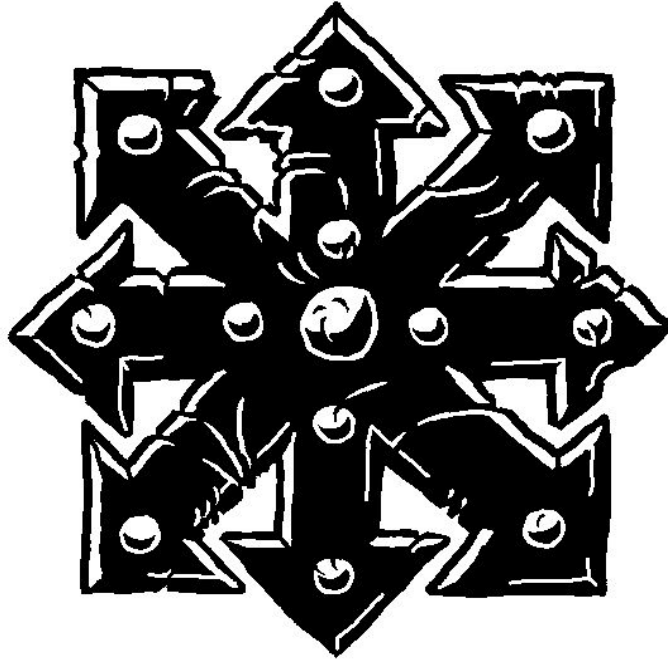


# Fantasy Battles

## The 9<sup>th</sup> Age



# Warriors of the Dark Gods

Army Rules

Version 1.1.0 - 02 September 2016

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# Army Special Rules

## Marks of the Dark Gods

There are different Marks of the Dark Gods, each one with a different effect, explained below. A Character with Marks of the Dark Gods can join any unit, as long as this unit doesn't contain models with a different Mark than the Character. Mark of True Chaos is an exception to this, and never prevents Characters from joining regardless of the Character's Mark. Likewise, a Character with Mark of True Chaos can join any unit regardless of what Mark models in the unit have. Wizards cannot join units containing models with Mark of Wrath, nor can models with the Mark of Wrath join units containing Wizards.



### Mark of True Chaos

Units with a majority of models with the Mark of True Chaos may reroll failed Panic tests.

Wizards with a Mark of True Chaos generate spell from Path of Heavens (Lords only), Alchemy, Shadows, Death or Fire.



### Mark of Change

The bearer may gain one of the following effects: Flaming Attacks, Divine Attacks, Magical Attacks or Hellfire, which affects both Close Combat Attacks and Shooting Attacks. The effect must be chosen at the start of each Round of Combat and before shooting with a unit. Every model in a unit must choose the same bonus effect. Special Attacks such as Stomps or Impact Hits are not affected. Lords and Heroes with this Mark add a +1 modifier to their casting roll.

Wizards with a Mark of Change generate spell from Path of Change or Alchemy.



### Mark of Lust

Units with a majority of models with the Mark of Lust may reroll Charge Ranges, Pursuits, Overruns and Random Movement rolls, and automatically pass all Panic Tests.

Wizards with a Mark of Lust generate spell from Path of Lust or Shadows.



### Mark of Pestilence

Close Combat Attacks against model parts with the Mark of Pestilence from opponents in front of them have a -1 to hit modifier. This modifier can never result in a to-hit roll worse than a 5+. Model parts with this Mark have -1 Initiative (to a minimum of 1).

Wizards with a Mark of Pestilence generate spell from Path of Disease or Death.



### Mark of Wrath

Model parts with the Mark of Wrath gains +1 to hit in Close Combat when attacking enemies in front of them, and cannot declare 'Flee' as a Charge Reaction.

Wizards cannot gain the Mark of Wrath in any way nor can Models with Mark of Wrath become Wizards in any way.

## Chosen of the Gods

A model with this special rule is one of the few Chosen by the Dark Gods. Models with Chosen of the Gods gain additional benefits depending on their Mark of the Dark Gods:



### Chosen of Change

Wizard Conclave: Blue Fire, Pink Fire (Path of Change). The first 3 Damage Spells from the Path of Change attempted to be cast each magic phase by Wizards in the unit gain +1 Strength.



### Chosen of Lust

+2 Movement and Skirmish, but cannot add any additional models above their unit's starting size.



### Chosen of Pestilence

Models gain Fear.



### Chosen of Wrath

Models gain Frenzy.

## Gaze of the Gods

A model with this rule cannot refuse a Challenge and must issue one if no other model does so. If a model with this rule kills an enemy Character in a Challenge or slays a Monster, then the model part with Gaze of the Gods may reroll all to-hit and to-wound rolls until the end of the current player's next Magic phase. If two or more models with this rule slay a Monster at the same Initiative, only one model (chosen by the owner) can benefit from Gaze of Gods.

## Lightning Rage

The model gains Ward Save (2+) against attacks with the Lightning Attack special rule. If the model is hit by a Lightning Attack it gains Frenzy.

## Inspire Greatness

As long as one or more models with this special rule are in a unit and are Infantry Troop type, all Infantry models in the same unit can make an additional Supporting Attack from the second rank (but not from the third rank).

## Survival of the Fittest

Warriors of the Dark Gods armies may include a maximum of two models with both Fly and Large Target. This limit is increased to 4 for Grand Armies and reduced to 1 for Warbands.

# Armoury

### Daemon Weapon

Close Combat Weapon. Attacks with Daemon Weapons gain +1 Strength and Magical Attacks.

# Gifts of the Dark Gods

Gifts of the Dark Gods are One per Army. Some gifts are restricted to models with the corresponding Mark of the Dark God or a Demon of the Dark God.

