



1835 pts (41.00 %) 901 pts (20.00 %) 1761 pts (39.00 %)  
**Characters**      **Core**      **Special**  
 (45 Max)      (20 Least)      (0 NoLimit)

## Characters



**CHOSEN LORD #1**  
 Chosen Lord - Standard - Cavalry - 25x50

**700 POINTS**



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



### MOUNT BLACK STEED

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** | General • Luck of the Dark Gods • Shield • Trophy Rack • Black Steed • Gluttony • Talisman of Shielding • Lucky Charm • Burning Portent



**FELDRAK ANCESTOR #1**  
 Feldrak Ancestor - Gigantic - Beast - 75x100

**770 POINTS**



Global	Adv	Mar	Dis	Model Rules		
	8"	16"	9	Legendary Beasts, 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, Hatred, Hand Weapon, Paired Weapons

**Options** | Paired Weapons • Supernatural Dexterity



**SORCERER #1**  
 Sorcerer - Standard - Infantry - 25x25

**365 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 Adept • Evocation • Paired Weapons • Rod of Battle • Essence of Mithril • Book of Arcane Mastery

## Core



### WARRIORS #1

Warriors x11 - Standard - Infantry - 25x25

428 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	Great Weapon

Options Wrath • Great Weapon • Champion • Standard Bearer • Zealots' Banner



### BARBARIAN HORSEMEN #1

Barbarian Horsemen x12 - Standard - Cavalry - 25x50

354 POINTS



Global	Adv	Mar	Dis	Model Rules		
	8"	16"	8	Scoring, Battle Fever		
Defensive	HP	Def	Res	Arm		
	1	4	3	1 (+1)	Heavy Armour, Shield	
Offensive	Att	Off	Str	Ap	Agi	
Barbarian Horseman	1	4	4	0	3	Great Weapon
Black Steed	1	3	4	0	3	Harnessed, Great Weapon

Options Shield • Great Weapon • Champion • Musician • Standard Bearer • Icon of the Infinite



### 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	
Warhound	1	3	3	0	4	

## Special



### HELLMAW #1

Hellmaw - Gigantic - Construct - 20x20

325 POINTS



Global	Adv	Mar	Dis	Model Rules		
	5"	10"	5	Fearless, Supernal, Gateway		
Defensive	HP	Def	Res	Arm		
	5	3	5	2	Aegis	
Offensive	Att	Off	Str	Ap	Agi	
Hellmaw	5	3	5	2	1	



### BATTLESHRINE #1

Battle Shrine - Large - Construct - 50x100

330 POINTS



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>	
	5"	10"	8	Channel, Fear, Not a Leader, Towering Presence, War Platform, Wizard Apprentice, Battle Fever, Trophy Rack, Beacon of the Dark Gods	
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	5	4	5	4	Aegis
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
Shrine Priest	1	4	3	0	3
Wretched One(2)			4	0	1
Grind Attacks, Harnessed					

<b>Options</b>	Veilgate Orb
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### CHOSEN #1

Chosen x9 - Standard - Infantry - 25x25

560 POINTS



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

<b>Options</b>	Paired Weapons • Champion • Musician • Standard Bearer • Envy • Banner of Speed
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### CHOSEN #2

Chosen x8 - Standard - Infantry - 25x25

546 POINTS



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

<b>Options</b>	Great Weapon • Champion • Musician • Wrath
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## Magics

### Racial Trait Spell

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

	<i>Casting</i>	<i>Range</i>	<i>Type</i>	<i>Duration</i>
<b>H Hellfire</b>				
<i>Mf</i>	(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

		<i>Casting</i>	<i>Range</i>	<i>Type</i>	<i>Duration</i>	<i>Effect</i>
<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>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>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>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.
<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>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.

## Magic items

**Burning Portent:** Attacks made with this weapon become **Flaming Attacks** and **Magical Attacks**, gain **Multiple Wounds (D3)**, and their Armour Penetration is **set** to 10.

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

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

**Supernatural Dexterity:** The wielder gains +2 Offensive Skill and +2 Agility while using this weapon, and attacks made with it become Magical Attacks.

