

# THE IX AGE FANTASY BATTLES



## Daemon Legions

Army Book

2<sup>nd</sup> Edition, beta version 2.2

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The 9<sup>th</sup> Age: Fantasy Battles is a community-made miniatures wargame. All rules and feedback can be found and given at: [the-ninth-age.com](http://the-ninth-age.com). Refer to the Rulebook for instructions on How to Read Unit Entries. Recent changes are marked in [blue](#), and listed at the end of this document or on: [the-ninth-age.com/archive.html](http://the-ninth-age.com/archive.html)

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# Army Model Rules

## Aegis

Unit profiles in this Army Book contain an additional Characteristic, which corresponds to the units' Aegis Saves, shortened Aeg. This Characteristic is treated as if the unit has the Personal Protection Aegis (X+) written on their profile, where X is the Aeg Characteristic value. Not having an Aeg value does not prevent a unit from being the target of an Aegis modifier.

## Immortal Denizens

Casting rolls made by models in a Daemon Legions army with one or two dice gain a +1 Casting Modifier. For casting rolls with a single Magic Dice, a natural roll of '1' or '2' is always a failed Casting Attempt, regardless of any modifiers. In addition, in a game involving at least one Daemon Legions Army, each player adds +2 Veil Tokens to their Veil Token pool in the Magic Phase during Siphon the Veil, when they are the Active Player.

## Universal Rules

### Greater Dominion

At the start of each friendly Player Turn, you may choose one friendly unit within the Commanding Presence range of the model with Greater Dominion. All R&F models in the chosen unit gain the Dominion rule in the Character's unit entry until the end of the next Player Turn.

## Armoury

### Dark Fire – Shooting Weapon

Range 18", Shots 2, Str 4, AP 0, **Accurate**.

Armour Save rolls of '1', '2', and '3' are **always** considered failed when saving wounds caused by Dark Fire.

# Hereditary Spell

<i>Casting Value</i>	<i>Range</i>	<i>Type</i>	<i>Duration</i>	<i>Effect</i>
<b>H</b> <i>rep</i> <b>4+</b>	<b>24"</b>	Damage Hex Missile	Instant	The target suffers 1 hit with Strength 2 [5], Armour Penetration 2, Area Attack (1×5), and [Multiple Wounds (2)]. The hits from <i>Spear of Infinity</i> gain +1 Strength for each other non-Attribute Spell successfully cast in this Magic Phase (including other instances of <i>Spear of Infinity</i> ).

# Daemonic Manifestations

Daemon Legions armies possess their own version of Special Items called Daemonic Manifestations. They follow the rules for Special Items, with the exception that they are not One of a Kind and that models cannot be affected by more than one instance of each Manifestation, unless specifically stated otherwise.

## Guiding Manifestations

Some Daemonic Manifestations have a Guiding version. These can be taken either as their normal “non-Guiding” version, or their Guiding version. Unless specifically stated otherwise, the normal version of Manifestations is taken. When using this version, ignore all text *<with this colour-coding>*.

Only Characters can take Guiding Manifestations. If the Guiding version is taken, this must be noted on your Army List. Follow the rules stated *<with this colour-coding>* and ignore point costs written in the standard way.

Note that Guiding and non-Guiding Manifestations are considered to be the same Manifestation for the purpose of Duplication Limits.

## ∞ Manifestations of Father Chaos

### Iron Husk 110 pts

The model's Resilience is set to 6.

### Kaleidoscopic Flesh 45 (65) pts <Dominant>.

The model *<and each R&F model in its unit>* gains **Hard Target (1)**.

### Mark of the Eternal Champion 45 pts

If the **bearer** is not a Wizard, it becomes a **Wizard Apprentice** that does not select spells as normal but always knows *Spear of Infinity* (Hereditary Spell). If the **bearer** is already a Wizard, it knows *Spear of Infinity* in addition to its other spells and cannot select it during Spell Selection.

### Mirrored Scales 45 (70) pts <Dominant>.

Each **Close Combat Attack** allocated towards the **bearer** *<and R&F models in its unit>* that rolls a natural '1' on its to-hit roll hits the attacking model's Health Pool instead.

### Withering Vapour 45 pts

0-2 per Army.

The bearer gains a **Breath Attack (Str 3, AP 2)**.

### Hammer Hand 40 pts

The model gains +1 Attack Value.

### Sorcerous Antennae 40 pts

0-2 per Army.

At the start of Siphon the Veil in each of your Magic Phases, **choose a single model part** in each unit with one or more instances of this Manifestation. **The chosen model part** gains **Channel (1)** until the end of the Magic Phase.

### Cloven Hooves 30 pts

The model gains **Impact Hits (D3)**. These Impact Hits are resolved with Strength 5 and Armour Penetration 2.

### Brimstone Secretions 25 (35) pts <Dominant>.

Attacks made against the model *<and against R&F models in its unit>* no longer are Divine Attacks (if they were).

### Centipede Legs 25 (40) pts <Dominant>.

The model *<and each R&F model in its unit>* gains +1" Advance Rate.

### Charged Tendrils 25 pts

At the end of Siphon the Veil, each unit with one or more instances of this Manifestation allows the owner to store one additional Veil Token, up to a maximum of 6.

### Chitinous Scales 25 pts

The model gains +2 Armour, to a maximum of 3.

### Dark Hide 25 pts

The model gains **Scout** with the following exception: it must be deployed fully inside the owner's Deployment Zone, and the owner must have deployed at least one unit normally.

### Living Shield 25 (55) pts <Dominant>.

The model *<and each R&F model in its unit>* gains **Parry**.

**Unnatural Roots** 25 pts  
A side with one or more units with one or more instances of Unnatural Roots Engaged in Combat at the end of the Round of Combat adds +1 to its Combat Score.

**Third Eye** 20 pts  
At the beginning of each friendly Charge Phase, draw the Flux Card for that Player Turn instead of step 2 of the Magic Phase Sequence.

**Dextrous Tentacles** 15 (35) pts  
(Dominant).  
The model (and each R&F model in its unit) gains +1 Agility.



## Manifestations of Envy

**Greenfire Eyes** 40 pts  
One use only. Must be activated when the model's unit fails its first Charge Range roll. The unit must reroll the Charge Range roll.

**Piercing Spike** 25 (60) pts  
(Dominant).  
Close Combat Attacks against enemy models with an Armour value of 3 or higher made by the model (and each R&F model in its unit) gain +1 Strength and +1 Armour Penetration.

**Venom Sacs** 25 (75) pts  
(Dominant).  
The model (and each R&F model in its unit) gains **Poison Attacks**. If the model's Close Combat Attacks or those of R&F models in its unit already were Poison Attacks from another source than this Manifestation, the attack will automatically wound on successful to-hit rolls of 5+, instead of 6+.



## Manifestations of Gluttony

**Broodmother** 60 (80) pts  
~~Cannot be taken by Gigantic models.~~ Dominant.

At the end of each Round of Combat during which the model's unit was Engaged in Combat, and during which the model (and R&F models in the bearer's unit) caused at least three Health Point losses with Close Combat Attacks, the unit Raises D3 Health Points.

**Digestive Vomit** 45 (60) pts  
(Dominant).

One use only. Must be activated the first time the bearer's unit performs a Post-Combat Pivot or a Post-Combat Reform. The model (and each R&F model in its unit) gains +1 Strength and +1 Armour Penetration until the end of the game.

**Unhinging Jaw** 40 (55) pts  
(Dominant).

The model (and each R&F model in its unit) must reroll failed to-wound rolls from Close Combat Attacks against Large or Gigantic models.



## Manifestations of Greed

**Grasping Proboscis** 20 (25) pts  
(Dominant).

At the end of each Round of Combat during which the model's unit was Engaged in Combat, and the model (and R&F model in the bearer's unit) caused at least three Health Point losses by Close Combat Attacks, you gain D3 Veil Token to your Veil Token pool.

**Smothering Coils** 20 (50) pts  
(Dominant).

The model (and each R&F model in its unit) gains +1 to-wound with Close Combat Attacks against models with Scoring.

**Divining Snout** 15 (30) pts  
(Dominant).

When Charging a unit that contains more than one Special Item, the model (and each R&F model in its unit) must reroll failed Charge Range rolls when rolling for Charge Range and gains +2" Advance Rate for the Charge Range roll. The effects only apply if all models in the unit are affected by Divining Snout.



## Manifestations of Lust

**Mesmerising Plumage** 40 pts  
Dominant.

Enemy units in base contact with one or more models with this Manifestation suffer -1 Offensive Skill and -1 Defensive Skill.