## **Beast Breaker** (70 pts)

Bearer gains Terror. If the model with this Gift is your General, the limit for models listed under Survival of the Fittest is increased by one.

## **Daemonic Wings** (50 pts) - Models on foot only

Bearer gains Fly (8).

## **Path of the Fallen** (45 pts) - non-mounted Infantry models only

A bearer with this Gift gains +1 Wound, +1 Movement, -1 Initiative, has a 40x40mm base size and is a Monstrous Infantry model.

## **Third Eye of Change** - Change only

(Daemon Prince 45 pts / other models 30 pts)

The bearer has its Ward Save increased by one, to a maximum of 4+.

## **Wildling Blood** (40 pts)

Bearer gains Inspiring Presence regardless of whether it is the General or not. Only units with Troop Type: War Beast, Monstrous Infantry, Monstrous Beast and Monster may receive this Inspiring Presence (unless the bearer is the General).

If the gifted is your General, one unit of 6 or fewer Wasteland Trolls may be taken as Core.

If the gifted is a Wizard, he must generate his spells from the Path of Wilderness, even if he is otherwise not allowed to (or randomly chooses a Path).

## **Necrotic Miasma** (40 pts) - Pestilence only

Bearer gains a Breath Weapon (Toxic Attacks). In addition, every Round of Combat each enemy model in base contact with the bearer suffers 1 Strength 1 hit with Armour Piercing (6) at Initiative 10.

## **Waste-Hardened Skin** (30 pts)

Bearer gains Innate Defense (6+), or Innate Defense (5+) if the bearer is Infantry. This Gift cannot be taken by a model mounted on a Manticore.

## **Hellish Grace** (25 pts) - Lust only, Models on foot only

If the bearer is an Infantry model, it gains +2 Movement. Otherwise it gains Swiftstride.

## **Soul Reaper** (20 pts) - Wrath only

If the bearer inflicts one or more (unsaved) wounds during a Round of Combat, with non-Special Attacks, roll a D6 at the end of the phase. On a 4+ the bearer Recovers 1 Wound (note that this can be used to Recover Wounds to a model with Combined Profile but not to a model with Ridden Monster's Profile).

# Magical Items

Some items are restricted to models with the corresponding Mark of the Dark Gods or Chosen of the Dark Gods

## Magical Weapons

### **Burning Blade of Chaos** (65 pts)

Type: Hand Weapon. Attacks made by this weapon gain Flaming Attacks, Multiple Wounds (D3) and Armour Piercing (6). After all attacks are made, for each model slain by this weapon, that model's unit suffers 1 Strength 4 hit with Flaming Attacks.

### **Spear of Gagnir** (25 pts)

Type: Spear. Attacks made with this weapon gain +1 Strength and Lethal Strike.

## Magical Armour

### **Dueler's Shield** (10 pts)

Type: Shield. At the start of each Round of Combat, nominate one enemy model in base contact with the user of the shield. For the duration of this Round of Combat, one part of the chosen model (wielder's choice) has -1 Attack, to a minimum of 1.

## Arcane Items

### **Daemonid Idol** (35 pts)

Whenever an enemy model rolls on the Miscast Table, you may either increase or decrease the result on the Miscast table by 1.

## Magical Standards

### **Nine-Tailed Standard** (50 pts) - Infantry only.

All friendly non-Skirmishers Infantry models in units within 12" of the bearer of this banner gain +1 Movement.

### **Banner of Transmutation** (30 pts) - Change only.

All Shooting Attacks made against the bearer's unit suffer -1 to wound.

### **Banner of Temptation** (25 pts) - Lust only.

One use only. The Banner may be activated when the bearer declares a charge. The target of the charge must declare Hold as their Charge Reaction, unless they are already fleeing. The enemy unit may still declare Charge Reactions as normal if it is subsequently charged by other units.

### **Banner of Fury** (25 pts) - Wrath only.

Bearer gains Frenzy, and only loses Frenzy if the banner is captured or destroyed. All models in the bearer's unit have Frenzy for as long as the bearer also has it and remains in the unit.

### **Banner of Filth** (25 pts) - Pestilence only.

Close Combat Attacks of all models in the bearer's unit gain Poisoned Attacks.

# Army List

## LORDS



### Daemon Prince 245 pts

single model

M	WS	BS	S	T	W	I	A	Ld
8	9	5	6	5	4	8	5	9

Monster 50x50mm base

#### Alliance:

Daemon of True Chaos

#### Alliance options (pts):

May replace Daemon of True Chaos for the Daemon of:

#### Special Rules:

Otherworldly, Daemonic Instability, Stubborn

*Change*

20

*Lust*

free

*Pestilence*

free

*Wrath*

free

May take Magical Items

up to 25

May take up to 2 Gifts

no pt limit

May take Plate Armour

60

May become one of the following:

Level 1 Wizard Apprentice

40

Level 2 Wizard Apprentice

65

Level 3 Wizard Master

130

Level 4 Wizard Master

160

**Daemon of a Dark God:** The Daemon Prince gains special rules and get access to different Paths of Magic depending of what Dark God it belongs to.

#### Bonus

#### Paths of Magic

#### True Chaos

A Daemon of True Chaos gains +1 Leadership.

Alchemy, Death, Fire, Heavens or Shadows

#### Change

A Daemon of Change may gain one of the following bonus effects: Flaming Attacks, Divine Attacks or Hellfire, which affects both Close Combat Attacks and Shooting Attacks. The effect must be chosen at the start of each Round of Combat and before shooting with a unit. Every model in a unit must choose the same bonus effect. Special Attacks such as Stomps or Impact Hits are not affected. Wizards with the Daemons of Change may choose to reroll spell generation dice, but if so, they must reroll all dice.

