



1715 pts (38.00 %) 1008 pts (22.00 %) 1773 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



### 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

**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

**Options**

Wizard Master • Alchemy • Paired Weapons • Essence of Mithril • Hero's Heart • Magical Heirloom

**Notes**

Heirloom is Ledger of Souls (costs only 50p)



### BARBARIAN CHIEF #1

Barbarian Chief - Standard - Cavalry - 25x50

295 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

<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
<b>Barbarian Chief</b>	3	5	5	1	5	<b>Deeds not Words, Hand Weapon</b>



### MOUNT SHADOW CHASER

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

<b>Options</b>	Shield • Throwing Weapons (4+) • Paired Weapons • Shadow Chaser • Potion of Swiftmess • Ghostly Guard • Shield Breaker
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### BARBARIAN CHIEF #2

Barbarian Chief - Standard - Infantry - 50x50

285 POINTS



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>		
	4"	8"	9	<b>Battle Fever</b>		
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>		
	3	5	4	0	<b>Heavy Armour</b>	
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
<b>Barbarian Chief</b>	3	5	5	1	5	<b>Deeds not Words, Hand Weapon</b>



### MOUNT WAR DAIS

<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>		
	C"	C"	C	<b>Tall</b>		
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>		
	4	C	C	C+2	<b>Cannot be Stomped</b>	
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
<b>War Dais</b>	4	5	4	1	4	<b>Harnessed</b>

<b>Options</b>	Paired Weapons • Trophy Rack • War Dais • Legion Standard • Veilgate Orb • Gladiator's Spirit • Symbol of Slaughter
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## Core



### WARRIORS #1

Warriors x21 - Standard - Infantry - 25x25

573 POINTS



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

<b>Options</b>	Gluttony • Champion • Musician • Standard Bearer • Aether Icon
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### BARBARIANS #1

Barbarians x35 - Standard - Infantry - 25x25

435 POINTS





<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>		
	4"	8"	7	<b>Scoring, Battle Fever</b>		

<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	1	4	3	0	<b>Light Armour</b>
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
<b>Barbarian</b>	1	4	4	0	3

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

## Special

	<b>CHOSEN #1</b> Chosen <b>x9</b> - <i>Standard - Infantry - 25x25</i>	<b>663</b> POINTS	
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<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>
	5"	10"	8	<b>Fearless, Scoring, Path of the Favoured</b>

<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	2	6	4	0	<b>Hell-Forged Armour, Spiked Shield</b>

<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
<b>Chosen</b>	3	6	4	1	5	<b>Extra Support (3)</b>

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

	<b>CHOSEN KNIGHTS #1</b> Chosen Knights <b>x3</b> - <i>Large - Cavalry - 50x75</i>	<b>502</b> POINTS	
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<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>
	7"	14"	8	<b>Fear, Fearless, Scoring, Path of the Favoured</b>

<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	3	6	4	2	<b>Hell-Forged Armour</b>

<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
<b>Chosen Rider</b>	3	6	4	1	5	<b>Halberd</b>

<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
<b>Karkadan</b>	2	3	5	2	2	<b>Harnessed</b>

**Options** | Champion • Musician • Standard Bearer • Wrath • Stalker's Standard

	<b>CHIMERA #1</b> Chimera - <i>Large - Beast - 50x100</i>	<b>225</b> POINTS	
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<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>
	8"	20"	8	<b>Fear, Towering Presence</b>

<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	4	3	5	3	

<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
<b>Chimera</b>	5	4	5	2	4	

**Options** | Wings


	<b>FLAYERS #1</b> Flayers <b>x5</b> - <i>Standard - Cavalry - 25x50</i>	<b>185</b> POINTS	
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<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>
	10"	20"	8	<b>Feigned Flight, Light Troops, Strider, Vanguard, Battle Fever</b>

<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	

<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	1	4	3	1	Light Armour
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
Flayer	1	4	4	0	4
Shadow Chaser	1	3	3	0	4


<b>Options</b>	Shield • Light Lance • Throwing Weapons (5+) • Champion
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### WARHOUNDS #1

Warhounds x6 - Standard - Beast - 25x50

## 103 POINTS




<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>	
	8"	16"	5	Insignificant, Release the Hounds	
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	1	3	3	0	
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
Warhound	1	3	3	0	4



### WARHOUNDS #2

Warhounds x5 - Standard - Beast - 25x50

## 95 POINTS



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>	
	8"	16"	5	Insignificant, Release the Hounds	
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	1	3	3	0	
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
Warhound	1	3	3	0	4

## Magics

### Racial Trait Spell

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

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



		Casting	Range	Type	Duration	Effect
5	Corruption of Tin	8+	36"	Hex	Permanent	The target suffers -1 Armour.
3	Glory of Gold	8+	18"	Augment	One Turn	The target gains +1 Armour Penetration, Flaming Attacks and Magical Attacks.
4	Silver Spike	<6+> {9+}	<18"> {36"}	Hex Missile Damage	Instant	The target suffers 1 hit with Strength 4 [6], Armour Penetration 10, <b>Magical Attacks, [Multiple Wounds (D3)], and Area Attack (1x5).</b>
A	Alchemical Fire		18"	Hex	One Turn	The target gains Flammable against Melee Attacks.
6	Molter Copper	7+	24"	Hex Missile Damage	Instant	The target suffers D3+4 hits with Strength X, Armour Penetration 4, Flaming Attacks, and Magical Attacks, where X is equal to the target's Armour.
2	Word of Iron	<5+> {9+}	<24"> {18"}	Augment	One Turn	The target gains <+1> {+2} to its Armour.

		<i>Casting</i>	<i>Range</i>	<i>Type</i>	<i>Duration</i>	<i>Effect</i>
1	Quicksilver Lash	7+	24"	Hex Missile Damage	Instant	The target suffers D3+1 hits with Flaming Attacks, Magical Attacks, and Armour Penetration 10. These hits always wound on a roll equal to or greater than "7 minus the target's Armour". An unmodified '6' always wounds and an unmodified '1' always fails to wound.

## 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.

**Ghostly Guard:** The wearer gains +2 Armour against non-Magical Attacks.

**Potion of Swiftiness:** 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+.

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

**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.

**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

**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.

**Stalker's Standard:** The bearer's unit gains Strider.

**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.

## 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.

**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.

**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 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.

**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.

**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.

**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".

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