



815 pts (18.00 %) 1328 pts (30.00 %) 2356 pts (52.00 %) 225 pts (5.00 %)
Characters **Core** **Special** **Legendary Beasts**
 (45 Max) (20 Least) (0 NoLimit) (35 Max)

Characters



DOOMLORD #1

Doomlord - Gigantic - Beast - 150x100mm

815 POINTS



Global	Adv	Mar	Dis	Model Rules		
6"	12"	9	Path of the Exiled, Master of Destruction			
Defensive	HP	Def	Res	Arm	Model Rules	
4	6	5	1	Hell-Forged Shield Armour		
Offensive	Att	Off	Str	Ap	Agi	Model Rules
Doomlord	5	7	5	2	5	Hand Weapon



MOUNT WASTELAND BEHEMOTH

Global	Adv	Mar	Dis	Model Rules		
7"	14"	C				
Defensive	HP	Def	Res	Arm	Model Rules	
7	3	6	4	Wasteland Behemoth		
Offensive	Att	Off	Str	Ap	Agi	Model Rules
Wasteland Behemoth	6	3	6	3	3	

Options	Halberd (Blessed Inscriptions) • Wasteland Behemoth • General • Shield • Trophy Rack
Magic items	Talisman of Shielding • Obsidian Rock • Veilgate Orb • Blessed Inscriptions (Halberd)
Magic banners	Wasteland Torch (Banner Enchantment)

Core



FALLEN #1

Fallen x10 - Standard - Infantry - 25x25mm

230 POINTS



Global	Adv	Mar	Dis	Model Rules		
6"	12"	8	Path of the Light Troops, Fearless Exiled			
Defensive	HP	Def	Res	Arm	Model Rules	
1	2	4	0	Hell-Forged Armour		
Offensive	Att	Off	Str	Ap	Agi	Model Rules
Fallen	2	4	4	1	4	Paired Weapons



FALLEN #2



Fallen x10 - Standard - Infantry - 25x25mm

230 POINTS



Global	Adv	Mar	Dis	Model Rules		
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Global	Adv	Mar	Dis	Model Rules		
	6"	12"	8	, Path of the Light Troops, FearlessExiled		
Defensive	HP	Def	Res	Arm		
	1	2	4	0	Hell-Forged Armour	
Offensive	Att	Off	Str	Ap	Agi	
Fallen	2	4	4	1	4	Paired Weapons

	WARRIORS #1 Warriors x24 - Standard - Infantry - 25x25mm	868 POINTS	
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Global	Adv	Mar	Dis	Model Rules	
	4"	8"	8	, Path of the Scoring, FearlessFavoured , Champion	
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

Options	Musician • Standard Bearer • Halberd • Envy • Champion
Magic banners	Zealots' Banner (Banner Enchantment)
Special	

	FELDRAKS #1 Feldraks x4 - Large - Beast - 50x75mm	560 POINTS	
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Global	Adv	Mar	Dis	Model Rules		
	8"	16"	9	Fear, Scoring		
Defensive	HP	Def	Res	Arm		
	4	4	5	2	, Light UnburntArmour	
Offensive	Att	Off	Str	Ap	Agi	
Feldrak	3	4	5	2	3	Hatred

Options	Great Weapon • Champion • Musician • Standard Bearer
Magic banners	Stalker's Standard (Banner Enchantment)

	CHOSEN KNIGHTS #1 Chosen Knights x4 - Large - Cavalry - 50x75mm	624 POINTS	
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Global	Adv	Mar	Dis	Model Rules		
	7"	14"	8	, Path of the Fear, Scoring, FearlessFavoured		
Defensive	HP	Def	Res	Arm		
	3	6	4	2	Hell-Forged Armour	
Offensive	Att	Off	Str	Ap	Agi	
Chosen Rider	3	6	4	1	5	Halberd
Karkadan	2	3	5	2	2	Harnessed

Options	Envy • Champion • Musician • Standard Bearer
Magic banners	Icon of the Infinite (Banner Enchantment)



CHOSEN #1


Chosen x10 - Standard - Infantry - 25x25mm

770 POINTS



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>		
	5"	10"	8	, Path of the Scoring, Fearless 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	Masters of Battle


Options	Great Weapon • Champion • Musician • Standard Bearer • Sloth
Magic banners	Icon of the Infinite (Banner Enchantment)



BARBARIAN HORSEMEN #1


Barbarian Horsemen x5 - Standard - Cavalry - 25x50mm

190 POINTS



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>		
	8"	16"	8	Scoring, Battle Fever		
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>		
	1	4	3	1	Heavy Armour	
<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	Harnessed
Black Steed	1	3	4	0	3	


Options	Shield • Light Lance • Champion • Musician • Standard Bearer
Magic banners	Aether Icon (Banner Enchantment)



BARBARIAN HORSEMEN #2

Barbarian Horsemen x6 - Standard - Cavalry - 25x50mm

212 POINTS



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>		
	8"	16"	8	Scoring, Battle Fever		
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>		
	1	4	3	1	Heavy Armour	
<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	Harnessed
Black Steed	1	3	4	0	3	

Options	Shield • Light Lance • Champion • Musician • Standard Bearer
Magic banners	Aether Icon (Banner Enchantment)

Magics				
Racial Trait Spell				
	<i>Casting</i>	<i>Range</i>	<i>Type</i>	<i>Duration</i>
	Hellfire			
<i>Mf</i>	(6+) {10+}	18"	Hex, Damage, Direct	Instant

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

Magic items

Blessed Inscriptions: Attacks made with this enchanted weapon become Divine Attacks and Magical Attacks, and failed to wound rolls must be rerolled.

Obsidian Rock: The bearer gains Magic Resistance (2).

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

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.

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

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

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.

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.

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.

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 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.

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).

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.

Master of Destruction: The bearer can use a Shield (or a Spiked Shield) simultaneously with a Great Weapon or a Halberd.

Masters of Battle: Attack Attribute.

The model's maximum number of Supporting Attacks is set to 3.

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 Exiled: Units with more than half of their models with Path of the Exiled must reroll failed Break Tests. At the end of step 7 of a Round of Combat (after

taking Break Tests), models with Path of the Exiled in a unit that failed a Break Test simultaneously perform Close Combat Attacks (ignoring the rules for Initiative Order, but otherwise following the normal rules such as Supporting Attacks and Allocating Attacks). Afterwards, they are removed as casualties. Models with Path of the Exiled cannot join or be joined by models with Path of the Favoured.

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.

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.

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.

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.

Doomlord #1



Fallen #1



Fallen #2



Warriors #1



Feldraks #1



Chosen Knights #1



Chosen #1



Barbarian Horsemen #1



Barbarian Horsemen #2