Change or Alchemy

#### Lust

A Daemon of Lust gains Armour Piercing (+1).

Lust or Shadows

#### Pestilence

A Daemon of Pestilence gains Poisoned Attacks and Regeneration (5+). Toxic Attacks are at -1 to wound against the Daemon.

Disease or Death

#### Wrath

A Daemon of Wrath gains +1 Strength during first Round of Combat.

May not become a Wizard



## Lord of Chaos 160 pts

single model

M WS BS S T W I A Ld

4 8 3 5 5 3 7 5 9

Infantry 25x25mm base

### Alliance:

Mark of True Chaos

### Armour:

Plate Armour

### Special Rules:

Gaze of the Gods, Inspire Greatness

### Alliance options (pts):

May replace the Mark of True Chaos for the Mark of:

Change	Lust	Pestilence	Wrath
30	20	40	30

### Options:

May take a single Gift

May take Magical Items

May take a Shield

May take a weapon (one choice only):

Paired Weapons	10	Great Weapon	15
Flail	10	Lance	15
Halberd	15		

May take a mount (one choice only):

Wasteland Steed	40	Disc of Change	60
Daemonic Steed	40	Steed of Lust	40
Wasteland Chariot	40	Pestilent Palanquin	15
Manticore	120	Crusher	40
Wasteland Dragon	270		



## Sorcerer Lord 200 pts

single model

M WS BS S T W I A Ld

4 5 3 4 4 3 5 3 8

Infantry 25x25mm base

### Alliance:

Mark of True Chaos

### Armour:

Plate Armour

### Special Rules:

Gaze of the Gods

### Magic:

**Level 3 Wizard Master.** Generates spells from the Paths of Magic that depend on the model's Mark of the Dark Gods.

### Alliance options (pts):

May replace the Mark of True Chaos for the Mark of:

Change	Lust	Pestilence
40	10	15

### Options:

May take a single Gift

May upgrade to Wizard Level 4 Master

May take Magical Items

May take a mount (one choice only):

Wasteland Steed	35	Disc of Change	50
Daemonic Steed	60	Steed of Lust	30
Wasteland Chariot	40	Pestilent Palanquin	15
Manticore	120		
Wasteland Dragon	320		

# HEROES



## Harbinger of Chaos 100 pts

single model

M WS BS S T W I A Ld  
4 7 3 5 4 2 6 4 8

Infantry 25x25mm base

### Alliance:

Mark of True Chaos

### Armour:

Plate Armour

### Special Rules:

Gaze of the Gods, Inspire greatness

### Alliance options (pts):

May replace the Mark of True Chaos for the Mark of:

Change	Lust	Pestilence	Wrath
20	10	30	20

### Options:

May become the Battle Standard Bearer	pts
May take a single Gift	25
May take Magical Items	no pt limit
May take a Shield	up to 50
May take a weapon (one choice only):	5

Paired Weapons	5	Great Weapon	10
Flail	5	Lance	15
Halberd	10		

May take a mount (one choice only):

Wasteland Steed	30	Disc of Change	50
Daemoniac Steed	60	Steed of Lust	35
Wasteland Chariot	50	Pestilent Palanquin	30
Manticore	155	Crusher	35





## Sorcerer -

single model

M	WS	BS	S	T	W	I	A	Ld
4	5	3	4	4	2	4	2	8

Infantry 25x25mm base

### Armour:

Plate Armour

### Special Rules:

Gaze of the Gods

Must be upgraded into

### Sorcerer (90 pts)

#### Alliance:

Mark of True Chaos

#### Magic:

**Level 1 Wizard Apprentice.** Generates spells from the Paths of Magic that depend on the model's Mark of the Dark Gods.

#### Alliance options (pts):

May replace the Mark of True Chaos for the Mark of:

Change	Lust	Pestilence
25	10	15

#### Options:

	pts
May take a single Gift	no pt limit
May take Magical Items	up to 50
May become a Level 2 Wizard	25
May take a mount (one choice only):	
Steed of Lust	20
Wasteland Steed	25
Pestilent Palanquin	30
Disc of Change	50
Daemoniac Steed	60
Wasteland Chariot	50

### Wrath Priest (100 pts)

#### Alliance:

Mark of Wrath

#### Special Rules:

Inspire Greatness, Magic Resistance (2)

**Words of Scorn:** The Wrath Priest can make Dispel Attempts as if it was a Wizard Master

#### Options:

	pts
May take a single Gift	no pt limit
May take Magical Items	up to 50
May take a weapon (one choice only):	
Flail	5
Great Weapon	10
May take a mount (one choice only)	
Wasteland Steed	25
Crusher	30
Daemoniac Steed	60
Wasteland Chariot	50



## Barbarian Chief 45 pts

single model

M WS BS S T W I A Ld

4 5 4 4 4 2 5 3 8

Infantry 25x25mm base

### Alliance:

Mark of True Chaos

### Armour:

Light Armour

### Special Rules:

**Inspire Barbarians:** Barbarians or Barbarian Horsemen in the same unit as a Barbarian Chief gain Fight in Extra Ranks.

A unit cannot benefit from both Inspire Barbarians and Inspire Greatness at the same time (Pick which one at the start of each Round of Combat).

