



380 pts (17.00 %) **256 pts (12.00 %)** 955 pts (44.00 %) 0 pts (0.00 %) 600 pts (27.00 %) 0 pts (0.00 %)  
**Characters** **Core** **Special** **Raiders** **Destroyers** **The Menagerie**  
 (40 Max) (25 Least) (0 NoLimit) (20 Max) (15 Max) (30 Max)

Characters



**ORACLE #1**

Warlock Outcast - Standard - Infantry - 20x20

380 POINTS



| Global          | Adv | Mar | Dis | Model Rules  |     |  |
|-----------------|-----|-----|-----|--|-----|--|
|                 | 5"  | 10" | 9   | Not a Leader, Wizard Adept, Irresistible Will, Wizard Master |     |  |
| Defensive       | HP  | Def | Res | Arm  |     |  |
|                 | 3   | 4   | 3   | 0  |     |  |
| Offensive       | Att | Off | Str | Ap   | Agi |  |
| Warlock Outcast | 1   | 4   | 3   | 0  | 5   | Lightning Reflexes, Ruthless Efficiency, Hand Weapon |

Core



**DREAD LEGIONNAIRES #1**

Silexian Spears x19 - Standard - Infantry - 20x20

256 POINTS



| Global         | Adv | Mar | Dis | Model Rules               |                      |  |
|----------------|-----|-----|-----|---------------------------|----------------------|--|
|                | 5"  | 10" | 8   | Scoring, Academy Training |                      |  |
| Defensive      | HP  | Def | Res | Arm                       |                      |  |
|                | 1   | 4   | 3   | 0                         | Light Armour, Shield |  |
| Offensive      | Att | Off | Str | Ap                        | Agi                  |  |
| Silexian Spear | 1   | 4   | 3   | 0                         | 5                    | Lightning Reflexes, Ruthless Efficiency, Spear |

Special



**HARPIES #1**

Harpies x5 - Standard - Beast - 20x20

130 POINTS



| Global    | Adv | Mar | Dis | Model Rules   |                    |                    |
|-----------|-----|-----|-----|---|--------------------|--------------------|
|           | 5"  | 10" | 6   | Light Troops, Skirmisher, Swiftstride, Insignificant, Fly |                    |                    |
|           | 10" | 18" |     |   |                    |                    |
| Defensive | HP  | Def | Res | Arm   |                    |                    |
|           | 1   | 3   | 3   | 0   | Hard Target (1, 1) |                    |
| Offensive | Att | Off | Str | Ap  | Agi                |                    |
| Harpy     | 2   | 3   | 4   | 0   | 4                  | Devastating Charge |



**DREAD KNIGHTS #1**

Dread Knights x6 - Standard - Cavalry - 25x50

330 POINTS



| Global | Adv | Mar | Dis | Model Rules |  |  |
|--------|-----|-----|-----|-------------|--|--|
|--------|-----|-----|-----|-------------|--|--|

|                       |            |            |            |                         |                      |   |
|-----------------------|------------|------------|------------|-------------------------|----------------------|---|
| <i>Global</i>         | <i>Adv</i> | <i>Mar</i> | <i>Dis</i> | <i>Model Rules</i>      |                      |   |
|                       | 7"         | 14"        | 9          | Scoring, Scent of Blood |                      |   |
| <i>Defensive</i>      | <i>HP</i>  | <i>Def</i> | <i>Res</i> | <i>Arm</i>              |                      |   |
|                       | 1          | 5          | 3          | 2                       | Heavy Armour, Shield |   |
| <i>Offensive</i>      | <i>Att</i> | <i>Off</i> | <i>Str</i> | <i>Ap</i>               | <i>Agi</i>           |   |
| <b>DreadKnight</b>    | 2          | 5          | 4          | 1                       | 6                    | Lightning Reflexes, Ruthless Efficiency |
| <b>Coastal Raptor</b> | 2          | 3          | 4          | 1                       | 3                    | Harnessed, Lethal Strike                |

|         |          |
|---------|----------|
| Options | Champion |
|---------|----------|