**Roaming Hands** 35 (40) pts  
(Dominant).

When the unit is Engaged with an enemy unit's Flank or Rear Facing, the model (and each R&F model in its unit) gains +1 Strength and +1 Armour Penetration.

**Hot Blood** 10 (25) pts  
(Dominant).

The model (and each R&F model in its unit) gains **Devastating Charge (+2 Agi)**.



## Manifestations of Pride

**Stiff Upper Lip** 35 pts  
Discipline Tests taken by units with at least one model with this Manifestation are subject to Minimised Roll.

**Bronze Backbone** 30 (70) pts  
(Dominant).

The model (and each R&F model in its unit) gains **Hatred**.

**Horns of Hubris** 25 (35) pts  
(Dominant).

The model (and each R&F model in its unit) gains **Vanguard (6")**.



## Manifestations of Sloth

**Chilling Yawn** 75 pts  
Dominant.

Enemy units in base contact with one or more models with this Manifestation suffer -2 Agility.

**Aura of Despair** 50 pts  
Dominant.

Enemy units suffer -2" Advance Rate to a minimum of 1 when rolling for Charge Range against units with at least one model with this Manifestation.

**Segmented Shell** 30 (35) pts  
(Dominant).

When the model (or a R&F model in its unit) suffers a wound from an attack with Multiple Wounds, the number of wounds that it is multiplied into (due to Multiple Wounds) is reduced by 1, to a minimum of 1.



## Manifestations of Wrath

**Whipcrack Tail** 50 (80) pts  
(Dominant).

The model (and each R&F model in its unit) gains **Lightning Reflexes**.

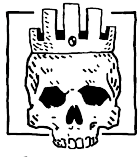
**Red Haze** 40 (80) pts  
(Dominant).

The model's Close Combat Attacks (and those of R&F models in its unit) gain +1 Strength and +1 Armour Penetration, but each of its Close Combat Attacks with a natural to-hit roll of '1' is distributed onto the bearer's unit. ~~The effects last until the end of the Round of Combat.~~

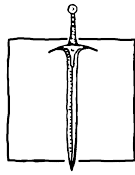
**Incendiary Ichor** 10 (30) pts  
(Dominant).

The model (and each R&F model in its unit) gains **Aegis (2+, against Flaming Attacks)**. All Melee Attacks (including Special Attacks) and Shooting Attacks made by the model with Incendiary Ichor (and each R&F model in its unit) become **Flaming Attacks**. The bearer (and each R&F model in its unit) automatically fails all Fortitude Saves.

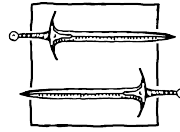
# Army Organisation



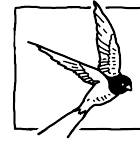
**Characters**  
(Max. 40 %)



**Core**  
(Min. 25 %)



**Special**  
(No limit)



**Aves**  
(Max. 35 %)

## Characters (Max. 40 %)



**Harbinger of Father Chaos**

**160 pts**

single model

0–4 Units/Army

Height Standard

Type Beast

Base 25×25 mm



A mount marked with [Av] and its rider count towards Characters and Aves.

Global	Adv	Mar	Dis	Model Rules		
	<b>5"</b>	<b>10"</b>	<b>8</b>	Fearless, Supernal		
Defensive	HP	Def	Res	Arm	Aeg	
	<b>3</b>	<b>5</b>	<b>4</b>	<b>0</b>	<b>4+</b>	
Offensive	Att	Off	Str	AP	Agi	
	<b>3</b>	<b>5</b>	<b>5</b>	<b>2</b>	<b>5</b>	

— Magic Options —

Wizard Apprentice

pts-

40

Wizard Adept

115



Divination



Evocation



Thaumaturgy



Witchcraft

— Options —

Dark Fire (3+) (on foot only)

pts-

10

Battle Standard Bearer

50

Manifestations of Father Chaos and those available to the General

up to 150

— Mount Options —

Dark Pulpit

pts-

50

Pale Horse

75

Burning Wheel [Av]

85

Great Beast of Prophecy [Av if taking Fly]

105



# Kuulima's Deceiver

335 pts

single model

0-3 Units/Army

Height Standard  
Type Beast  
Base 25×25 mm



This unit additionally counts towards Aves if taking Fly.

Global	Adv	Mar	Dis	Model Rules		
	5"	10"	9	<b>Dominion of Envy</b> , Fear, Fearless, Protean Magic, Supernal, Wizard Apprentice		
Defensive	HP	Def	Res	Arm	Aeg	
	4	6	5	0	5+	
Offensive	Att	Off	Str	AP	Agi	
	1	6	5	2	5	<b>Know Thyself</b> , Poison Attacks

### Model Rules

#### **Dominion of Envy:** Universal Rule.

The model's Close Combat Attacks allocated towards models equipped with Close Combat Weapons other than Hand Weapons (regardless if they are using them or not) gain +2 Offensive Skill.

#### **Know Thyself:** Universal Rule.

At the start of the Initiative Step in which the bearer's Close Combat Attacks will be performed, choose one model part from each enemy model in base contact and add their Attack Value Characteristics, excluding any modifiers, to the Attack Value of Kuulima's Deceiver. At the end of each Round of Combat, the bearer's Attack Value is **set** to 1.

### Magic Options

Wizard Adept 65  
Wizard Master 190



Divination Evocation Thaumaturgy Witchcraft

### Options

If General, **must** take Greater Dominion 30  
Fly (7", 14") and Light Troops 40  
Manifestations of Father Chaos and Envy up to 150



## Maw of Akaan

570 pts

single model

0-1 Units/Army

Height Gigantic

Type Beast

Base 150×100 mm

Global	Adv	Mar	Dis	Model Rules		
	7"	14"	9	<b>Dominion of Gluttony</b> , Fearless, Supernal, Wizard Apprentice		
Defensive	HP	Def	Res	Arm	Aeg	
	9	5	5	0		Aegis (5+, against Magical Attacks), <b>Devour</b> , Fortitude (5+)
Offensive	Att	Off	Str	AP	Agi	
	6	5	6	2	3	

### Model Rules

#### Devour: Personal Protection.

For each Health Point loss the model causes with Close Combat Attacks, roll a D6 at the end of the Initiative Step. For each rolled 4+, the model gains +1 Health Point.

When the model has 18 Health Points, all units within 9" immediately suffer 2D6 hits with **Toxic Attacks**, and the model is removed as a casualty.

#### Dominion of Gluttony: Universal Rule.

The model must reroll natural to-wound rolls of '1' with its Melee Attacks.

### Magic Options

Wizard Adept	75
Wizard Master	225



Evocation



Witchcraft

### Options

If General, <b>must</b> take Greater Dominion	60
Manifestations of Father Chaos and Gluttony up to	150



## Miser of Sugulag

670 pts

single model

0-1 Units/Army

Height Gigantic

Type Beast

Base 50×100 mm

Global	Adv	Mar	Dis	Model Rules		
	7"	14"	9	<b>Dominion of Greed</b> , Fearless, Supernal, Wizard Apprentice		
Defensive	HP	Def	Res	Arm	Aeg	
	6	6	7	0	5+	<b>Half Off, Abyssal Armour</b>
Offensive	Att	Off	Str	AP	Agi	
	5	5	5	2	2	

### Model Rules

#### Abyssal Armour: Armour.

Follows the rules for Plate Armour. For each Veil Token in the owner's Veil Token pool, attacks against the wearer suffer -1 Armour Penetration.

#### Dominion of Greed: Universal Rule.

The model gains +2 Defensive Skill when its unit is in base contact with an enemy Scoring Unit.

#### Half Off: Personal Protection.

If the model suffers a wound from an attack with Multiple Wounds, the number of wounds that it is multiplied into (due to Multiple Wounds) is halved, rounding up.

### Magic Options

Wizard Adept	75
Wizard Master	225



Divination



Evocation



Thaumaturgy

### Options

If General, <b>must</b> take Greater Dominion	35
Manifestations of Father Chaos and Greed up to	175





# Courtesan of Cibaresh

575 pts

single model

0-1 Units/Army

Height Gigantic

Type Beast

Base 50×100 mm

Global	Adv	Mar	Dis	Model Rules		
	9"	18"	9	<b>Avert your Gaze, Dominion of Lust</b> , Fearless, Supernal, Wizard Apprentice		
Defensive	HP	Def	Res	Arm	Aeg	
	6	7	5	0	5+	Distracting, Hard Target (1)
Offensive	Att	Off	Str	AP	Agi	
	6	7	5	4	7	<b>Razor Tentacles</b>

—Model Rules—

**Avert your Gaze:** Universal Rule.

Enemy units within 6" of one or more models with Avert Your Gaze suffer -2 Discipline when taking Combat Reform tests.