### Alliance options (pts):

May replace the Mark of True Chaos for the Mark of:

Change	Lust	Pestilence	Wrath
5	5	15	10

### Options:

May become the Battle Standard Bearer\* 25

\* only if another Barbarian Chief is the General

May take Magical Items up to 50

May take one Gift (if chosen as General) no pt limit

May take any of the following:

Shield 4

Heavy Armour 5

May take Throwing Weapons 3

May take a weapon (one choice only):

Flail 3

Paired Weapons 3

Light Lance 3

Spear 3

Great Weapon 4

May ride a Warhorse 20

May have one of the following upgrades

**Osklander Jarl** (40 pts) - One of a Kind, Infantry only

The model gains Ambush and Vanguard. Before each game you may choose one unit of Barbarians with the same Mark as Osklander Jarl; that unit gains Vanguard. If 25 or fewer models are in the unit, the unit also gains Ambush. The Osklander Jarl has to be deployed in this unit.

**Makhar Khan** (30 pts) - One of a Kind

The Model gets a Warhorse (for free). The bearer and all Barbarian Horsemen in the bearer's unit gain Thunderous Charge.

# CHARACTER MOUNTS

## Warhorse

M	WS	BS	S	T	W	I	A	Ld
---	----	----	---	---	---	---	---	----

8	3	-	3	3	1	3	1	5
---	---	---	---	---	---	---	---	---

War Beast, 25x50mm base

Mount's Protection (6+)

Fast Cavalry

Options:

pts

May exchange Fast Cavalry for  
Mount's Protection (5+)

10

## Wasteland Steed

M	WS	BS	S	T	W	I	A	Ld
---	----	----	---	---	---	---	---	----

8	3	-	4	3	1	3	1	5
---	---	---	---	---	---	---	---	---

War Beast, 25x50mm base

Mount's Protection (6+), Barding

## Daemonic Steed

M	WS	BS	S	T	W	I	A	Ld
---	----	----	---	---	---	---	---	----

8	4	-	5	5	3	2	2	8
---	---	---	---	---	---	---	---	---

Monstrous Beast, 50x50mm base

Mount's Protection (6+)

Magical Attacks, Fear

Options:

pts

May take Barding

10

## Wasteland Chariot

M	WS	BS	S	T	W	I	A	Ld
---	----	----	---	---	---	---	---	----

Chariot	-	-	-	5	5	4	-	-
---------	---	---	---	---	---	---	---	---

Crew (1)	-	5	3	4	-	-	4	2
----------	---	---	---	---	---	---	---	---

Waste steed (2)	8	3	-	4	-	-	3	1
-----------------	---	---	---	---	---	---	---	---

Chariot, 50x100mm base

The same **Mark of the Dark Gods** as the mounted

Character (crew only)

Halberd (Crew only)

Mount's Protection (6+)

Impact Hits (+1)

Options:

pts

May take Barding

20

Wasteland Raider (General only)

20 / core chariot

**Wasteland Raider:** Any Wasteland Chariot with Pair of Waste Steeds taken in an army with a model with this special rule may be taken as a Core Choice instead of Special Choice.

Note: a General must pay 20 pts for each Wasteland Chariot taken as a Core Choice.

## Disc of Change (Mark of Change only)

M	WS	BS	S	T	W	I	A	Ld
---	----	----	---	---	---	---	---	----

1	3	-	4	4	1	4	3	7
---	---	---	---	---	---	---	---	---

War Beast, 50x50mm base

## Mark of Change

Mount's Protection (6+)

Magical Attacks, Fly (8)

## Steed of Lust (Mark of Lust only)

M	WS	BS	S	T	W	I	A	Ld
---	----	----	---	---	---	---	---	----

10	3	-	3	3	1	5	1	8
----	---	---	---	---	---	---	---	---

War Beast, 25x50mm base

## Mark of Lust

Mount's Protection (6+)

Vanguard, Magical Attacks, Poisoned Attacks

## Pestilent Palanquin (Mark of Pestilence only)

M	WS	BS	S	T	W	I	A	Ld
---	----	----	---	---	---	---	---	----

4	3	3	3	3	3	3	6	7
---	---	---	---	---	---	---	---	---

Infantry, 50x50mm base

## Mark of Pestilence

Mount's Protection (6+)

Magical Attacks, Poisoned Attacks

## Crusher (Mark of Wrath only)

M	WS	BS	S	T	W	I	A	Ld
---	----	----	---	---	---	---	---	----

7	5	-	5	4	3	2	3	7
---	---	---	---	---	---	---	---	---

Monstrous Beast, 50x75mm base

## Mark of Wrath

Mount's Protection (6+)

Magical Attacks, Fear

## Manticore (Survival of the Fittest)

M	WS	BS	S	T	W	I	A	Ld
---	----	----	---	---	---	---	---	----

6	5	-	5	5	4	5	3	5
---	---	---	---	---	---	---	---	---

Monstrous Beast, 50x100mm base

Fly (8), Large Target, Fear, Lethal Strike, Frenzy, Multiple Wounds (D3)

## Wasteland Dragon

(One of a Kind, Survival of the Fittest)

M	WS	BS	S	T	W	I	A	Ld
---	----	----	---	---	---	---	---	----

6	5	1	6	6	6	3	6	9
---	---	---	---	---	---	---	---	---

Monster, 50x100mm base

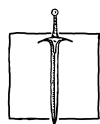
Innate Defence (3+)

Breath Weapon (Strength 4, Flaming Attacks),

Breath Weapon (Strength 3, Armour Piercing (3)),

Fly (7)

# CORE



## Wasteland Warriors 110 pts

10 models, may add up to 20 models 13 pts/model

M WS BS S T W I A Ld

4 5 3 4 4 1 4 2 8

Infantry 25x25mm base

*Alliance:*

Mark of True Chaos

*Alliance options (pts):*

May replace the Mark of True Chaos (max 25 models)

for the Mark of :

