



1800 pts (45.00 %) 845 pts (21.00 %) 1355 pts (34.00 %) 0 pts (0.00 %)
Characters **Core** **Special** **Legendary Beasts**
 (45 Max) (20 Least) (0 NoLimit) (1 MaxUnit)

Characters

	EXALTED HERALD #1 Exalted Herald - Large - 50x50	700 POINTS	
<i>Global</i>	<i>Cha</i> <i>Mob</i> <i>Cou</i>	<i>Model Rules</i>	
	" "	Supernal, Wizard Adept, Fearless, Legendary Beasts (2), Manifestation, Exclusive, Light Troops	
<i>Defensive</i>	<i>HP</i> <i>Def</i> <i>Res</i> <i>Arm</i>	<i>Aegis (4+)</i>	
	5 8 5 3		
<i>Offensive</i>	<i>Att</i> <i>Off</i> <i>Str</i> <i>Ap</i> <i>Agi</i>	<i>Metal Armour, Hand Weapon, Daemon</i>	
Exalted Herald	6 9 5 2 8		

	CHOSEN LORD #2 Chosen Lord - Large - 50x100	600 POINTS	
<i>Global</i>	<i>Cha</i> <i>Mob</i> <i>Cou</i>	<i>Model Rules</i>	
	" "	Trophy Rack, Battle Fever, Fearless, Exclusive (Path of the Favoured, Human)	
<i>Defensive</i>	<i>HP</i> <i>Def</i> <i>Res</i> <i>Arm</i>	<i>Shield, Hell-Forged Armour</i>	
	3 7 5 3 (+1)		
<i>Offensive</i>	<i>Att</i> <i>Off</i> <i>Str</i> <i>Ap</i> <i>Agi</i>	<i>Metal Armour, Paired Weapons, Hand Weapon, Path of the Favoured</i>	
Chosen Lord	5 8 5 2 7		

	MOUNT CHIMERA		
<i>Global</i>	<i>Cha</i> <i>Mob</i> <i>Cou</i>	<i>Model Rules</i>	
	8" 10" C" C	Exclusive, Swiftstride, Light Troops, Legendary Beasts (1)	
<i>Defensive</i>	<i>HP</i> <i>Def</i> <i>Res</i> <i>Arm</i>		
	5 C 5 4		
<i>Offensive</i>	<i>Att</i> <i>Off</i> <i>Str</i> <i>Ap</i> <i>Agi</i>	<i>Mount, Beast, Stomp Attacks (D3)</i>	
Chimera	5 4 5 2 4		

Options Luck of the Dark Gods • Shield • Trophy Rack • Paired Weapons • Touch of Greatness • Chimera • Pride • Talisman of Shielding

	BARBARIAN CHIEF #1 Barbarian Chief - Gigantic - 20x20	500 POINTS	
<i>Global</i>	<i>Cha</i> <i>Mob</i> <i>Cou</i>	<i>Model Rules</i>	
	" "	Battle Fever, Attached	
<i>Defensive</i>	<i>HP</i> <i>Def</i> <i>Res</i> <i>Arm</i>		
	3 5 4 0		

<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
Barbarian Chief	3	5	5	1	5

Metal Armour, Deeds not Words, Paired Weapons, Human, Hand Weapon



MOUNT WASTELAND BEHEMOTH

<i>Global</i>	<i>Cha</i>	<i>Mob</i>	<i>Cou</i>	<i>Model Rules</i>	
	7"	7"	C"	C	Swiftstride, Legendary Beasts (1), Exclusive, Terror
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	8	3	6	4	
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
Wasteland Behemoth	6	3	6	3	3

Mount

Options	General • Paired Weapons • Wasteland Behemoth • Shield Breaker • Potion of Swiftess
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Core



BARBARIAN HORSEMEN #1

Barbarian Horsemen x9 - Standard - 25x50

256 POINTS



<i>Global</i>	<i>Cha</i>	<i>Mob</i>	<i>Cou</i>	<i>Model Rules</i>	
	"	"		Battle Fever, Swiftstride	
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	1	4	3	3	Shield
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
Barbarian Horseman	1	4	4	0	3
Black Steed	1	3	4	0	3

Light Armour, Human, Light Lance
Mount, Light Lance

Options	Light Lance • Standard Bearer • Stalker's Standard
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WARRIORS #1

Warriors x23 - Standard - 25x25

589 POINTS



<i>Global</i>	<i>Cha</i>	<i>Mob</i>	<i>Cou</i>	<i>Model Rules</i>	
	"	"		Battle Fever, Fearless	
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	1	5	4	3	Spiked Shield, Hell-Forged Armour
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
Warrior	2	5	4	1	4

Metal Armour, Path of the Favoured

Options	Sloth • Musician • Standard Bearer • Aether Icon
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Special



FLAYERS #1

Flayers x5 - Standard - 25x50

150 POINTS



<i>Global</i>	<i>Cha</i>	<i>Mob</i>	<i>Cou</i>	<i>Model Rules</i>	
	"	"		Feigned Flight, Vanguard (3"), Battle Fever, Strider, Swiftstride, Light Troops	

