 50x75**479** POINTS

Global	Adv	Mar	Dis	Model Rules	
	7"	14"	8	Fear, Fearless, Scoring, Supernal	
Defensive	HP	Def	Res	Arm	Aeg
	4	3	4	0	5+
Offensive	Att	Off	Str	Ap	Agi
<b>Daredevil</b>	1	5	3	0	4
Battle Focus, Devastating Charge					
<b>Beast</b>	2	4	5	2	2
Battle Focus, Harnessed, Impact Hits					

Options

Champion • Musician • Standard Bearer • Incendiary Ichor



## MAGEBLIGHT GREMLINS #1

Mageblight Gremlins x2 - Standard - Beast - 40x40

191 POINTS



Global	Adv	Mar	Dis	Model Rules	
	5"	10"	6	Fearless, Light Troops, Skirmisher, Supernal, Veil Stalker	
Defensive	HP	Def	Res	Arm	Aeg
	4	3	3	0	5+ Hard Target
Offensive	Att	Off	Str	Ap	Agi
Mageblight Gremlin	5	3	2	0	2 Extra Support (3), Poison Attacks, Spell Craving

Options	Piercing Spike
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## BLAZING GLORY #1

Blazing Glory - Large - Beast - 50x50

320 POINTS



Global	Adv	Mar	Dis	Model Rules	
	8"	16"	8	Fear, Fearless, Supernal, Towering Presence, Falling Star	
Defensive	HP	Def	Res	Arm	Aeg
	5		5	0	5+
Offensive	Att	Off	Str	Ap	Agi
Blazing Glory	5		5	5	5

## Aves



## BLOAT FLIES #1

Bloat Flies x6 - Large - Beast - 50x75

728 POINTS



Global	Adv	Mar	Dis	Model Rules	
	2"	4"	8	Fear, Fearless, Fly, Light Troops, Supernal, Acid Blood	
	6"	14"			
Defensive	HP	Def	Res	Arm	
	4	2	4	0	Fortitude
Offensive	Att	Off	Str	Ap	Agi
Bloat Fly	2	5	6	3	3

Options	Broodmother • Champion • Musician • Standard Bearer
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## Magics

Racial Trait Spell

	Casting	Range	Type	Duration
<b><i>H rep Spear of Infinity</i></b>				
<i>Mf</i>	4+	24"	Translation missing: en.magic_spell.type_target.Hex, Translation missing: en.magic_spell.type_target.Missile, Translation missing: en.magic_spell.type_target.Damage	Instant
<p><i>The target suffers 1 hit with Strength 2 [5], Armour Penetration 2, Area Attack (1x5), Magical Attacks, and [Multiple Wounds (2)]. The hits from Spear of Infinity gain +1 Strength for each other non-Attribute Spell successfully cast in this Magic Phase (including other instances of Spear of Infinity).</i></p>				



## Divination

**The Conclave:** Spells from Divination gain +3" range up to a maximum of +9" for each additional friendly Wizard within 12" of the Caster. This bonus can never increase the combined modifier beyond +9", however other sources may.

		<i> Casting </i>	<i> Range </i>	<i> Type </i>	<i> Duration </i>	<i> Effect </i>
<b>1</b>	Know Thy Enemy	<7+> {12+}	<18"> {6"Aura}	Augment	One Turn	The target gains +2 Offensive Skill, +2 Defensive Skill, and +2 Agility.
<b>2</b>	Fate's Judgement	<5+> {9+}	18"	Hex Missile Damage	Instant	The target suffers <1D3> {1D6} hits that wound automatically with Armour Penetration 0 and Magical Attacks, with no Special Saves allowed (note that Armour Saves are allowed).
<b>3</b>	Scrying	<7+> {12+}	<18"> {6"Aura}	Augment	One Turn	The target gains Distracting and Hard Target.
<b>A</b>	Guiding Light		12"	Augment	One Turn	Discipline Tests of units with all models affected by the spell are subject to Minimised Roll. A unit cannot be affected by this spell more than once per Magic Phase.
<b>5</b>	Unerring Strike	<7+> {10+}	18"	Hex Missile Damage	Instant	The target suffers <2D6> {3D6} hits that wound on 4+ with Armour Penetration 1, <b>Divine Attacks and Magical Attacks</b> .
<b>6</b>	Mirror of the Veil	(7+){10+}	(18"){6" Aura}	Hex	Permanent	The target gains Magic Resistance (3) that is also applied to friendly spells.
<b>4</b>	The Stars Align	<8+> {12+}	<18"> {6"Aura}	Augment	One Turn	The target gains Divine Attacks. In addition, it must reroll failed to-hit rolls with Close Combat <and Shooting> Attacks.