*Armour:*

Plate Armour, Shield

*Change*

1 / model

*Lust*

1 / model

*Pestilence*

3 / model

*Wrath*

2 / model

*Options:*

*pts*

May take a weapon (one choice only):

Paired Weapons

1 / model

Great Weapon

2 / model

Halberd

3 / model

May upgrade one model to each of the following:

Champion

10

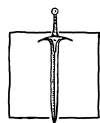
Musician

10

Standard Bearer

10

- may become the Veteran Standard Bearer



## Fallen 85 pts

5 models, may add up to 7 models 15 pts/model

M WS BS S T W I A Ld

6 4 - 4 4 1 4 \* 8

Infantry 25x25mm base

*Alliance:*

Mark of True Chaos

*Alliance options (pts):*

May replace the Mark of True Chaos for the Mark of:

*Armour:*

Plate Armour

*Change*

1 / model

*Lust*

1 / model

*Pestilence*

3 / model

*Wrath*

2 / model

*Special Rules:*

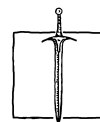
Frenzy, Immune to Psychology, Skirmishers,  
Random Attacks (D3)

*Options:*

*pts*

May upgrade one model to Champion

10



## Warhounds 45 pts

5 models, may add up to 30 models 4 pts/model

M WS BS S T W I A Ld

7 4 - 3 3 1 3 1 5

War Beast 25x50mm base

*Special Rules:*

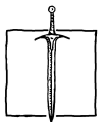
Insignificant, Vanguard, Poisoned Attacks

*Options:*

*pts*

May take Innate Defence (5+)

2 / model



## Barbarians 70 pts

20 models, may add up to 30 models 5 pts/model

M WS BS S T W I A Ld

4 4 3 3 3 1 3 1 7

Infantry 25x25mm base

*Alliance:*

Mark of True Chaos

*Armour:*

Light Armour

*Alliance options (pts):*

May replace the Mark of True Chaos for the Mark of:

<i>Change</i>	<i>Lust</i>	<i>Pestilence</i>	<i>Wrath</i>
1 / model	1 / model	2 / model	1 / model

*Options:*

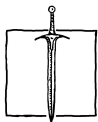
May take Throwing Weapons *pts*  
1 / model

May take a weapon (one choice only):

Paired Weapons	free
Shield	1 / model
Spear and Shield	1 / model
Flail	2 / model
Great Weapon	3 / model

May upgrade one model to each of the following:

Champion	10
Musician	10
Standard Bearer	10
- may become the Veteran Standard Bearer	



## Barbarian Horsemen 75 pts

5 models, may add up to 10 models 11 pts/model

M WS BS S T W I A Ld

Riders 4 4 3 3 3 1 3 1 7

Warhorse 8 3 - 3 3 1 3 1 5

Cavalry 25x50mm base

*Alliance:*

Mark of True Chaos (Riders only)

*Armour:*

Mount's Protection (6+), Light Armour

*Special Rules:*

Fast Cavalry

*Alliance options (pts):*

May replace the Mark of True Chaos for the Mark of:

<i>Change</i>	<i>Lust</i>	<i>Pestilence</i>	<i>Wrath</i>
1 / model	2 / model	2 / model	2 / model

*Options:*

May replace Fast Cavalry *pts*  
with Mount's Protection (5+) 1 / model

May take a Shield 1 / model

May take Throwing Weapons 2 / model

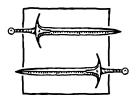
May take a weapon (one choice only):

Light Lance	1 / model
Flail	1 / model

May upgrade one model to each of the following:

Champion	10
Musician	10
Standard Bearer	10
- may become the Veteran Standard Bearer	

# SPECIAL



## Wasteland Chariot -

single model

	M	WS	BS	S	T	W	I	A	Ld	
Chariot	-	-	-	5	5	-	-	-	-	
Warrior Crew (2)	-	5	3	4	-	-	4	2	8	
[Wasteland Steed (2)]	8	3	-	4	-	4	3	1	5	
[Mauler (1)]	6	4	-	5	-	6	2	3	6	Chariot 50x100mm base

*Alliance:*

Mark of True Chaos (Crew only)

*Alliance options (pts):*

May replace the Mark of True Chaos for the Mark of:

*Weapons:*

Halberd (Crew only)

*Change*

10

*Lust*

20

*Pestilence*

20

*Wrath*

10

*Special Rules:*

Impact Hits (+1)

Must take one of the following mount options:

### Pair of Waste Steeds (95 pts)

*Armour:*

Plate Armour

### Single Mauler (140 pts)

*Armour:*

Plate Armour, Mount's Protection (6+)

*Special Rules:*

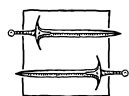
Fear, Grinding Attacks (D3) (Mauler only)

*Options:*

May take Mount's Protection (5+)

*pts*

15



## Wasteland Knights 170 pts

5 models, may add up to 5 models 32 pts/model

	M	WS	BS	S	T	W	I	A	Ld	
Rider	4	5	3	4	4	1	5	2	8	
Wasteland Steed	8	3	-	4	3	1	3	1	5	Cavalry 25x50mm base

*Alliance:*

Mark of True Chaos (Rider only)

*Alliance options (pts):*

May replace the Mark of True Chaos for the Mark of:

*Weapons:*

Lance (Rider only)

*Change*

2 / model

*Lust*

3 / model

*Pestilence*

4 / model

*Wrath*

3 / model

*Armour:*

Mount's Protection (6+), Plate Armour, Shield, Barding

*Options:*

May replace Lance with Daemon Weapon

May upgrade one model to each of the following:

Champion

*pts*

4 / model

Musician

10

Standard Bearer

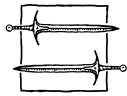
10

- may take a Magical Standard

up to 50

*Special Rules:*

Fear



## Chosen 120 pts

10 models, may add up to 15 models 12 pts/model

M WS BS S T W I A Ld

4 6 3 4 4 1 5 2 8

Infantry 25x25mm base

### Alliance:

Mark of True Chaos

### Armour:

Plate Armour, Shield

### Special Rules:

Chosen of the Gods, Immune to Psychology

### Alliance options (pts):

May replace the Mark of True Chaos for the Mark of:

Change	Lust	Pestilence	Wrath
2 / model	40	4 / model	3 / model

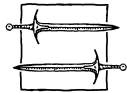
### Options:

May take a weapon (one choice only):

Paired Weapons	1 / model
Great Weapon	2 / model
Halberd	3 / model

May upgrade one model to each of the following:

Champion [if Chosen of Change]	10 [80]
- may take a Magical Weapon	up to 25
Musician	10
Standard Bearer	10
- may take a Magical Standard	up to 50



## Once-Chosen 100 pts

3 models, may add up to 6 models 30 pts/model

M WS BS S T W I A Ld

5 5 3 4 4 3 4 3 8

Monstrous Infantry 40x40mm base

### Alliance:

Mark of True Chaos

### Armour:

Plate Armour

### Special Rules:

Chosen of the Gods

### Alliance options (pts):

May replace the Mark of True Chaos for the Mark of:

Change	Lust	Pestilence	Wrath
4 / model	50	8 / model	6 / model

### Options:

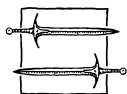
May take a Shield

May take a weapon (one choice only):

Paired Weapons	3 / model
Flail	5 / model
Halberd	7 / model
Great Weapon	7 / model

May upgrade one model to each of the following:

Champion [if Chosen of Change]	10 [70]
- may take a Magical Weapon	up to 25
Musician	10
Standard Bearer	10
- may take a Magical Standard	up to 25



## Hell Riders 75 pts

5 models, may add up to 10 models 10 pts/model

	M	WS	BS	S	T	W	I	A	Ld	
Rider	4	4	4	3	3	1	5	1	7	
Steed of Lust	10	3	-	3	3	1	5	1	7	Cavalry 25x50mm base

### Alliance:

**Mark of Lust**

### Armour:

Mount's Protection (6+), Shield

### Options:

May upgrade one model to each of the following:

Champion	10
Musician	10
Standard Bearer	10

### Special Rules:

Fast Cavalry, Lightning Reflexes (Rider only),

Poisoned Attacks (Steed of Lust only), **Magical**

**Attacks (Steed of Lust only)**

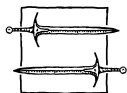
### Weapons:

Light lance

### Hellish Whip:

Shooting Weapon, Range 6", Strength as user, Quick to Fire.

Units that suffer one or more hits from this weapon reduce their Initiative value to 1 during the Combat Phase and gain Stupidity. The effect lasts until the start of the Hell Rider's next Shooting Phase.



## Wasteland Trolls 100 pts

3 models, may add up to 7 models 42 pts/model

	M	WS	BS	S	T	W	I	A	Ld	
	6	3	1	5	4	3	1	3	4	Monstrous Infantry 40x40mm base

### Special Rules:

Regeneration (4+), Stupidity, Fear

### Alliance options:

May take the Mark of Pestilence

pts

6 / model

**Troll Belch:** Instead of making its normal Close Combat Attacks, any Troll model may choose to make a single special Close Combat Attack instead.

This attack hits automatically and is Strength 5 with Armour Piercing (6)

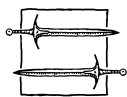
### Options:

May take Paired Weapons

pts

3 / model





## Dragon Centaurs 205 pts

3 models, may add up to 2 models 68 pts/model

M WS BS S T W I A Ld

7 4 2 5 5 4 2 3 8 Monstrous Beast 50x75mm base

### Alliance:

Mark of True Chaos

### Options:

May take a weapon (one choice only):

Paired Weapons

pts

3 / model

Halberd

6 / model

Great Weapon

10 / model

May upgrade one model to each of the following:

Champion

10

Musician

10

Standard Bearer

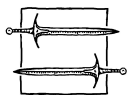
10

### Armour:

Light Armour, Innate Defence (5+)

### Special Rules:

Lightning Rage, Stomp(2)



## Fallen Beast 65 pts

single model

M WS BS S T W I A Ld

\* 3 - 4 5 3 2 \* 10 Monstrous Beast 40x40mm base

### Alliance:

Mark of True Chaos

### Alliance options (pts):

May replace the Mark of True Chaos for the Mark of:

Change

Lust

Pestilence

Wrath

5

15

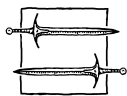
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5

### Special Rules:

Fear, Random Movement (3D6), Random Attacks (D6+1), Unbreakable

**Wasteland Wanderer:** The Fallen Beast has Ambush. When entering the Battlefield, the Fallen Beast may perform a 2D6 Random move as if in the Compulsory Moves sub-phase but treating all friendly and enemy units as Impassable Terrain.



## Bloodbeast 175 pts

single model

M WS BS S T W I A Ld

7 3 - 6 5 5 3 5 4 Monster 50x100mm base

### Armour:

Innate Defence (4+)

### Special Rules:

Frenzy, Hatred

**Rites of Binding:** When deploying a Bloodbeast, the player must nominate one Character in the army to be its Master. For as long as the Bloodbeast's Master lives, the Bloodbeast may use the Weapon Skill and Leadership of its Master instead of its own. A Character cannot be the Master of more than one Bloodbeast and a Bloodbeast cannot receive Inspiring Presence from the General.