**Book of Arcane Mastery:** Unless the bearer has Protean Magic, it knows one additional Learned Spell that it selects from the Learned Spells 1, 2, 3, and 4 of its chosen Path. In addition, the bearer cannot cast the Hereditary Spell.

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

**Rod of Battle:** The bearer can cast a Bound Spell, Power Level (4/8):

Type: Augment. Range 18". Duration: One Turn.

The target gains +1 to hit with its Close Combat Attacks.

**Veilgate Orb:** At the end of Siphon the Veil, the army may keep up to 6 Veil Tokens instead of the normal 3.

## Magic banners

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

**Icon of the Infinite:** The bearer can cast Hellfire (Hereditary Spell) as a Bound Spell with Power Level (4/8).

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

## Model Rules

**Aegis:**

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

**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)

**Breath Attack:**

**Channel:** During step 3 of the Magic Phase Sequence, each of the Active Player's models with Channel may add X Veil Tokens to the owner's Veil Token Pool. This Universal Rule is cumulative, adding X Veil Tokens of each independent instance of Channel to the model's total Channel value (so e.g. a model with Channel (1) and Channel (2) is treated like a model with Channel (3)).

**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.

**Gateway:** At the end of each friendly Magic Phase, each Hellmaw may do one of the following:

- **Open a Gateway:** Mark a single point on the Battlefield with a Gateway Marker. This point **must** be within Line of Sight and 24" of the Hellmaw, and more than 6" away from enemy units. There can never be more than 4 friendly Gateway Markers on the Battlefield (including Ominous Gateways).
- **Close a Gateway:** Choose a friendly Gateway Marker with its centre within Line of Sight and 24" of the Hellmaw. All units within 6" of the centre of the marker suffer D6 hits with **Toxic Attacks** and **Magical Attacks**. Then remove the marker. If all friendly Hellmaws have been removed as casualties, immediately close all friendly Gateways as described above. A friendly unit may choose to enter the Gateway if all the following conditions are met:
  - The unit does not contain any Gigantic models.
  - The unit is in contact with the centre of a friendly Gateway Marker.
  - All models in the unit just performed an Advance or March Move and no other model has moved since.Remove the unit from the Battlefield. The unit:
  1. Is then placed back on the Battlefield within 3" of the centre of any other friendly Gateway Marker. No model can end up with its centre farther away than its March Rate from the centre of the chosen marker.
  2. **Must** have the same formation, but may face any direction.
  3. **Must** follow the Unit Spacing rule.
  4. Suffers D6 + X hits with **Toxic Attacks** and **Magical Attacks**, distributed by the owner, where X is equal to the number of ranks in the unit. Hits distributed onto models with Hell-Forged Armour or Supernal automatically fail to wound.
  5. Loses Scoring until its next Player Turn. Only a single unit may exit the same Gateway Marker in each Player Turn.

**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

**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

**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:**

**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

**Not a Leader:** The model cannot be the General.

**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.

**Primal Legend:** If the model is the General, the maximum sum of Legendary Beasts values in the army is increased by 1. While the model is on the board, friendly units with Fly may not use Flying Movement.

**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.

**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".

**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).

**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.

**War Platform:** Unless selected as a mount for a Character, a model with War Platform gains Not a Leader and Character, with the following exceptions:

- It does not count towards the Character category (for Army List creation).
- It cannot issue Duels, Accept Duels or Make Way.
- It can perform Swirling Melee.
- It does not count as a Character regarding Bodyguard and Multiple Wounds.

The model can join units even if it has Towering Presence, and having Chariot does not prevent it from joining units without Chariot. When joined to a unit, it must always be placed in the centre of the front rank, possibly pushing back other models with Front Rank, and must keep its position in the centre of the front rank at all times (as long as it is joined to the unit). If two positions are equally central (e.g. in a unit with an even number of models in the first rank and a War Platform replacing an uneven number of models per rank), the War Platform can be placed in either of these positions. If the War Platform cannot be placed in the centre of the front rank (e.g. due to Mismatching Bases or the front rank being too narrow), the model cannot join the unit. This means that a War Platform can never join a unit with Mismatching Bases and that only a single War Platform can be in the same unit unless noted otherwise.

**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 profile with your phone.