**Dominion of Lust:** Universal Rule.

The model gains **Strider** and must reroll failed Charge Range rolls when Charging an enemy unit in its Flank or Rear Facing.

**Razor Tentacles:** Attack Attribute – Close Combat.

If the attack is allocated towards an enemy R&F model while the attacker is Engaged with the Flank or Rear Facing of the target's unit the attack gains **Area Attack (1×5)**, and its Strength and Armour Penetration are **set** to half the model's [the model's] Strength, respectively Armour Penetration, rounding fractions up.

—Magic Options—

Wizard Adept 75  
Wizard Master 225



Divination



Witchcraft

—Options—

If General, **must** take Greater Dominion 35  
Manifestations of Father Chaos and Lust up to 150



## Omen of Savar

490 pts

single model

0-3 Units/Army

Height Standard

Type Beast

Base 50×50 mm



A mount marked with (Av) counts towards Aves. Additionally, the mount and its rider count towards Characters.

Global	Adv	Mar	Dis	Model Rules		
	6"	18"	9	<b>Divine Right, Dominion of Pride</b> , Fear, Fearless, Supernal, Wizard Apprentice		
Defensive	HP	Def	Res	Arm	Aeg	
	4	7	5	0	6+	Aegis (4+, against Magical Attacks)
Offensive	Att	Off	Str	AP	Agi	
	D6+2	D6+5	6	3	6	

### —Model Rules—

#### **Divine Right:** Universal Rule.

The model cannot join units with other Characters and other Characters cannot join its unit. The bearer must issue a Duel whenever possible. Duels issued by this model must (if possible) be accepted by a Character unless a Champion accepts first. In addition, when fighting a Duel, the model gains **Lethal Strike** and **Multiple Wounds (2)**.

#### **Dominion of Pride:** Universal Rule.

Units with more than half of their models with this rule may reroll failed Discipline Tests.

### —Magic Options—

Wizard Adept	75
Wizard Master	225



Divination



Thaumaturgy

### —Options—

If General, <b>must</b> take Greater Dominion	40
Manifestations of Father Chaos and Pride	up to 150

### —Mount Options—

Throne of Overwhelming Splendour (Av)	185
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## Sentinel of Nukuja

620 pts

single model

0-3 Units/Army

Height Standard

Type Beast

Base 50×100 mm



This unit additionally counts towards Aves if taking **Strixian Spirit**.

Global	Adv	Mar	Dis	Model Rules		
	2"	4"	9	<b>Dominion of Sloth</b> , Fear, Fearless, <b>Omniscience</b> , Supernal, Wizard Master		
Defensive	HP	Def	Res	Arm	Aeg	
	5	5	5	0	4+	
Offensive	Att	Off	Str	AP	Agi	
	1	5	5	2	1	Crush Attack

—Model Rules—

**Dominion of Sloth:** Universal Rule.

The model gains **Aegis (+1, against Special Attacks)**.

**Omniscience:** Universal Rule.

In the owner's Magic Phase, if the model did not March Move or declare a Charge this Player Turn, the cost of converting Veil Tokens into Magic Dice is decreased to 2:1 during this Player Turn (2 Veil Tokens per 1 Magic Dice).

—Options—

**Must** take one of the following:

Throne of the Oracle (Mount)	free
<b>Strixian Spirit</b> (0-1 Units/Army)	20
If General, <b>must</b> take Greater Dominion	30
Manifestations of Father Chaos and Sloth	up to 150

—Optional Model Rules—

**Strixian Spirit:** Universal Rule.

The model changes its Height to Gigantic, gains **Fly (6", 18")**, **Light Troops**, and +1 Health Point.

—Magic Options—



Divination Evocation Thaumaturgy Witchcraft



## Vanadra's Scourge

725 pts

single model

0-1 Units/Army

Height Gigantic

Type Beast

Base 50×100 mm



This unit counts both towards Characters and Aves.

Global	Adv	Mar	Dis	Model Rules		
Ground	8"	16"	9	<b>Dominion of Wrath</b> , Fearless, Fly (7", 14"), Light Troops, Supernal, <b>The Path of Dal-Magoth</b>		
Fly	7"	14"				
Defensive	HP	Def	Res	Arm	Aeg	
	6	4	6	0	5+	Aegis (4+, against Melee Attacks)
Offensive	Att	Off	Str	AP	Agi	
	5	9	7	4	0	Battle Focus, Devastating Charge (Distracting), <b>Rage</b>

—Model Rules—

**Dominion of Wrath:** Universal Rule.

The model cannot benefit from Parry, and its attacks ignore Parry.

**Rage:** Universal Rule.

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

—Magic Options—

Wizard Apprentice	40
Wizard Adept	115



Evocation



Thaumaturgy

—Options—

If General, <b>must</b> take Greater Dominion	35
Manifestations of Father Chaos and Wrath	up to 150

# Character Mounts



## Great Beast of Prophecy

Height **Large**  
Type **Cavalry**  
Base 50×75 mm



This mount and its rider additionally count towards Aves if taking Fly.

Global	Adv	Mar	Dis	Model Rules		
	<b>7"</b>	<b>14"</b>	<b>C</b>	<b>Fear</b>		
Defensive	HP	Def	Res	Arm	Aeg	
	<b>C</b>	<b>C</b>	<b>5</b>	<b>C</b>	<b>C</b>	
Offensive	Att	Off	Str	AP	Agi	
	<b>3</b>	<b>5</b>	<b>5</b>	<b>2</b>	<b>2</b>	<b>Harnessed</b>

Options

Fly (7", 14") and Light Troops

pts-

**60**



## Pale Horse

Height **Standard**  
Type **Cavalry**  
Base 25×50 mm

Global	Adv	Mar	Dis	Model Rules		
	<b>9"</b>	<b>18"</b>	<b>C</b>	<b>Elusive, Feigned Flight, Light Troops, Strider, Vanguard (12")</b>		
Defensive	HP	Def	Res	Arm	Aeg	
	<b>C</b>	<b>C</b>	<b>C</b>	<b>C</b>	<b>C</b>	<b>Hard Target (1)</b>
Offensive	Att	Off	Str	AP	Agi	
	<b>1</b>	<b>3</b>	<b>3</b>	<b>0</b>	<b>3</b>	<b>Harnessed</b>

Model Rules

**Elusive:** Universal Rule.

Units composed entirely of models with Elusive may declare a Flee Charge Reaction despite being Fearless.



## Burning Wheel

Height **Large**  
Type **Beast**  
Base 50×50 mm



This mount and its rider count towards Characters and Aves.

Global	Adv	Mar	Dis	Model Rules		
Ground	<b>2"</b>	<b>4"</b>	<b>C</b>	<b>Fly (9", 18"), Light Troops, Tall</b>		
Fly	<b>9"</b>	<b>18"</b>				
Defensive	HP	Def	Res	Arm	Aeg	
	<b>4</b>	<b>C</b>	<b>C</b>	<b>C</b>	<b>C</b>	<b>Hard Target (1)</b>
Offensive	Att	Off	Str	AP	Agi	
	<b>2</b>	<b>4</b>	<b>4</b>	<b>1</b>	<b>4</b>	<b>Harnessed</b>



## Dark Pulpit

Height Standard  
Type Beast  
Base 50×50 mm

Global	Adv	Mar	Dis	Model Rules	
	<b>5"</b>	<b>10"</b>	<b>C</b>	<b>Tall</b>	
Defensive	HP	Def	Res	Arm	Aeg
	<b>4</b>	<b>C</b>	<b>C</b>	<b>1</b>	<b>C</b>
Offensive	Att	Off	Str	AP	Agi
	<b>4</b>	<b>3</b>	<b>3</b>	<b>0</b>	<b>2</b> Harnessed



## Throne of Overwhelming Splendour

Height Large  
Type Construct  
Base 50×100 mm  
0–1 Mounts/Army

*This mount and its rider count towards Characters. Additionally, this mount counts towards Aves.*

Global	Adv	Mar	Dis	Model Rules	
Ground	<b>9"</b>	<b>9"</b>	<b>C</b>	<b>Fly (9", 9")</b> , Light Troops, <b>Rising Star</b> , Swiftstride, Tall, Towering Presence	
Fly	<b>9"</b>	<b>9"</b>			
Defensive	HP	Def	Res	Arm	Aeg
	<b>5</b>	<b>C</b>	<b>C</b>	<b>C</b>	<b>4+</b>
Offensive	Att	Off	Str	AP	Agi
Writhing Majesties	<b>4</b>	<b>4</b>	<b>4</b>	<b>1</b>	<b>4</b> Harnessed
Chassis			<b>5</b>	<b>2</b>	Impact Hits (D6), Inanimate

— Model Rules —

### **Rising Star:** Universal Rule.

Each time the model kills an enemy model in a Duel, the model gains a +1 Combat Score modifier for the rest of the game.