# RARE



## Crusher Knights 170 pts

2 models, may add up to 3 models 55 pts/model

	M	WS	BS	S	T	W	I	A	Ld	
Rider	4	5	3	4	4	1	5	2	8	
Crusher	7	5	-	5	4	3	2	3	7	Monstrous Cavalry 50x75mm base

### Alliance:

Mark of Wrath

### Options:

May take a weapon (one choice only):

Daemon Weapon

pts

6 / model

Lance

2 / model

### Armour:

Mount's Protection (6+), Plate Armour and Shield

May upgrade one model to each of the following:

Champion

10

Musician

10

Standard Bearer

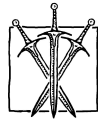
10

### Special Rules:

Chosen of the Gods (Rider only), Magical Attacks (Crusher only), Fear

- may take a Magical Standard

up to 50



## Hellscream Cannon 190 pts

single model

	M	WS	BS	S	T	W	I	A	Ld	
	4	4	3	5	6	5	1	4	7	Monster 100x150mm base

### Armour:

Innate Defence (5+)

### Special Rules:

Otherworldly, Daemoniac Instability, Stubborn, Frenzy

### Weapons:

#### Hellscream Cannon:

This weapon can be fired in two ways:

- As a **Catapult (3") Artillery Weapon** with the Move or Fire special rule and:

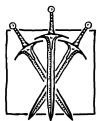
Range 12-60", Strength 4 [9], Armour Piercing (1), [Multiple Wounds (Ordnance)]

A unit which suffers 1 or more casualties from this attack must immediately take a Panic Test, just as if it had suffered 25% casualties.

- As a **Catapult (3") Artillery Weapon** with:

Range 6-24", Strength 3, Armour Piercing (1)

A unit which suffers 1 or more casualties from this attack must immediately take a Panic Test, just as if it had suffered 25% casualties.



## Battle Shrine 130 pts

single model

	M	WS	BS	S	T	W	I	A	Ld	
Shrine Priest	-	5	3	4	-	-	4	2	8	
Shrine Bearers	5	3	-	4	5	5	2	*	7	Monstrous Infantry 50x100mm base

### Alliance:

Mark of True Chaos

### Alliance options (pts):

May replace the Mark of True Chaos for the Mark of:

### Armour:

Mount's Protection (6+), Heavy Armour

Change

10

Lust

10

Pestilence

10

Wrath

10

### Special Rules:

Large Target, Fear, Ward Save (4+), Random Attacks (3D3) (Shrine Bearers only)

**The Dark Gods Are Watching:** This model grants Hard Target to all friendly units without Large Target within 6". The Battle Shrine gains an additional benefit depending on its Mark:

**True Chaos** Bound Spell (Power Level 5) *Wind Blast* from the Path of Heavens.

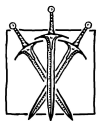
**Change** Bound Spell (Power Level 5) *Wave of Transformation* from the Path of Change.

**Lust** Bound Spell (Power Level 5) *Frenzied Hysteria* from the Path of Lust.

**Pestilence** Bound Spell (Power Level 5) *Pestilent Miasma* from the Path of Disease.

**Wrath** The model grants Magic Resistance (2) to all friendly units within 6" where the majority of models have the Mark of True Chaos or the Mark of Wrath.

If the Battle Shrine gains an Augment spell it may only target units where the majority of the models have the same Mark as the Battle Shrine or the Mark of True Chaos.



## Chimera 200 pts (Survival of the Fittest)

single model

	M	WS	BS	S	T	W	I	A	Ld	
	6	4	-	6	5	4	3	7	5	Monster 50x100mm base

### Armour:

Innate Defence (4+)

### Options:

May have a Breath Weapon

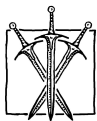
(Strength 4, Flaming Attacks)

pts

30

### Special Rules:

Fly (8), Regeneration (5+)



## Vortex Fiend 175 pts

single model

M	WS	BS	S	T	W	I	A	Ld
6	4	-	5	5	5	3	*	8

Monster 50x100mm base

*Alliance:*

**Mark of Change**

*Armour:*

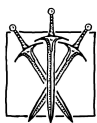
Innate Defence (5+)

*Special Rules:*

Hard Target, Channel, Random Attacks (D6+2), Ward Save (5+)

**Waves of Change:** Enemy units within 6" of a Vortex Fiend are affected by Fear as if they were in base contact. Friendly units within 6" of a Vortex Fiend are immune to Fear.

Friendly wizards may cast spells with the Type: Damage through this model if within 24". When using this ability, the spell range is measured using the Vortex Fiend model using its forward arc and Line of sight. Wizards may cast spells with the Type: Missile through a Vortex Fiend even when Engaged in Combat as long as the Vortex Fiend isn't. If a spell cast through a Vortex Fiend causes a Miscast, the casting Wizard rolls on the Miscast Table as normal and the Vortex Fiend suffers 1 Strength PDU+2 hit.



## Elder Dragon Centaur 230 pts

single model

M	WS	BS	S	T	W	I	A	Ld
7	6	3	6	6	6	4	5	9

Monster 50x75mm base

*Armour:*

Innate Defence (4+)

*Options:*

May take Light Armour

*pts*

20

May take a weapon (one choice only):

*Special Rules:*

Immune to Psychology, Lightning Rage, Swiftstride

Paired Weapons

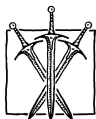
20

Great weapon

20

Halberd

20



## Wasteland Giant 140 pts

single model

M WS BS S T W I A Ld

6 3 - 6 5 6 3 \* 10

Monster 50x75mm base

*Alliance:*

Mark of True Chaos

*Alliance options (pts):*

May replace the Mark of True Chaos for the Mark of:

*Change*

*Lust*

*Pestilence*

*Wrath*

30

60

10

free

*Special Rules:*

Immune to Psychology, Stubborn,

Chosen of the Gods

*Options:*

Champion (Mark of Change only)

*pts*

90

**Giant Attacks:** When a giant attacks in Close Combat, instead of attacking normally, choose an enemy unit in base contact with the Giant to attack and roll on the chart below. The Giant's attack depends on the Troop Type of the target enemy unit.