<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>		
	1	4	3	2	Shield	
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
Flayer	1	4	4	0	3	Light Armour, Human
Shadow Chaser	1	3	3	0	3	Mount



WARRIOR KNIGHTS #1

Warrior Knights x10 - Standard - 25x50

590 POINTS



<i>Global</i>	<i>Cha</i>	<i>Mob</i>	<i>Cou</i>	<i>Model Rules</i>		
	"	"		Battle Fever, Fearless, Swiftstride		
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>		
	1	5	4	5	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	Metal Armour, Path of the Favoured, Lance
Black Steed	1	3	4	0	3	Mount, Lance

Options	Sloth • Lance • Standard Bearer • Stalker's Standard
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BATTLESHRINE #1

Battleshrine - Large - 50x100

300 POINTS



<i>Global</i>	<i>Cha</i>	<i>Mob</i>	<i>Cou</i>	<i>Model Rules</i>		
	"	"		Battle Fever, Wizard Conclave (2), Exclusive, Light Troops		
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>		
	5	4	5	4	Aegis (5+)	
<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	Light Armour, Human
Wretched One(2)			4	0	1	Mount, Grind Attacks (D6+1), Irredeemable



MARAUDING GIANT #1

Marauding Giant - Gigantic - 50x75

315 POINTS



<i>Global</i>	<i>Cha</i>	<i>Mob</i>	<i>Cou</i>	<i>Model Rules</i>		
	"	"		Giant See, Giant Do, Rage, Terror, Legendary Beasts (1), Exclusive, Light Troops		
<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>	
Marauding Giant	5	3	5	2	3	Light Armour, Giant, Stomp Attacks (D6)

Options	Monstrous Familiar
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Magics

Racial Trait Spell

*This spell can target units Engaged in Combat and in contact with the Caster's Front Facing.

Casting	Range	Type	Duration
H Hellfire			

	<i>Casting</i>	<i>Range</i>	<i>Type</i>	<i>Duration</i>
<i>Mf</i>	9+	18"	Translation missing: en.magic_spell.type_target.Hex, Translation missing: en.magic_spell.type_target.Damage	Instant
<i>The target suffers 2D6 hits with Strength 6, Armour Penetration 0, and Magical Attacks.</i>				

Magic items

Talisman of Shielding: Aegis (5+).

Touch of Greatness: +1 Str and +1 AP.

Potion of Swiftiness: +3 Agi.

Shield Breaker: +6 AP.

Magic banners

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

Aether Icon: The bearer's unit gains Magic Resistance (1).

Model Rules

Aegis:

Attached:

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

Daemon:

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

Exclusive:

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:

Giant See, Giant Do: Universal Rule.
The model gains Battle Fever.

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

Hell-Forged Armour: Armour Equipment

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

Human:

Irredeemable: The model cannot make Stomp Attacks and, when in the second rank and not in base contact with any enemy models, can make Grind Attacks across models in the first rank directly in front of it. When a model with Irredeemable is killed by a Melee Attack, remove it as a casualty only at the end of Initiative Step 0. A unit with at least one model with Irredeemable may never have more ranks than files.

Lance: Attacks made with a Lance and allocated toward models in the wielders' Front Facing gain Devastating Charge (+2 Strength, +2 Armour Penetration). Infantry cannot use Lances.

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

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.

Manifestation: During Spell Selection, the Exalted Herald **must** choose two different Manifestations from the list below and apply the effects during the game. The model **must** select 3 spells out of the spells indicated for the chosen Manifestations, Wrath of God (Thaumaturgy), and Hellfire (Hereditary Spell). This replaces the normal rules for Spell Selection connected to being a Wizard Adept. In addition, Guiding Light (Divination) becomes the Attribute Spell for all non-Bound Spells cast by the model.

Metal Armour:

Mount:

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.

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.

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.

Stomp Attacks:

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.

Supernal:

Swiftstride: When a unit composed entirely of models with Swiftstride rolls Charge Range, Flee Distance, Pursuit Distance or Overrun Distance, it rolls an additional D6 (normally this will lead to rolling 3D6) and discards the lowest D6 rolled.

Terror: The model gains Fear and is immune to the effects of Terror. When a unit with one or more models with Terror Declares a Charge, its target must take a Panic Test. If the test is failed, the target of the charge must declare a Flee Charge Reaction, if able to do so.

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).

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 Adept: - Knows 2 spells.

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

The Wizard gains Channel (1) and selects its spells as described in Spell Selection.

Wizard Conclave: The Champion of a unit with Wizard Conclave gains +1 Health Point in addition to the normal Characteristics increases associated with being a Champion, and is a Wizard Adept.

This Champion may select up to two spells from predetermined spells given in brackets after Wizard Conclave.

This overrides the Spell Selection rules connected to being a Wizard Adept.

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.

Exalted Herald #1	Chosen Lord #2	Barbarian Chief #1	Flayers #1	Warrior Knights #1	Battlehrine #1	Marauding Giant #1	Barbarian Horsemen #1	Warriors #1
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