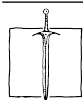


## Throne of the Oracle

Height Standard  
Type Beast  
Base 50×100 mm

Global	Adv	Mar	Dis	Model Rules	
	<b>5"</b>	<b>10"</b>	<b>C</b>	<b>Tall</b>	
Defensive	HP	Def	Res	Arm	Aeg
	<b>C</b>	<b>C</b>	<b>C</b>	<b>C</b>	<b>C</b>
Offensive	Att	Off	Str	AP	Agi
	<b>4</b>	<b>3</b>	<b>3</b>	<b>0</b>	<b>2</b> Harnessed

# Core (Min. 25 %)



## Imps

215 pts + 15 pts/extra model

10-25 models 0-40 Models/Army



Height Standard  
Type Beast  
Base 25×25 mm

Global	Adv	Mar	Dis	Model Rules		
	5"	10"	6	Fearless, Scoring, Supernal		
Defensive	HP	Def	Res	Arm	Aeg	
	1	2	2	0	5+	Aegis (3+, against Shooting Attacks)
Offensive	Att	Off	Str	AP	Agi	
	1	2	2	0	3	Energy Bolts (4+)

— Model Rules —

**Energy Bolts:** Shooting Weapon.  
Range 24", Shots 1, Str 5, AP 0, **Reload!**

— Options —

Manifestation (one choice only):

- ☄ Incendiary Ichor 1/model
- ∞ Dark Hide 3/model
- ∞ Charged Tendrils 30
- ∞ Mark of the Eternal Champion (Champion only) 30
- ∞ Sorcerous Antennae 45

— Command Group Options —

- Champion 20
- Musician 20
- Standard Bearer with **Firestarter** 55

— Optional Model Rules —

**Firestarter:** Universal Rule.

Choose one spell:

- *Hand of Heaven* (Thaumaturgy)
- *Spear of Infinity* (Hereditary Spell)

Your choice has to be written down in your Army List. The Standard Bearer can cast the chosen spell as a Bound Spell with Power Level (5/8).



## Succubi

210 pts + 19 pts/extra model

10-25 models



Height Standard  
Type Beast  
Base 25×25 mm

Global	Adv	Mar	Dis	Model Rules		
	5"	10"	7	Fearless, Scoring, Supernal		
Defensive	HP	Def	Res	Arm	Aeg	
	1	4	3	0	5+	
Offensive	Att	Off	Str	AP	Agi	
	3	4	3	1	5	Talon Scythes

— Options —

Manifestation (one choice only):

- ∞ Dark Hide 1/model
- ☄ Mesmerising Plumage 2/model
- ☄ Chilling Yawn 4/model
- ☄ Bronze Backbone 5/model
- ☄ Smothering Coils 6/model

— Command Group Options —

- Champion 20
- Musician 20
- Standard Bearer 20

— Model Rules —

**Talon Scythes:** Close Combat Weapon.

Attacks made with Talon Scythes ignore Parry and, if allocated towards Standard or Large Infantry, gain a +1 to-hit modifier.



## Lemures

200 pts + 27 pts/extra model

10–25 models



Height Standard  
Type Beast  
Base 25×25 mm

Global	Adv	Mar	Dis	Model Rules		
	4"	8"	7	Fearless, Scoring, Supernal		
Defensive	HP	Def	Res	Arm	Aeg	
	1	3	5	0	5+	Parry
Offensive	Att	Off	Str	AP	Agi	
	1	3	3	0	2	

Options

pts

Command Group Options

pts

Manifestation (one choice only):

Brimstone Secretions	1/model
Stiff Upper Lip	2/model
Unnatural Roots	2/model
Venom Sacs	2/model
Chilling Yawn	3/model

Champion	20
Musician	20
Standard Bearer	20



## Myrmidons

215 pts + 22 pts/extra model

10–30 models



Height Standard  
Type Beast  
Base 25×25 mm

Global	Adv	Mar	Dis	Model Rules		
	5"	10"	8	Fearless, Scoring, Supernal		
Defensive	HP	Def	Res	Arm	Aeg	
	1	4	3	0	5+	
Offensive	Att	Off	Str	AP	Agi	
	1	5	5	1	4	Devastating Charge (Battle Focus), Fight in Extra Rank

Options

pts

Command Group Options

pts

Manifestation (one choice only):

Hot Blood	1/model
Unhinging Jaw	2/model
Whipcrack Tail	2/model
Bronze Backbone	4/model
Piercing Spike	4/model

Champion	20
Musician	20
Standard Bearer	20

# Special (No limit)



## Eidolons

185 pts + 33 pts/extra model

5–10 models 0–18 Models/Army


Height Standard  
Type Beast  
Base 25×25 mm


Global	Adv	Mar	Dis	Model Rules		
	5"	10"	7	Fearless, Light Troops, Skirmisher, Supernal, Wizard Conclave		
Defensive	HP	Def	Res	Arm	Aeg	
	1	2	4	0	6+	Aegis (4+, against Magical Attacks), Hard Target (1)
Offensive	Att	Off	Str	AP	Agi	
	1	2	2	0	3	Dark Fire (4+)

Options

Scout (0–1 Units/Army)

Manifestation (one choice only):

 Incendiary Ichor

 Aura of Despair

 Kaleidoscopic Flesh

 Sorcerous Antennae

4/model

1/model

4/model

5/model

35

Wizard Conclave

Must select 2 spells from:

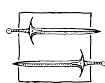
- Fate's Judgement (Divination)
- Hasten the Hour (Evocation)
- Hand of Heaven (Thaumaturgy)
- Spear of Infinity (Hereditary Spell)

Command Group Options

Champion

pts-

120



## Hellhounds

170 pts + 20 pts/extra model

5–15 models

Height Standard  
Type Beast  
Base 25×50 mm

Global	Adv	Mar	Dis	Model Rules		
	9"	18"	7	Fearless, <b>Hellish Growl</b> , Supernal		
Defensive	HP	Def	Res	Arm	Aeg	
	1	3	4	0	5+	
Offensive	Att	Off	Str	AP	Agi	
	3	5	3	0	4	Lethal Strike

Model Rules

**Hellish Growl:** Universal Rule.

At the start of each Round of Combat, enemy units in base contact with one or more models with Hellish Growl must take a Discipline Test with a -1 Discipline modifier.

Units that fail this test suffer -1 Strength, and attacks from models with Hellish Growl against them must reroll failed to-wound rolls. The effects last until the end of the Round of Combat.

Options

Manifestation (one choice only):

 Grasping Proboscis

1/model

 Hot Blood


1/model

 Incendiary Ichor

1/model

 Digestive Vomit

2/model

 Horns of Hubris

2/model

 Centipede Legs

3/model

Command Group Options

Champion

pts-

20





# Threshing Engine

160 pts

single model

0–5 Units/Army

Height Large  
Type Construct  
Base 50×100 mm



This unit additionally counts towards Aves if taking Fly.

Global	Adv	Mar	Dis	Model Rules		
	<b>10"</b>	<b>10"</b>	<b>7</b>	Fearless, Supernal, Swiftstride		
Defensive	HP	Def	Res	Arm	Aeg	
	<b>4</b>	<b>4</b>	<b>4</b>	<b>0</b>	<b>5+</b>	Hard Target (1)
Offensive	Att	Off	Str	AP	Agi	
Tillers (2)	<b>2</b>	<b>4</b>	<b>3</b>	<b>3</b>	<b>3</b>	
Draft Beasts (2)	<b>1</b>	<b>3</b>	<b>3</b>	<b>0</b>	<b>3</b>	Harnessed
Chassis			<b>4</b>	<b>3</b>		Impact Hits (2D3), Inanimate

### Options

One choice only:

Fly (9", 9") and Light Troops (0–2 Units/Army) 30

**Horde Thresher** (0–3 Units/Army) 75

**Legion Thresher** (0–2 Units/Army) 140

Manifestation (one choice only):

**Divining Snout** 15

**Horns of Hubris** 20

**Whipcrack Tail** 30

**Mark of the Eternal Champion** 35

**Roaming Hands** 40

### Command Group Options

Standard Bearer 20

### Optional Model Rules

**Horde Thresher:** Universal Rule.

The model's profile changes:

- Its base size is changed to **100×100 mm**.
- Its Health Points are **set to 6**.
- It gains **1** additional Tiller.
- It gains **1** additional Draft Beast.
- **It gains Colossal Stature.**
- The Chassis gains **Impact Hits (3D3)**.

