



1765 pts (39.00 %) 994 pts (22.00 %) 1083 pts (24.00 %) 325 pts (7.00 %)  
**Characters**      **Core**      **Special**      **Legendary Beasts**  
 (45 Max)      (20 Least)      (0 NoLimit)      (35 Max)

## Characters

**SEIGNEUR ELU #2**  
 Chosen Lord - Standard - Cavalry - 25x50

**610 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		
<b>Chosen Lord</b>	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		
<b>Black Steed</b>	1	3	4	0	3		

**Options** | Gluttony • Black Steed • General • Potion of Swiftiness • Burning Portent • Dusk Forged

**SEIGNEUR ELU #1**  
 Chosen Lord - Standard - Infantry - 50x50

**600 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		
<b>Chosen Lord</b>	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		
<b>War Dais</b>	4	5	4	1	4	Harnessed	

**Options** | Great Weapon • Wrath • Trophy Rack • War Dais • Entropic Aura • Talisman of Shielding • Crown of the Wizard King

**ENSORCELEUR #1**  
 Sorcerer - Large - Construct - 50x100

**555 POINTS**

Global	Adv	Mar	Dis				Model Rules

<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>	
	4"	8"	8	Wizard Apprentice, Battle Fever	
<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



### MOUNT BATTLESHRINE

<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>	
	5"	10"	C	Channel (1, 1), Fear, Towering Presence, War Platform, Keeper of the Beacon (mount), Trophy Rack	
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	5	C	5	C+1	Aegis (5+)
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
Wretched One			4	0	1

**Options** | Plate Armour • Paired Weapons • Alchemy • Wizard Adept • Battleshrine • Gladiator's Spirit

## Core



### WARRIORS WITH FAVOURED CHAMPION #1

Warriors x12 - Standard - Infantry - 25x25

485 POINTS



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>	
	4"	8"	8	Scoring, Fearless, Path of the Favoured, Champion	
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	1	5	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>
Warrior	2	5	4	1	4

**Options** | Standard Bearer • Great Weapon • Wrath • Zealots' Banner



### WARRIORS WITH FAVOURED CHAMPION #2

Warriors x12 - Standard - Infantry - 25x25

509 POINTS



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>	
	4"	8"	8	Scoring, Fearless, Path of the Favoured, Champion	
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	1	5	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>
Warrior	2	5	4	1	4

**Options** | Standard Bearer • Halberd • Sloth • Zealots' Banner

## Special



### WARRIOR KNIGHTS WITH FAVOURED CHAMPION #1

Warrior Knights x5 - Standard - Cavalry - 25x50

355 POINTS



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>	
	8"	14"	8	Scoring, Fearless, Path of the Favoured, Champion	
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	1	5	4	2	Shield, Hell-Forged Armour
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
Warrior Rider	2	5	4	1	4

<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
<b>Black Steed</b>	1	3	4	0	3	<b>Harnessed</b>

<b>Options</b>	Standard Bearer • Lance • Gluttony • Icon of the Infinite
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	<b>CHEVALIERS ELUS #1</b> Chosen Knights x3 - Large - Cavalry - 50x75	<b>488 POINTS</b>	
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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, Scoring, Fearless, 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>

<b>Karkadan</b>	2	3	5	2	2	<b>Harnessed</b>
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<b>Options</b>	Envy • Champion • Standard Bearer • Wasteland Torch
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	<b>FLAGELLEURS #1</b> Flayers x5 - Standard - Cavalry - 25x50	<b>145 POINTS</b>	
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<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>
	10"	20"	8	<b>Strider, Feigned Flight, Vanguard (6", 6"), Light Troops, Battle Fever</b>

<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	1	4	3	1	<b>Light Armour</b>

<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
<b>Flayer</b>	1	4	4	0	4	

<b>Shadow Chaser</b>	1	3	3	0	4	<b>Harnessed</b>
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	<b>MOLOSSES DE GUERRE #1</b> Warhounds x5 - Standard - Beast - 25x50	<b>95 POINTS</b>	
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<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>
	8"	16"	5	<b>Insignificant, Release the Hounds</b>

<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>	
<b>Warhound</b>	1	3	3	0	4	

## Legendary Beasts

	<b>GEANT MARAUDEUR #1</b> Marauding Giant - Gigantic - Infantry - 75x100	<b>325 POINTS</b>	
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<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>
	7"	14"	8	<b>Giant See, Giant do</b>

<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	8	3	5	1	

<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
<b>Marauding Giant</b>	5	3	5	2	3	<b>Rage</b>

<b>Options</b>	Giant Club • Big Brother
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## Magics

Racial Trait Spell

	Casting	Range	Type	Duration
<b>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.				



		Casting	Range	Type	Duration	Effect
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.
2	Word of Iron	5+ [9+]	24"	Augment	One Turn	The target gains +1[+2] to its Armour.
6	Molter Copper	7+	24"	Hex Missile Damage	Instant	The target suffers D3+3 hits with Strength X, Armour Penetration 4, Flaming Attacks, and Magical Attacks, where X is equal to the target's Armour.
A	Alchemical Fire		18"	Hex	One Turn	The target gains Flammable against Melee Attacks.
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, Magical Attacks, [Multiple Wounds (D3)], and Area Attack (1x5).

## 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.

**Dusk Forged:** The bearer may choose to reroll its failed Armour Saves while using this Shield. If it does, it automatically fails all Special Saves.

**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.

**Crown of the Wizard King:** During Spell Selection, randomise a Magic Path (from all Paths in this book). The bearer is a Wizard Apprentice using the randomised Path. It cannot select the Hereditary Spell. The bearer cannot take any Special Items nor any other upgrades that are restricted to Wizards (or any types of Wizards).

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

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

## Magic banners

**Zealots' Banner:** The maximum number of Supporting Attacks that models in the second rank of the bearer's unit can perform is increased by 1.

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

**Wasteland Torch:** The bearer's unit gains **Strider (Ruins)**. After determining Deployment Zones (at the end of step 6 of the Pre-Game Sequence), you may choose a single Field or Forest Terrain Feature that becomes Ruins. The bearer's unit gains **Flaming Attacks** in the First Round of Combat.

## Model Rules

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

**Champion:**

**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.

**Giant See, Giant do:** Universal Rule.

The model gains Åsklander Battle Fever and Shield.

**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.

**Hell-Forged Armour:** Armour Equipment.

Follows the rules for Plate Armour (can be enchanted as if it was 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:** Universal Rule.

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 additionally gain +1 Health Point to a maximum of 3, and their Discipline is set to 9.

**Rage:** Attack Attribute - Close Combat.

Whenever the model loses a Health Point, it gains +1 Attack Value. Whenever it gains a Health Point, it suffers -1 Attack Value.

**Release the Hounds:** Universal Rule.

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:** Models on foot only.

Follows the rules for Shields (can be enchanted as if it was a Shield). For each successful Armour Save roll of 4+ made by the bearer against a Melee Attack while using a Spiked Shield, the bearer immediately inflicts 1 hit with the bearer's Strength and Armour Penetration against 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.

**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.

Seigneur élú Seigneur élú #1 Champions with Favoured Champion #1 Warriors with Favoured Champion #2 Warrior Knights with Favoured Champion #1 Chevaliers Élus #1 Flagelles de guerre Géants maraudeurs