### DREAD KNIGHTS #2


Dread Knights x6 - Standard - Cavalry - 25x50

## 330 POINTS



|                       |            |            |            |                         |                      |   |
|-----------------------|------------|------------|------------|-------------------------|----------------------|---|
| <i>Global</i>         | <i>Adv</i> | <i>Mar</i> | <i>Dis</i> | <i>Model Rules</i>      |                      |   |
|                       | 7"         | 14"        | 9          | Scoring, Scent of Blood |                      |   |
| <i>Defensive</i>      | <i>HP</i>  | <i>Def</i> | <i>Res</i> | <i>Arm</i>              |                      |   |
|                       | 1          | 5          | 3          | 2                       | Heavy Armour, Shield |   |
| <i>Offensive</i>      | <i>Att</i> | <i>Off</i> | <i>Str</i> | <i>Ap</i>               | <i>Agi</i>           |   |
| <b>DreadKnight</b>    | 2          | 5          | 4          | 1                       | 6                    | Lightning Reflexes, Ruthless Efficiency |
| <b>Coastal Raptor</b> | 2          | 3          | 4          | 1                       | 3                    | Harnessed, Lethal Strike                |


|         |          |
|---------|----------|
| Options | Champion |
|---------|----------|



### MEDUSA #1

Gorgons - Large - Beast - 40x40

## 165 POINTS



|                  |            |            |            |                                   |            |   |
|------------------|------------|------------|------------|-----------------------------------|------------|---|
| <i>Global</i>    | <i>Adv</i> | <i>Mar</i> | <i>Dis</i> | <i>Model Rules</i>                |            |   |
|                  | 7"         | 14"        | 8          | Strider, Fear, Fearless, Supernal |            |   |
| <i>Defensive</i> | <i>HP</i>  | <i>Def</i> | <i>Res</i> | <i>Arm</i>                        |            |   |
|                  | 3          | 5          | 4          | 0                                 | Aegis (5+) |   |
| <i>Offensive</i> | <i>Att</i> | <i>Off</i> | <i>Str</i> | <i>Ap</i>                         | <i>Agi</i> |   |
| <b>Gorgon</b>    | 4          | 5          | 4          | 1                                 | 5          | Lightning Reflexes, Petrifying Stare, Ruthless Efficiency |

|         |         |
|---------|---------|
| Options | Halberd |
|---------|---------|

## Destroyers



### DREAD REAPER #1

Repeater Battery - Standard - Construct - 60

## 200 POINTS



|                  |            |            |            |                    |              |   |
|------------------|------------|------------|------------|--------------------|--------------|---|
| <i>Global</i>    | <i>Adv</i> | <i>Mar</i> | <i>Dis</i> | <i>Model Rules</i> |              |   |
|                  | 5"         | 5"         | 8          | War Machine        |              |   |
| <i>Defensive</i> | <i>HP</i>  | <i>Def</i> | <i>Res</i> | <i>Arm</i>         |              |   |
|                  | 4          | 1          | 4          | 0                  | Light Armour |   |
| <i>Offensive</i> | <i>Att</i> | <i>Off</i> | <i>Str</i> | <i>Ap</i>          | <i>Agi</i>   |   |
| <b>Crew</b>      | 2          | 4          | 3          | 0                  | 5            | Lightning Reflexes, Ruthless Efficiency, Daeb Bolt Thrower (3+, 3+) |



## DREAD REAPER #2

Repeater Battery - Standard - Construct - 60

200 POINTS



|  |            |            |            |                    |              |
|--|------------|------------|------------|--------------------|--------------|
| <i>Global</i>  | <i>Adv</i> | <i>Mar</i> | <i>Dis</i> | <i>Model Rules</i> |              |
|  | 5"         | 5"         | 8          | War Machine        |              |
| <i>Defensive</i>   | <i>HP</i>  | <i>Def</i> | <i>Res</i> | <i>Arm</i>         |              |
|  | 4          | 1          | 4          | 0                  | Light Armour |
| <i>Offensive</i>   | <i>Att</i> | <i>Off</i> | <i>Str</i> | <i>Ap</i>          | <i>Agi</i>   |
| <b>Crew</b>  | 2          | 4          | 3          | 0                  | 5            |
| <b>Lightning Reflexes, Ruthless Efficiency, Daeb Bolt Thrower (3+, 3+)</b> |            |            |            |                    |              |