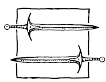
**Legion Thresher:** Universal Rule.

The model's profile changes:

- Its base size is changed to **100×150 mm**.
- Its Health Points are **set to 8**.
- It gains **2** additional Tillers.
- It gains **2** additional Draft Beasts.
- **It gains Colossal Stature.**
- The Chassis gains **Impact Hits (4D3)**.

**Colossal Stature:** Universal Rule.

The model counts as Gigantic for the purpose of determining the number of Full Ranks.



## Titanslayer Chariot

205 pts

single model

0–2 Units/Army

Height Large

Type Construct

Base 50×100 mm

Global	Adv	Mar	Dis	Model Rules		
	7"	7"	8	Fearless, <b>Mountain Breaker</b> , Supernal, Swiftstride		
Defensive	HP	Def	Res	Arm	Aeg	
	4	4	5	0	5+	
Offensive	Att	Off	Str	AP	Agi	
Myrmidon (2)	1	5	5	1	4	Devastating Charge (Battle Focus)
Chthonic Machinator	3	3	6	3	3	Harnessed
Chassis			7	2		Impact Hits (D3+1), Inanimate

### Model Rules

#### Mountain Breaker: Universal Rule.

The model gains +2" Advance Rate when rolling for Charge Range against units that consist entirely of models with Towering Presence. In addition, the model's Impact Hits gain **Multiple Wounds (D3, against Towering Presence)**.

### Options

#### Manifestation (one choice only):

	Stiff Upper Lip	10
	Divining Snout	15
	Digestive Vomit	20
	Segmented Shell	20
	Centipede Legs	25

### Command Group Options

Standard Bearer	20
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## Mageblight Gremlins

170 pts + 39 pts/extra model

2–4 models

0–3 Units/Army

Height Standard

Type Beast

Base 40×40 mm

Global	Adv	Mar	Dis	Model Rules		
	5"	10"	6	Fearless, Light Troops, Skirmisher, Supernal, <b>Veil Stalker</b>		
Defensive	HP	Def	Res	Arm	Aeg	
	5	3	3	0	5+	Hard Target (1)
Offensive	Att	Off	Str	AP	Agi	
	5	3	2	0	2	Poison Attacks, <b>Spell Craving</b>

### Model Rules

#### Spell Craving: Attack Attribute – Close Combat.

The model can perform up to 3 Supporting Attacks. When determining Combat Score, a side with at least one model with Spell Craving Engaged in Combat adds +X to its side's Combat Score, where X is the number of non-Bound non-Attribute Spells known by enemy Wizards in units in base contact with it.

#### Veil Stalker: Universal Rule.

The model follows the rules for Ambush with the following exceptions.

When the unit arrives, it may choose to be placed within 6" of an enemy model with Channel (instead of with its Rear Facing touching the Board Edge). If so, it cannot perform any Advance Moves this Movement Phase (note that this does not prevent the unit from performing a Reform).

### Options

#### Manifestation (one choice only):

	Greenfire Eyes	3/model
	Unnatural Roots	7/model
	Living Shield	8/model
	Piercing Spike	9/model
	Venom Sacs	13/model



## Clawed Fiends

280 pts + 97 pts/extra model

3–6 models



0–3 Units/Army

Height Large  
Type Beast  
Base 40×40 mm

Global	Adv	Mar	Dis	Model Rules		
	9"	18"	7	Fearless, Scoring, Supernal		
Defensive	HP	Def	Res	Arm	Aeg	
	3	4	4	0	5+	
Offensive	Att	Off	Str	AP	Agi	
	3	4	4	2	4	<b>Smother</b>

### Model Rules

**Smother:** Attack Attribute – Close Combat.

If the attack is allocated towards a Large model, it gains +1 to hit and +1 to wound.

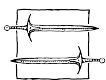
### Options

Manifestation (one choice only):

∞ Dark Hide	6/model
☸ Mesmerising Plumage	8/model
☸ Piercing Spike	12/model
☸ Unhinging Jaw	13/model
☸ Broodmother	15/model

### Command Group Options

Champion	20
Musician	20
Standard Bearer	20



## Hoarders

295 pts + 118 pts/extra model

3–6 models



0–3 Units/Army

Height Large  
Type Beast  
Base 40×40 mm

Global	Adv	Mar	Dis	Model Rules		
	5"	10"	8	Fear, Fearless, Scoring, Strider, Supernal		
Defensive	HP	Def	Res	Arm	Aeg	
	4	5	5	0	5+	
Offensive	Att	Off	Str	AP	Agi	
	3	3	4	1	2	<b>Tightening Grasp</b>

### Model Rules

**Tightening Grasp:** Special Attack.

The model gains **Grind Attacks (X)**, and can make Grind Attacks as Supporting Attacks, ignoring the maximum number of Supporting Attacks. When the model is not Engaged in Combat, X is **set** to 0.

At the end of each Round of Combat of a combat the model was Engaged in, X is increased by +1 (e.g. Grind Attacks (0) becomes Grind Attacks (1)).

### Options

Up to two Manifestations:

∞ Dextrous Tentacles	3/model
☸ Grasping Proboscis	3/model
∞ Kaleidoscopic Flesh	4/model
☸ Divining Snout	5/model
∞ Unnatural Roots	8/model
☸ Smothering Coils	12/model

### Command Group Options

Champion	20
Musician	20
Standard Bearer	20



## Sirens

195 pts + 28 pts/extra model

5–15 models

0–3 Units/Army

Height Standard  
Type Cavalry  
Base 25×50 mm

Global	Adv	Mar	Dis	Model Rules		
	9"	18"	9	<b>Elusive</b> , Fearless, Feigned Flight, Light Troops, Strider, Supernal, Vanguard (12")		
Defensive	HP	Def	Res	Arm	Aeg	
	1	5	3	0	5+	Hard Target (1)
Offensive	Att	Off	Str	AP	Agi	
Siren	2	5	4	1	4	
Pale Steed	1	3	3	0	3	Harnessed

### Model Rules

#### **Elusive:** Universal Rule.

Units composed entirely of models with Elusive may declare a Flee Charge Reaction despite being Fearless.

### Options

#### Manifestation (one choice only):

∞ Centipede Legs	2/model
⊕ Hot Blood	2/model
⊕ Mesmerising Plumage	5/model
⊕ Roaming Hands	7/model
∞ Hammer Hand	8/model

### Command Group Options

Champion	20
Musician	20
Standard Bearer	20



## Blazing Glories

320 pts

single model

0–2 Units/Army

Height Large  
Type Beast  
Base 50×50 mm



This unit additionally counts towards Aves if taking Fly.

Global	Adv	Mar	Dis	Model Rules		
	8"	16"	8	<b>Falling Star</b> , Fear, Fearless, Supernal, Towering Presence		
Defensive	HP	Def	Res	Arm	Aeg	
	5	*	5	0	5+	
Offensive	Att	Off	Str	AP	Agi	
	5	*	5	5	5	

### Model Rules

#### **Falling Star:** Universal Rule.

The model's Offensive Skill and Defensive Skill are **set** to twice the model's current number of Health Points.

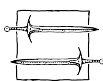
The model counts as a Character for the purpose of Duels. When the model fights a Duel during a Round of Combat, it gains **Stubborn** until the end of the Round of Combat.

### Options

Fly (8", 16") and Light Troops

#### Manifestation (one choice only):

∞ Brimstone Secretions	10
∞ Cloven Hooves	10
⚔ Horns of Hubris	15
⚔ Stiff Upper Lip	20
⚔ Bronze Backbone	35



## Hope Harvester

285 pts

single model

0–2 Units/Army

Height Large  
Type Beast  
Base 50×100 mm

**Engine of Damnation** is 0–1 Units/Army if the army includes any Gigantic Characters excluding Sentinel of Nukuja with Strixian Spirit.

Global	Adv	Mar	Dis	Model Rules		
	5"	10"	7	Fear, Fearless, Not a Leader, Supernal, War Platform		
Defensive	HP	Def	Res	Arm	Aeg	
	5	4	5	3	5+	
Offensive	Att	Off	Str	AP	Agi	
	4	4	6	3	1	<b>Aether Battery (3+)</b>

### Model Rules

#### Aether Battery: Artillery Weapon.

Volley Gun. Range 18", Shots 2D6\*2, Str 4, AP 1.

Before rolling for the number of shots, the owner may choose to discard 1–3 Veil Tokens from their Veil Token pool. If so, the number of shots is increased by +3 per discarded Veil Token.