### Evocation

		<i> Casting </i>	<i> Range </i>	<i> Type </i>	<i> Duration </i>	<i> Effect </i>
<b>5</b>	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.
<b>1</b>	Ancestral Aid	6+ {7+}	12" {18"}	Augment	One Turn	The target must reroll failed to-hit rolls with its Close Combat Attacks.
<b>3</b>	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.
<b>6</b>	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.
<b>4</b>	Spectral Blades	5+ {9+}	18"	Augment	One Turn	The target must reroll failed to-wound rolls with its Melee Attacks and gains {Lethal Strike}.
<b>A</b>	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.
<b>2</b>	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.



### Thaumaturgy

**Judgement on High:** When casting non-Bound Spells from this Path, all Magic Dice that result in '1' must be rerolled. Dice causing a Miscast cannot be rerolled. If a Caster Miscasts when casting a spell from this Path, add a +1 Miscast Modifier.

		<i> Casting </i>	<i> Range </i>	<i> Type </i>	<i> Duration </i>	<i> Effect </i>
<b>4</b>	Cleansing Fire	5+ {8+}	Caster {18"}	{Augment} Focused	Instant	The target gains Breath Attack (Strength D3+2, Armour Penetration 1, Magical Attacks). (Roll the D3 immediately after successfully casting this spell.) {This spell may only target Characters, Champions, and single model units.}
<b>5</b>	Wrath of God	12+	96"	Ground	Permanent	Place a counter on the target point. At the end of each subsequent Magic Phase roll a D6: • If 1-3 is rolled, nothing happens. • If 4-6 is rolled, each unit within 2D6" suffers 2D6 hits with Strength 5, Armour Penetration 2, and Magical Attacks. If a unit fails a Panic Test forced by the spell, it Flees directly away from the marked point (for all other rules, the Caster is considered to be the attacker). The spell then ends.
<b>6</b>	Trial of Faith	7+ {10+}	12" {18"}	Hex Missile Damage Focused Direct	Instant	The Caster rolls D3+1 and the target rolls D3. If the Caster's roll is higher, the target suffers a number of hits equal to the difference between their respective rolls. These hits wound automatically with Armour Penetration 10 and Magical Attacks.

		<i>Casting</i>	<i>Range</i>	<i>Type</i>	<i>Duration</i>	<i>Effect</i>
<b>2</b>	Smite the Unbeliever	6+ [9+]	24"	Hex	One Turn	Immediately after successfully casting this spell, roll a D6. [Choose which effect to apply when casting the spell.] - If 1-3 is rolled, the target suffers -1 Resilience. - If 4-6 is rolled, the target suffers -1 Strength and -1 Armour Penetration.
<b>1</b>	Hand of Heaven	5+ [8+]	24"	Hex Missile Damage	One Turn	The target suffers D6 [D6+1] hits with Strength D6 [D6+1], Armour Penetration 2 [3], and Magical Attacks. Roll once for the number of hits and once for the Strength and apply the rolled Strength value to all hits
<b>3</b>	Speaking in Tongues	5+	24"	Hex	One Turn	The target must take a Discipline Test: • If the test is passed, the target gains Fearless. • If the test is failed, the target becomes Shaken.

## Model Rules

**Abysal Armour:** Armour Equipment.

Plate Armour. For each Veil Token in the owner's Veil Token pool, hits against the wearer suffer -1 Armour Penetration, up to a maximum of -3.

**Acid Blood:** For each Fortitude Save the model fails against enemy Melee Attacks, the model immediately inflicts 1 hit with Toxic Attacks on the model that caused the wound, before any casualties are removed, distributed onto the model's Health Pool.

**Aegis:**

**Battle Focus:** If the attack hits with a natural to-hit roll of '6', the attack causes two hits instead of one.

**Crush Attack:**

**Devastating Charge:** Attacks & Weapons, Melee

A charging model part with Devastating Charge, or using a weapon with Devastating Charge, gains the Model Rules and Characteristic modifiers stated in brackets. For example, a charging model part with Devastating Charge (+1 Strength, Poison Attacks) gains +1 Strength and Poison Attacks when it is charging. This rule is cumulative: a model part with several instances of Devastating Charge applies all Attack Attributes and Characteristics modifiers from all of them when charging.

**Devour:** For each Health Point loss the model causes with Close Combat Attacks against enemy units, roll a D6 at the end of the Initiative Step. For each rolled 4+, the model gains +1 Health Point. When the model has 18 Health Points or more, all units within 9" immediately suffer 2D6 hits with **Toxic Attacks**, and the model is removed as a casualty.