## DREAD REAPER #3

Repeater Battery - Standard - Construct - 60

200 POINTS



|  |            |            |            |                    |              |
|--|------------|------------|------------|--------------------|--------------|
| <i>Global</i>  | <i>Adv</i> | <i>Mar</i> | <i>Dis</i> | <i>Model Rules</i> |              |
|  | 5"         | 5"         | 8          | War Machine        |              |
| <i>Defensive</i>   | <i>HP</i>  | <i>Def</i> | <i>Res</i> | <i>Arm</i>         |              |
|  | 4          | 1          | 4          | 0                  | Light Armour |
| <i>Offensive</i>   | <i>Att</i> | <i>Off</i> | <i>Str</i> | <i>Ap</i>          | <i>Agi</i>   |
| <b>Crew</b>  | 2          | 4          | 3          | 0                  | 5            |
| <b>Lightning Reflexes, Ruthless Efficiency, Daeb Bolt Thrower (3+, 3+)</b> |            |            |            |                    |              |

## Magics

Racial Trait Spell

|   | Casting | Range | Type   | Duration |
|---|---------|-------|--|----------|
| <b>Curse of the Phantom Queen</b>   |         |       |  |          |
| <i>Mf</i>   | 7+      | 24"   | Translation missing:<br>en.magic_spell.type_target.Hex | One Turn |
| <i>Whenever a model that is the target of this spell inflicts a Health Point loss against an enemy unit, the model's unit suffers 1 hit with Strength 4, Armour Penetration 2, and Magical Attacks. These hits are considered Ranged Attacks that are distributed by the attacking unit's owner. Only consider Health Point losses caused by Close Combat Attacks, Shooting Attacks, Special Attacks, and spells with duration Instant for this purpose. No Health Pool can generate more hits this way than it had Health Points before the Health Point loss.</i> |         |       |  |          |

## Model Rules

**Academy Training:** Units with more than half of their models with Academy Training are considered Academy Trained. While within 8" of one or more other non-Fleeing, friendly Academy Trained units, Academy Trained units:

- Gain Devastating Charge (+1" Adv) when declaring their first Charge in any Charge Phase. The effect lasts until the end of the Charge Phase. Characters without Academy Training that Charge out of the unit are not affected.
- Count as having one additional Full Rank for the purpose of Steadfast and Disrupted if they have at least one Full Rank.

**Aegis:**

**Daeb Bolt Thrower:** Range 24", Shots 8, Str 5, AP 2. Note that the model can move and shoot.

**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.

**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.

**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 at least one model part with Harnessed is considered to be mounted.

**Heavy Armour:** +2 Armor

**Insignificant:**

**Irresistible Will:** Universal Rule.

The Casting Values of spells cast by the model are increased by +1. Dispelling rolls against non-Bound spells cast by the model suffer a -2 modifier.

**Lethal Strike:** If the attack wounds with a natural to-wound roll of 6+, its Armour Penetration is set to 10 and the target of the attack cannot take a Regeneration save against it.

**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.

**Lightning Reflexes:** Close Combat

A Close Combat Attack with Lightning Reflexes gains a +1 to-hit modifier. Model parts with this Attack Attribute wielding Great Weapons do not gain this +1 to-hit modifier, but strike with the Great Weapon at the Initiative Step corresponding to their Agility instead of always striking at Initiative Step 0.

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

**Petrifying Stare:** Special Attack.

At Initiative Step 10, each enemy unit in base contact with the model suffers 2 hits with Armour Penetration 10 and Magical Attacks that wound on:

- 4+ for models of Standard Height
- 5+ for models of Large Height
- 6+ for models of Gigantic Height

**Ruthless Efficiency:** Close Combat

The attack gains +1 to wound during the First Round of Combat.

**Scent of Blood:** The model gains Fearless and Frenzy while Engaged in Combat. In addition, the model gains Devastating Charge (+1" Adv) with the following restrictions:

- The Charged unit has at least one Health Pool that contains fewer Health Points than it did when the unit was deployed or otherwise entered the Battlefield.
- The effect ends immediately before the unit declares a new Charge.

**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.

**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.

**Spear:**

**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.

**War Machine:** The model cannot Pursue, Declare Charges or Declare Flee as Charge Reaction. Characters can never join units with War Machines, and Characters with War Machine cannot join units at all.

When a War Machine fails a Panic Test, instead of Fleeing it is Shaken until the end of the next Player Turn. War Machines that fail a Break Test are automatically destroyed. War Machines and units Engaged in Combat with them cannot make Combat Reforms.

When a unit charges a War Machine, it can move into base contact by having its Front Facing contact any point of the War Machine's base (it must still maximise the number of models in base contact, see subsection II.1.A "Bases and Base Contact", page 4 and Figure 1 page 4). No Align Move is allowed. Ignore the War Machine's Facing, as it does not have any due to its round base.

**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 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

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.