### Options

#### Engine of Damnation

120

Manifestation (one choice only):

△ Segmented Shell	30
△ Aura of Despair	40
∞ Sorcerous Antennae	40
∞ Mark of the Eternal Champion	50
△ Chilling Yawn	65

### Optional Model Rules

#### Engine of Damnation: Universal Rule.

The model's base is changed to 150×100 mm and its Height to Gigantic. Its Health Points are **set** to 7, Resilience is **set** to 6, March Rate is **set** to 15", and it loses War Platform.



## Brazen Beasts

350 pts + 102 pts/extra model

3–6 models

0–3 Units/Army

Height Large  
Type Cavalry  
Base 50×75 mm

Global	Adv	Mar	Dis	Model Rules		
	7"	14"	8	Fear, Fearless, Scoring, Supernal		
Defensive	HP	Def	Res	Arm	Aeg	
	4	3	4	0	5+	
Offensive	Att	Off	Str	AP	Agi	
Daredevil	1	5	3	0	4	Battle Focus, Devastating Charge (+2 Att,+2 Str, +2 AP)
Beast	2	4	5	2	2	Battle Focus, Harnessed, Impact Hits (2)

### Options

#### Manifestation (one choice only):

⚡ Incendiary Ichor	3/model
∞ Centipede Legs	8/model
∞ Chitinous Scales	8/model
⚡ Whipcrack Tail	12/model
⚡ Red Haze	21/model

### Command Group Options

Champion	20
Musician	20
Standard Bearer	20

# Aves (Max. 35 %)



## Furies

160 pts + 13 pts/extra model

5–15 models

0–3 Units/Army

Height Standard  
Type Beast  
Base 25×25 mm

Global	Adv	Mar	Dis	Model Rules		
Ground	4"	8"	5	Fearless, Fly (10", 20"), Light Troops, Skirmisher, Supernal		
Fly	10"	20"				
Defensive	HP	Def	Res	Arm	Aeg	
	1	3	3	0	6+	Hard Target (1)
Offensive	Att	Off	Str	AP	Agi	
	1	3	4	1	4	Devastating Charge (+1 Str)

Options

pts-

Manifestation (one choice only):

Red Haze	1/model
Venom Sacs	1/model
Dark Hide	2/model
Kaleidoscopic Flesh	2/model
Mesmerising Plumage	3/model



## Veil Serpents

250 pts + 55 pts/extra model

3–6 models

0–3 Units/Army

Height Large  
Type Beast  
Base 40×40 mm

Global	Adv	Mar	Dis	Model Rules		
Ground	2"	4"	7	Fearless, Fly (9", 12"), Light Troops, <b>Morphlings</b> , Supernal, Wizard Conclave		
Fly	9"	12"				
Defensive	HP	Def	Res	Arm	Aeg	
	3	4	4	0	5+	
Offensive	Att	Off	Str	AP	Agi	
	3	4	4	1	4	

Model Rules

**Morphlings:** Universal Rule.

During Spell Selection, each unit of Veil Serpents **must** choose a Manifestation from the list below and apply the effects during the game.

Mirrored Scales
Mesmerising Plumage
Chilling Yawn

Wizard Conclave

**Must** select 2 spells from:

- *Smite the Unbeliever* (Thaumaturgy)
- *Deceptive Glamour* (Witchcraft)
- *Twisted Effigy* (Witchcraft)
- *Spear of Infinity* (Hereditary Spell)

Command Group Options

pts-

Champion

120



## Bloat Flies

**310** pts + **100** pts/extra model

**3–6** models

0–3 Units/Army

Height **Large**  
Type **Beast**  
Base **50×75** mm

Global	Adv	Mar	Dis	Model Rules		
Ground	<b>2"</b>	<b>4"</b>	<b>8</b>	Fear, Fearless, Fly ( <b>6"</b> , <b>12"</b> ), Light Troops, Supernal		
Fly	<b>6"</b>	<b>12"</b>				
Defensive	HP	Def	Res	Arm	Aeg	
	<b>4</b>	<b>3</b>	<b>4</b>	<b>0</b>	<b>5+</b>	Fortitude (5+)
Offensive	Att	Off	Str	AP	Agi	
	<b>4</b>	<b>3</b>	<b>4</b>	<b>2</b>	<b>3</b>	<b>Acid Blood</b>

### Model Rules

#### Acid Blood: Special Attack.

For each **Fortitude Save** the model fails against Melee Attacks, the model that caused the wounding hit immediately suffers **1** hit with Toxic Attacks, before any casualties are removed, distributed onto the model's Health Pool.

### Options

#### Manifestation (one choice only):

∞ <b>Dextrous Tentacles</b>	<b>7/model</b>
☹ <b>Unhinging Jaw</b>	<b>7/model</b>
☹ <b>Digestive Vomit</b>	<b>10/model</b>
∞ <b>Kaleidoscopic Flesh</b>	<b>11/model</b>
☹ <b>Broodmother</b>	<b>15/model</b>

### Command Group Options

<b>Champion</b>	<b>20</b>
<b>Musician</b>	<b>20</b>
<b>Standard Bearer</b>	<b>20</b>

# Quick Reference Sheet

## Characters

<b>Harbinger of F.C.</b>	Adv	5"	Mar	10"	Dis	8							Fearless, Supernal
Standard, Beast	HP	3	Def	5	Res	4	Arm	0	Aeg	4+			
	Att	3	Off	5	Str	5	AP	2	Agi	5			
<b>Kuulima's Deceiver</b>	Adv	5"	Mar	10"	Dis	9							<b>Dominion of Envy</b> , Fear, Fearless, Protean Magic, Supernal, Wizard Apprentice
Standard, Beast	HP	4	Def	6	Res	5	Arm	0	Aeg	5+			
	Att	1	Off	6	Str	5	AP	2	Agi	5			<b>Know Thyself</b> , Poison Attacks
<b>Maw of Akaan</b>	Adv	7"	Mar	14"	Dis	9							<b>Dominion of Gluttony</b> , Fearless, Supernal, Wizard Apprentice
Gigantic, Beast	HP	9	Def	5	Res	5	Arm	0	Aeg				Aegis (5+, against Magical Attacks), <b>Devour</b> , Fortitude (5+)
	Att	6	Off	5	Str	6	AP	2	Agi	3			
<b>Miser of Sugulag</b>	Adv	7"	Mar	14"	Dis	9							<b>Dominion of Greed</b> , Fearless, Supernal, Wizard Apprentice
Gigantic, Beast	HP	6	Def	6	Res	7	Arm	0	Aeg	5+			<b>Half Off</b> , <b>Abyssal Armour</b>
	Att	5	Off	5	Str	5	AP	2	Agi	2			
<b>Courtesan of Cibaresh</b>	Adv	9"	Mar	18"	Dis	9							<b>Avert your Gaze</b> , <b>Dominion of Lust</b> , Fearless, Supernal, Wizard Apprentice
Gigantic, Beast	HP	6	Def	7	Res	5	Arm	0	Aeg	5+			Distracting, Hard Target (1)
	Att	6	Off	7	Str	5	AP	4	Agi	7			<b>Razor Tentacles</b>
<b>Omen of Savar</b>	Adv	6"	Mar	18"	Dis	9							<b>Divine Right</b> , <b>Dominion of Pride</b> , Fear, Fearless, Supernal, Wizard Apprentice
Standard, Beast	HP	4	Def	7	Res	5	Arm	0	Aeg	6+			Aegis (4+, against Magical Attacks)
	Att	D6+2	Off	D6+5	Str	6	AP	3	Agi	6			
<b>Sentinel of Nukuja</b>	Adv	2"	Mar	4"	Dis	9							<b>Dominion of Sloth</b> , Fear, Fearless, <b>Omniscience</b> , Supernal, Wizard Master
Standard, Beast	HP	5	Def	5	Res	5	Arm	0	Aeg	4+			
	Att	1	Off	5	Str	5	AP	2	Agi	1			Crush Attack
<b>Vanadra's Scourge</b>	Adv	8"	Mar	16"	Dis	9							<b>Dominion of Wrath</b> , Fearless, Fly (7", 14"), Light Troops, Supernal, <b>The Path of Dal-Magoth</b>
Gigantic, Beast	HP	6	Def	4	Res	6	Arm	0	Aeg	5+			Aegis (4+, against Melee Attacks)
	Att	5	Off	9	Str	7	AP	4	Agi	0			Battle Focus, Devastating Charge (Distracting), <b>Rage</b>