**Dominion of Gluttony:** The model **must** reroll natural to-wound rolls of '1' with its Melee Attacks.

**Dominion of Greed:** The model gains +2 Defensive Skill while its unit is in base contact with an enemy Scoring Unit.

**Dominion of Sloth:** The model gains **Aegis (+1, against Special Attacks)**.

**Extra Support:**

**Falling Star:** The model's Offensive Skill and Defensive Skill are **set** to twice the model's current number of Health Points. The model counts as a Character for the purpose of issuing, accepting, and refusing Duels. When the model fights a Duel during a Round of Combat, it gains **Stubborn** until the end of the Round of Combat.

**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.

**Fly:** The model gains Light Troops and Swiftstride. Units composed entirely of models with Fly may make Flying Movements when performing a Move Chargers move, an Advance Move, or a March Move. When a unit makes a Flying Movement, substitute its models' Advance Rate with the first value given in brackets (X), and their March Rate with the second value given in brackets (Y). All modifiers to ground movement values are also applied to the flying values of a model. Units using Flying Movement ignore all Terrain Features and units during the Flying Movement (from their starting to their ending position), but must abide by the Unit Spacing rule at the end of the move (unless charging, when the normal exceptions to the Unit Spacing rule apply). They are still affected by the effects of the Terrain Features from which they take off and in which they land.

**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

**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

**Hard Target:**

**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.

**Impact Hits:** At Initiative Step 10, a charging model part with Impact Hits must choose an enemy unit that is in base contact with the attacking model's Front Facing. This unit suffers a number of hits equal to the value stated in brackets (X). These hits are resolved with the attacking model part's 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). In multipart models, only model parts that also have Harnessed or Inanimate can use their Impact Hits. When several models in the same unit have Impact

Hits, and when X is a random number (e.g. Impact Hits (D6)), roll for the number of hits separately for each model part.

**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.

**Omniscience:** In the owner's Magic Phase, if the model did not March Move or declare a Charge this Player Turn, the cost of converting Veil Tokens into Magic Dice is decreased to 2:1 during this Player Turn (1 Magic Dice per 2 Veil Tokens). In addition, at the end of Siphon the Veil, the owner is allowed to store up to 6 Veil Tokens instead of the normal 3.

**Parry:**

**Poison Attacks:** If the attack successfully hits with a natural to-hit roll of '6', it automatically wounds with no to-wound roll needed. Shooting Attacks using the Hopeless Shot can only automatically wound if the first to-hit roll is a natural '6'. Note that the second to-hit roll must still be successful in order to hit the target. If the attack can be turned into more than one hit (e.g. a hit with Area Attack, Battle Focus, or Penetrating), only a single hit, chosen by the attacker, automatically wounds. All other hits must roll to wound as normal.

**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.

**Skirmisher:** The model can draw Lines of Sight in any direction (i.e. it is not limited by the Front Arc) from any point on its base (remember that Charge Moves are limited by a single Wheel of no more than 90°, and that Stand and Shoot Charge Reactions can only be done against enemies in the Front Arc) and can always use Shooting Attacks from any rank (they are not limited to shooting from first and second rank).

Units with at least one R&F model with Skirmisher are formed into a skirmish formation. They are not placed in base to base contact with each other. Instead, models are placed with a 12.5 mm distance between them. This gap is considered part of the unit for Cover purposes, and will have the same Size as the models in the unit. Other than this gap between models, units with Skirmisher follow the normal rules for forming units and therefore have a Front, two Flanks, a Rear, can perform Supporting Attacks, and so on. Units in skirmish formation gain Hard Target and Light Troops, never block Line of Sight, and when units in skirmish formation would contribute to Hard Cover, they contribute to Soft Cover instead.

**Spell Craving:** When determining Combat Score, a side with at least one model with Spell Craving Engaged in Combat adds +X to its side's Combat Score, where X is the number of non-Bound non-Attribute Spells known by enemy Wizards in units in base contact with it (note that multiple instances of the same spell count as 1 each).

**Suffocation:** Si l'attaque est allouée à une figurine qui a la même taille que l'attaquant, elle gagne +1 pour toucher et +1 pour blesser.

**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".

**Veil Stalker:** The model follows the rules for Ambush with the following exception: When its unit enters the Battlefield, the owner may choose to apply the rules for Special Ambush (within 6" of an enemy model with Channel).

**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

**Wizard Master:** - Knows 4 spells.

- Can select from the Learned Spells 1, 2, 3, 4, 5, and 6 of its chosen Path and the Hereditary Spell of its army.

The Wizard gains Channel (1) and a +1 modifier to its casting rolls, and 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.



