







900 pts (30.00 %) 630 pts (21.00 %) 1470 pts (49.00 %) 0 pts (0.00 %)
Characters **Core** **Special** **Legendary**
 (45 Max) (20 Least) (0 NoLimit) **Beasts**
 (35 Max)

Characters

| | | | | | |
|--|--|-------------------|---|---------------------------------|---------------|
|  | CHOSEN LORD #1 Chosen Lord - Standard - Infantry - 25x25mm | 500 POINTS |  | | |
| <i>Global</i> | <i>Adv</i> | <i>Mar</i> | <i>Dis</i> | <i>Model Rules</i> | |
| | 5" | 10" | 9 | , Path of the Fearless Favoured | |
| <i>Defensive</i> | <i>HP</i> | <i>Def</i> | <i>Res</i> | <i>Arm</i> | |
| | 3 | 7 | 5 | 0 Hell-Forged Armour | |
| <i>Offensive</i> | <i>Att</i> | <i>Off</i> | <i>Str</i> | <i>Ap</i> | <i>Agi</i> |
| Chosen Lord | 5 | 8 | 5 | 2 | 7 Hand Weapon |
| Options | Great Weapon • Wrath • General • Dark Prelate | | | | |
| Magic items | Thrice-Forged (Hell-Forged Armour) • Talisman of Shielding | | | | |

| | | | | | |
|--|--|-------------------|---|---------------------------------|---------------|
|  | SORCERER #1 Sorcerer - Standard - Infantry - 25x25mm | 400 POINTS |  | | |
| <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 |
| Options | Plate Armour (Alchemist's Alloy) • Wizard Master • Occultism | | | | |
| Magic items | Alchemist's Alloy (Plate Armour) | | | | |

Core

| | | | | | |
|--|--|-------------------|---|--|------------|
|  | WARRIORS #1 Warriors x10 - Standard - Infantry - 25x25mm | 340 POINTS |  | | |
| <i>Global</i> | <i>Adv</i> | <i>Mar</i> | <i>Dis</i> | <i>Model Rules</i> | |
| | 4" | 8" | 8 | , Path of the Scoring, Fearless 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 | Sloth • Champion | | | | |



WARRIORS #2

Warriors x10 - Standard - Infantry - 25x25mm

290 POINTS



| Global | Adv | Mar | Dis | Model Rules | | |
|-----------|-----|-----|-----|--|-----------------------------------|--|
| | 4" | 8" | 8 | , Path of the Scoring, Fearless Favoured, 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

Paired Weapons • Envy • Champion

Special



WARRIOR KNIGHTS #1

Warrior Knights x5 - Standard - Cavalry - 25x50mm

355 POINTS



| Global | Adv | Mar | Dis | Model Rules | | |
|---------------|-----|-----|-----|--|-----------------------------|-----------|
| | 8" | 14" | 8 | , Path of the Scoring, Fearless Favoured, Champion | | |
| Defensive | HP | Def | Res | Arm | | |
| | 1 | 5 | 4 | 2 | , Hell-Forged Shield Armour | |
| Offensive | Att | Off | Str | Ap | Agi | |
| Warrior Rider | 2 | 5 | 4 | 1 | 4 | |
| Black Steed | 1 | 3 | 4 | 0 | 3 | Harnessed |

Options

Lance • Wrath • Champion



CHOSEN #1

Chosen x9 - Standard - Infantry - 25x25mm

755 POINTS



| Global | Adv | Mar | Dis | Model Rules | | |
|-----------|-----|-----|-----|--|-----------------------------------|-------------------|
| | 5" | 10" | 8 | , Path of the Scoring, Fearless Favoured | | |
| Defensive | HP | Def | Res | Arm | | |
| | 2 | 6 | 4 | 0 | Hell-Forged Armour, Spiked Shield | |
| Offensive | Att | Off | Str | Ap | Agi | |
| Chosen | 3 | 6 | 4 | 1 | 5 | Masters of Battle |

Options

Great Weapon • Champion • Musician • Standard Bearer • Wrath

Magic banners

Banner of Speed (Banner Enchantment)



CHIMERA #1

Chimera - Large - Beast - 50x100mm

200 POINTS



| Global | Adv | Mar | Dis | Model Rules | | |
|-----------|-----|-----|-----|-------------------------|-----|--|
| | 8" | 20" | 8 | Fear, Towering Presence | | |
| Defensive | HP | Def | Res | Arm | | |
| | 4 | 3 | 5 | 3 | | |
| Offensive | Att | Off | Str | Ap | Agi | |
| Chimera | 5 | 4 | 5 | 2 | 4 | |