## Character Mounts

<b>Great Beast of P.</b>	Adv	7"	Mar	14"	Dis	C							Fear
Large, Cavalry	HP	C	Def	C	Res	5	Arm	C	Aeg	C			
	Att	3	Off	5	Str	5	AP	2	Agi	2			Harnessed
<b>Pale Horse</b>	Adv	9"	Mar	18"	Dis	C							<b>Elusive</b> , Feigned Flight, Light Troops, Strider, Vanguard (12")
Standard, Cavalry	HP	C	Def	C	Res	C	Arm	C	Aeg	C			Hard Target (1)
	Att	1	Off	3	Str	3	AP	0	Agi	3			Harnessed
<b>Burning Wheel</b>	Adv	2"	Mar	4"	Dis	C							Fly (9", 18"), Light Troops, Tall
Large, Beast	HP	4	Def	C	Res	C	Arm	C	Aeg	C			Hard Target (1)
	Att	2	Off	4	Str	4	AP	1	Agi	4			Harnessed
<b>Dark Pulpit</b>	Adv	5"	Mar	10"	Dis	C							Tall
Standard, Beast	HP	4	Def	C	Res	C	Arm	1	Aeg	C			
	Att	4	Off	3	Str	3	AP	0	Agi	2			Harnessed
<b>Throne of O.S.</b>	Adv	9"	Mar	9"	Dis	C							Fly (9", 9"), Light Troops, <b>Rising Star</b> , Swiftstride, Tall, Towering Presence
Large, Construct	HP	5	Def	C	Res	C	Arm	C	Aeg	4+			
Writhing Majesties	Att	4	Off	4	Str	4	AP	1	Agi	4			Harnessed
Chassis					Str	5	AP	2	Agi				Impact Hits (D6), Inanimate
<b>Throne of the Oracle</b>	Adv	5"	Mar	10"	Dis	C							Tall
Standard, Beast	HP	C	Def	C	Res	C	Arm	C	Aeg	C			
	Att	4	Off	3	Str	3	AP	0	Agi	2			Harnessed



## Core

<b>Imps</b>	Adv	5"	Mar	10"	Dis	6					Fearless, Scoring, Supernal
Standard, Beast	HP	1	Def	2	Res	2	Arm	0	Aeg	5+	Aegis (3+, against Shooting Attacks)
	Att	1	Off	2	Str	2	AP	0	Agi	3	<b>Energy Bolts (4+)</b>
<b>Succubi</b>	Adv	5"	Mar	10"	Dis	7					Fearless, Scoring, Supernal
Standard, Beast	HP	1	Def	4	Res	3	Arm	0	Aeg	5+	
	Att	3	Off	4	Str	3	AP	1	Agi	5	<b>Talon Scythes</b>
<b>Lemures</b>	Adv	4"	Mar	8"	Dis	7					Fearless, Scoring, Supernal
Standard, Beast	HP	1	Def	3	Res	5	Arm	0	Aeg	5+	Parry
	Att	1	Off	3	Str	3	AP	0	Agi	2	
<b>Myrmidons</b>	Adv	5"	Mar	10"	Dis	8					Fearless, Scoring, Supernal
Standard, Beast	HP	1	Def	4	Res	3	Arm	0	Aeg	5+	
	Att	1	Off	5	Str	5	AP	1	Agi	4	Devastating Charge (Battle Focus), Fight in Extra Rank

## Special

<b>Eidolons</b>	Adv	5"	Mar	10"	Dis	7					Fearless, Light Troops, Skirmisher, Supernal, Wizard Conclave
Standard, Beast	HP	1	Def	2	Res	4	Arm	0	Aeg	6+	Aegis (4+, against Magical Attacks), Hard Target (1)
	Att	1	Off	2	Str	2	AP	0	Agi	3	Dark Fire (4+)
<b>Hellhounds</b>	Adv	9"	Mar	18"	Dis	7					Fearless, <b>Hellish Growl</b> , Supernal
Standard, Beast	HP	1	Def	3	Res	4	Arm	0	Aeg	5+	
	Att	3	Off	5	Str	3	AP	0	Agi	4	Lethal Strike
<b>Threshing Engine</b>	Adv	10"	Mar	10"	Dis	7					Fearless, Supernal, Swiftstride
Large, Construct	HP	4	Def	4	Res	4	Arm	0	Aeg	5+	Hard Target (1)
	Att	2	Off	4	Str	3	AP	3	Agi	3	
Draft Beasts (2)	Att	1	Off	3	Str	3	AP	0	Agi	3	Harnessed
Chassis					Str	4	AP	3	Agi		Impact Hits (2D3), Inanimate
<b>Titanslayer Chariot</b>	Adv	7"	Mar	7"	Dis	8					Fearless, <b>Mountain Breaker</b> , Supernal, Swiftstride
Large, Construct	HP	4	Def	4	Res	5	Arm	0	Aeg	5+	
	Att	1	Off	5	Str	5	AP	1	Agi	4	Devastating Charge (Battle Focus)
Chthonic Machinator	Att	3	Off	3	Str	6	AP	3	Agi	3	Harnessed
Chassis					Str	7	AP	2	Agi		Impact Hits (D3+1), Inanimate
<b>Mageblight Gremlins</b>	Adv	5"	Mar	10"	Dis	6					Fearless, Light Troops, Skirmisher, Supernal, <b>Veil Stalker</b>
Standard, Beast	HP	5	Def	3	Res	3	Arm	0	Aeg	5+	Hard Target (1)
	Att	5	Off	3	Str	2	AP	0	Agi	2	Poison Attacks, <b>Spell Craving</b>
<b>Clawed Fiends</b>	Adv	9"	Mar	18"	Dis	7					Fearless, Scoring, Supernal
Large, Beast	HP	3	Def	4	Res	4	Arm	0	Aeg	5+	
	Att	3	Off	4	Str	4	AP	2	Agi	4	<b>Smother</b>
<b>Hoarders</b>	Adv	5"	Mar	10"	Dis	8					Fear, Fearless, Scoring, Strider, Supernal
Large, Beast	HP	4	Def	5	Res	5	Arm	0	Aeg	5+	
	Att	3	Off	3	Str	4	AP	1	Agi	2	<b>Tightening Grasp</b>
<b>Sirens</b>	Adv	9"	Mar	18"	Dis	9					<b>Elusive</b> , Fearless, Feigned Flight, Light Troops, Strider, Supernal, Vanguard (12")
Standard, Cavalry	HP	1	Def	5	Res	3	Arm	0	Aeg	5+	Hard Target (1)
	Att	2	Off	5	Str	4	AP	1	Agi	4	
Pale Steed	Att	1	Off	3	Str	3	AP	0	Agi	3	Harnessed
<b>Blazing Glories</b>	Adv	8"	Mar	16"	Dis	8					<b>Falling Star</b> , Fear, Fearless, Supernal, Towering Presence
Large, Beast	HP	5	Def	*	Res	5	Arm	0	Aeg	5+	
	Att	5	Off	*	Str	5	AP	5	Agi	5	
<b>Hope Harvester</b>	Adv	5"	Mar	10"	Dis	7					Fear, Fearless, Not a Leader, Supernal, War Platform
Large, Beast	HP	5	Def	4	Res	5	Arm	3	Aeg	5+	
	Att	4	Off	4	Str	6	AP	3	Agi	1	<b>Aether Battery (3+)</b>
<b>Brazen Beasts</b>	Adv	7"	Mar	14"	Dis	8					Fear, Fearless, Scoring, Supernal
Large, Cavalry	HP	4	Def	3	Res	4	Arm	0	Aeg	5+	
	Att	1	Off	5	Str	3	AP	0	Agi	4	Battle Focus, Devastating Charge (+2 Att,+2 Str,+2 AP)
Beast	Att	2	Off	4	Str	5	AP	2	Agi	2	Battle Focus, Harnessed, Impact Hits (2)

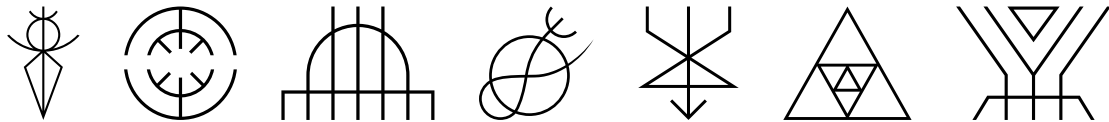
## Aves

<b>Furies</b>	<i>Adv</i> 4"	<i>Mar</i> 8"	<i>Dis</i> 5					Fearless, Fly (10", 20"), Light Troops, Skirmisher, Supernal
Standard, Beast	<i>HP</i> 1	<i>Def</i> 3	<i>Res</i> 3	<i>Arm</i> 0	<i>Aeg</i> 6+			Hard Target (1)
	<i>Att</i> 1	<i>Off</i> 3	<i>Str</i> 4	<i>AP</i> 1	<i>Agi</i> 4			Devastating Charge (+1 Str)
<b>Veil Serpents</b>	<i>Adv</i> 2"	<i>Mar</i> 4"	<i>Dis</i> 7					Fearless, Fly (9", 12"), Light Troops, <b>Morphlings</b> , Supernal, Wizard Conclave
Large, Beast	<i>HP</i> 3	<i>Def</i> 4	<i>Res</i> 4	<i>Arm</i> 0	<i>Aeg</i> 5+			
	<i>Att</i> 3	<i>Off</i> 4	<i>Str</i> 4	<i>AP</i> 1	<i>Agi</i> 4			
<b>Bloat Flies</b>	<i>Adv</i> 2"	<i>Mar</i> 4"	<i>Dis</i> 8					Fear, Fearless, Fly (6", 12"), Light Troops, Supernal
Large, Beast	<i>HP</i> 4	<i>Def</i> 3	<i>Res</i> 4	<i>Arm</i> 0	<i>Aeg</i> 5+			Fortitude (5+)
	<i>Att</i> 4	<i>Off</i> 3	<i>Str</i> 4	<i>AP</i> 2	<i>Agi</i> 3			<b>Acid Blood</b>

## Shooting Weapons

Name	Artillery	Aim	Range	Str	AP	Shots	Rules
Dark Fire	-	3+/4+*	18"	4	0	2	<b>Accurate</b> Armour Save rolls of '1', '2', '3' of the target always fail
Energy Bolts	-	4+	24"	5	0	1	<b>Reload!</b>
Aether Battery	Volley Gun	3+	18"	4	1	2D6*2	Discard 1-3 Veil Tokens: Shots +3/token discarded

\* Harbinger/Eidolons.



# Change Log

## 2.2

### Clarification and Corrections

- Mark of the Eternal Champion, rewording, we don't need to say it affects only the Champion when given to a unit any more. Imps, Mark of the Eternal Champion only affects the Champion now.
- Sorcerous Antennae, rewording to clarify the interaction with the Rune of Harnessing.

### Rules changes

- Iron Husk, now sets the Resilience to 6, and can be taken by Gigantic models.
- Tarskin, reworked. Attacks towards the bearer hits the attacker when the roll to hit is a '1', with a Guiding version. Renamed: Mirrored Scales.
- Unnatural Roots, reworked. Gives +1 Combat Score (for one or more instances).
- Brimstone Secretions, Guiding version now only affects R&F in the bearer's unit, not in a 6" range any more.
- Third Eye, reworked. Now allows to draw the Flux Card at the beginning of the Charge Phase for better planning.
- Piercing Spike, doesn't give +1 Strength any more, but now works against any value of Armour.
- Bronze Backbone, rules replaced with Hatred.
- Greenfire Eyes, now can and must be activated when the unit fails its first Charge Range roll.
- Broodmother, reworked. Can now be taken by Gigantic models. Now Raises D3 HPs in the unit when the model (or the R&F models in the unit for Guiding) caused at least 3 HP losses.
- Divining Snout, effect for only one Special Item removed.
- Grasping Proboscis, modified to activate in a same way as Broodmother, gives D3 Veil Tokens
- Mesmerising Plumage, reworked. Enemy units in base contact suffers -1 Off and Def (for one or more instances).
- Chilling Yawn, -3 ↘ -2 Agility.
- Red Haze, not limited to one Round of Combat any more. Works only for Close Combat Attacks.
- Incendiary Ichor, now has a Guiding version, makes automatically fail all Fortitude Saves.
- Vanadra's Scourge, Fly (6", 16") → Fly (7", 14"), Off 8 ↗ 9, Path of Dal Magoth removed, Wizard Master option, removed, Magic Paths: Evocation and Thaumaturgy.
- Eidolons, option to Scout.
- Threshing Engine, Horde and Legion upgrades now count as Gigantic for the purpose of determining the number of Full Ranks. No more 0-3 restriction for Mark of the Eternal Champion on the Standard Threshing Engine.
- Blazing Glories, Adv 7" ↗ 8", Mar 14" ↗ 16" (same for Fly), now counts as a Character for the purpose of Duels, and gains Stubborn while in Duel.
- Bloat Flies:
  - Fly (7", 14") ↘ Fly (6", 12")
  - Def 2 ↗ 3
  - Aegis 6+ ↗ 5+
  - Att 3 ↗ 4
  - AP 3 ↘ 2
  - Acid Blood, 2 Toxic Attacks ↘ 1 Toxic Attack, works only when a Fortitude Test is failed
  - Unnatural Roots replaced with Dextrous Tentacles
  - Option for Musician added
  - Broodmother can no longer be taken with another Manifestation

## Balance changes

- incoming.
- Manifestations of Father Chaos:
  - Tarskin: Standard 75 ↘ 45, Guiding 70
  - Iron Husk 85 ↗ 110
  - Brimstone Secretions: Standard 30 ↘ 25, Guiding 55 ↘ 35
  - Unnatural Roots 35 ↘ 25
- Manifestations of Envy:
  - Greenfire Eyes 25 ↗ 40
  - Piercing Spike: Standard 45 ↘ 25, Guiding 70 ↘ 60
- Manifestations of Gluttony:
  - Broodmother: Standard 40 ↗ 60, Guiding 70 ↗ 80
- Manifestations of Greed:
  - Divining Snout: Standard 25 ↘ 15, Guiding 35 ↘ 30
  - Grasping Proboscis: Standard 10 ↗ 20, Guiding 15 ↗ 25
- Manifestations of Pride:
  - Bronze Backbone: Standard 55 ↘ 30, Guiding 85 ↗ 70
- Manifestations of Sloth:
  - Chilling Yawn 85 ↘ 75
  - Segmented Shell: Guiding 40 ↘ 35
- Manifestations of Wrath:
  - Red Haze: Standard 45 ↘ 40, Guiding 90 ↘ 80
  - Incendiary Ichor: Guiding 30
- Omen of Savar, Throne of Overwhelming Splendour 200 ↘ 185
- Kuulima's Deceiver, Fly and Light Troops 45 ↘ 40
- Maw of Akaan, Starting cost 565 ↗ 570
- Vanadra's Scourge:
  - Starting cost 705 ↗ 725
  - Wizard Apprentice 25 ↗ 40
  - Wizard Adept 85 ↗ 115
- Harbinger of Father Chaos:
  - Starting Cost 150 ↗ 160
  - Dark Pulpit 55 ↘ 50
  - Burning Wheel 90 ↘ 85
- Great Beast of Prophecy, Fly and Light Troops 65 ↘ 60
- Succubi:
  - Starting cost 205 ↗ 210
  - Additional models 18/model ↗ 19/model
  - Mesmerising Plumage 1/model ↗ 2/model
- Lemures, Unnatural Roots 3 ↘ 2
- Myrmidons:
  - Starting cost 205 ↗ 215
  - Additional models 20/model ↗ 22/model
  - Piercing Spike 5/model ↘ 4/model
- Eidolons:
  - Starting cost 200 ↘ 185

- Additional models 37/model ↘ 33/model
- Scout 4/model, 0-1 Units/Army
- Hellhounds:
  - Starting cost 165 ↗ 170
  - Additional models 16/model ↗ 20/model
- Threshing Engine:
  - Horde Thresher 60 ↗ 75
  - Legion Thresher 115 ↗ 140
  - Divining Snout 20 ↘ 15
- Titanslayer Chariot:
  - Starting cost 220 ↘ 205
  - Divining Snout 20 ↘ 15
- Clawed Fiends:
  - Starting cost 275 ↗ 280
  - Additional models 96/model ↗ 97/model
  - Broodmother 13/model ↗ 15/model
  - Mesmerising Plumage 7/model ↘ 8/model
- Mageblight Gremlins:
  - Piercing Spike 8/model ↗ 9/model
  - Unnatural Roots 6/model ↗ 7/model
- Hoarders:
  - Divining Snout 7/model ↘ 5/model
  - Grasping Proboscis 5/model ↘ 3/model
- Sirens, Mesmerising Plumage 4 ↗ 5
- Blazing Glories, starting cost 280 ↗ 320
- Hope Harvester, Chilling Yawn 75 ↘ 65
- Brazen Beasts:
  - Starting cost 345 ↗ 350
  - Additional models 103/model ↘ 102/model
  - Red Haze 22/model ↘ 21/model
  - Chitinous Scales 9/model ↘ 8/model
- Furies, Mesmerising Plumage 2/model ↗ 3/model
- Veil Serpents:
  - Starting cost 265 ↘ 250
  - Additional models 58/model ↘ 55/model
- Bloat Flies:
  - Starting cost 290 ↗ 310
  - Broodmother 12/model ↗ 15/model
  - Dextrous Tentacles 7/model