BARBARIAN HORSEMEN #1

Barbarian Horsemen x5 - Standard - Cavalry - 25x50mm

160 POINTS



| Global | Adv | Mar | Dis | Model Rules | |
|--------------------|-----|-----|-----|-----------------------|--------------|
| | 8" | 16" | 8 | Scoring, Battle Fever | |
| Defensive | HP | Def | Res | Arm | |
| | 1 | 4 | 3 | 1 | Heavy Armour |
| Offensive | Att | Off | Str | Ap | Agi |
| Barbarian Horseman | 1 | 4 | 4 | 0 | 3 |
| Black Steed | 1 | 3 | 4 | 0 | 3 |

| Options | Shield • Light Lance • Champion |
|---------|---------------------------------|
|---------|---------------------------------|

Magics

Racial Trait Spell

| | Casting | Range | Type | Duration |
|--|---------------|-------|---------------------|----------|
| Hellfire | | | | |
| Mf | (6+) {10+} | 18" | Hex, Damage, Direct | Instant |
| <i>The target suffers (2D3) {2D6} hits with Strength 6, Armour Penetration 0, and Magical Attacks.</i> | | | | |



Occultism

The Sacrifice: When casting a non-Bound Spell from this Path, immediately after the casting roll, but before any Dispelling Attempt, the Active Player may choose the Caster's unit or another friendly unengaged unit within 24".

A unit may only be chosen once per phase. The chosen unit suffers X hits that would automatically with Armour Penetration 10 and Magical Attacks, and with no saves of any kind allowed, where X is determined by the Discipline value of the largest fraction of models in the unit, ignoring all Discipline modifiers. In case of a tie, use the

- lower value:
- 0 to 4: 3 hits
 - 5 to 7: 2 hits
 - 8 to 10: 1 hit

Any Health Point loss from The Sacrifice that would remove the last model of the chosen unit as a casualty is discarded.

These Health Points losses never cause Panic Tests.

If at least one Health Point loss was caused, the spell is cast with the {amplified} version. In that case, use any text marked with {}.

| | | Casting | Range | Type | Duration | Effect |
|---|----------------------|---------|---------------|---|---------------|--|
| 2 | Hand of Glory | 6+ [8+] | Caster [12"] | [Augment], Focused | Last one Turn | [This spell may only target Characters, Champions, and single model units.] The target {and all models in its unit} gain Aegis (6+) and Aegis (+1, max 3+). |
| 3 | The Rot Within | 6+ | 18" | Hex | Permanent | The target suffers -1 Offensive Skill and -1 Defensive Skill. {The Caster gains +1 Offensive Skill and +1 Defensive Skill.} |
| 6 | The Grave Calls | 11+ | 12" | Hex, Damage, Direct | Instant | The target suffers 2D6 hits with Strength 5, Armour penetration 2, and Magical Attacks. {The hits gain +1 Strength and +1 Armour Penetration.} |
| 1 | Pentagram of Pain | 5+[6+] | 24"[12" Aura] | [Hex], [Direct], [Universal], [Damage] | Instant | The target suffers D6 hits with Strength 4, Armour Penetration 1, and Magical Attacks. [The Caster's unit is unaffected.] {If one or more unsaved wounds are caused with this spell, the Caster Recovers 1 Health Point.} |
| 4 | Breath of Corruption | 6+ [9+] | Caster [12"] | [Augment], Focused | Last one Turn | The target gains Breath Attack (Magical Attacks, Toxic Attacks). [This spell may only target Characters, Champions, and single model units.] {If the Breath Attack is used as a Shooting Attack, its range is increased to 18".} |
| 5 | Marked for Doom | 9+ | 24" | Hex, Damage, Direct | Instant | The target suffers 1 hit with Strength 10, Armour Penetration 10, Multiple Wounds (D3), and Magical Attacks. {If the target is within 12" of the Caster, the spell targets a single Character or Champion joined to the target unit.} |

Magic items

Alchemist's Alloy: The wearer gains +1 Armour and suffers -2 Offensive Skill.

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

Thrice-Forged: The wearer gains +3 Armour. If the wearer's model has Towering Presence, its Armour cannot be improved beyond 5.

Magic banners

Banner of Speed: A unit with one or more Banners of Speed gains +1" Advance Rate and +2" March Rate.

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.

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.

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

Masters of Battle: Attack Attribute.

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

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 5.

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.

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".

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



Warriors #1



Warriors #2



Warrior Knights #1



Chosen #1



Chimera #1



Barbarian Horsemen #1