Against Infantry, War Beast, Swarm, War Machine and Cavalry targets:

**1:** Bellow

**2:** Jump

**3:** Grab

**4-6:** Swing

Against Monstrous Beast, Monstrous Infantry, Monstrous Cavalry, Chariot, Monster and Ridden Monster targets:

**1:** Bellow

**2-3:** Thump

**4-6:** Smash

**Bellow:** Neither the giant nor the chosen unit can make any further Close Combat attacks this phase. Attacks already resolved (including attacks resolved simultaneously with this attack) are not affected. The Giant's side automatically wins the combat by 2. If two (or more) opposing Giants "Bellow", the combat is a draw.

**Jump:** The chosen unit suffers D6 hits using the Giant's Strength. The Giant must take a Dangerous Terrain (1) test.

**Grab:** Select a single model in the chosen unit and in base contact with the Giant. This model must take a Strength test and a Weapon Skill test. For each failed test, the model suffers a hit with the Giant's Strength and Multiple Wounds (D3).

**Swing:** The Giant makes 2D6 normal Close Combat attacks against the chosen unit.

**Thump:** Select a single model in the chosen unit and in base contact with the Giant. This model must take an Initiative test. If the test is failed, the model suffers 2D6 wounds with Armour Piercing (6).

**Smash:** Select a single model in the chosen unit and in base contact with the Giant. This model suffers 1 wound with Armour Piercing (6). If the model has not yet attacked this phase it cannot attack in this Round of Combat. If the model has already attacked, it cannot make attacks in the following Round of Combat.

- Notes-

Giant Attacks are Close Combat attacks and are therefore affected by all rules normally affecting Close Combat attacks. After rolling on this chart, the Giant may still Stomp as normal.

# Quick Reference Sheet

**L - Lords, H - Heroes, C - Core, S - Special, R - Rare, M - Mounts only**

	<b>CHARACTERS</b>	M	WS	BS	S	T	W	I	A	Ld
L	Daemon Prince	8	9	5	6	5	4	8	5	9
	Lord of Chaos	4	8	3	5	5	3	7	5	9
	Sorcerer Lord	4	5	3	4	4	3	5	3	8
H	Harbinger of Chaos	4	7	3	5	4	2	6	4	8
	Sorcerer	4	5	3	4	4	2	4	2	8
	Barbarian Chief	4	5	4	4	4	2	5	3	8

	<b>INFANTRY</b>	M	WS	BS	S	T	W	I	A	Ld
C	Wasteland Warrior	4	5	3	4	4	1	4	2	8
	Fallen	6	4	-	4	4	1	4	D3	8
	Barbarian	4	4	3	3	3	1	3	1	7
S	Chosen	4	6	3	4	4	1	5	2	8
M	Pestilent Palanquin	4	3	3	3	3	3	3	6	7

	<b>MONSTROUS INFANTRY</b>	M	WS	BS	S	T	W	I	A	Ld
S	Wasteland Troll	6	3	1	5	4	3	1	3	4
	Once- Chosen	5	5	3	4	4	3	4	3	8
R	Battle Shrine									
	- Shrine Priest (1)	-	5	3	4	-	-	4	2	8
	- Shrine Bearer (1)	5	3	-	4	5	5	2	3D3	-

	<b>WAR BEASTS</b>	M	WS	BS	S	T	W	I	A	Ld
C	Warhound	7	4	-	3	3	1	3	1	5
M	Warhorse	8	3	-	3	3	1	3	1	5
	Wasteland Steed	8	3	-	4	3	1	3	1	5
	Disc of Change	1	3	-	4	4	1	4	3	7
	Steed of Lust	10	3	-	3	3	1	5	1	8

	<b>MONSTROUS BEASTS</b>	M	WS	BS	S	T	W	I	A	Ld
S	Dragon Centaur	7	4	2	5	5	4	2	3	8
	Fallen Beast	3D6	3	-	4	5	3	2	D6+1	10
M	Daemonic Steed	8	4	-	5	5	3	2	2	8
	Crusher	7	5	-	5	4	3	2	3	7
	Manticore	6	5	-	5	5	4	5	3	5

	<b>CAVALRY</b>	M	WS	BS	S	T	W	I	A	Ld
C	Mounted Barbarian	4	4	3	3	3	1	3	1	7
	- Warhorse	8	3	-	3	3	1	3	1	5
S	Wasteland Knight	4	5	3	4	4	1	5	2	8
	- Wasteland Steed	8	3	-	4	3	1	3	1	5
	Hell Riders	4	4	4	3	3	1	5	1	7
	- Steed of Lust	10	3	-	3	3	1	5	1	7

	<b>MONSTROUS CAVALRY</b>	M	WS	BS	S	T	W	I	A	Ld
R	Crusher Knights	4	5	3	4	4	1	5	2	8
	- Crusher	7	5	-	5	4	3	2	3	7

	<b>CHARIOTS</b>	M	WS	BS	S	T	W	I	A	Ld
S	Wasteland Chariot	-	-	-	5	5	-	-	-	-
	- Crew (2)[1]	-	5	3	4	-	-	4	2	8
	- Wasteland Steed (2)	8	3	-	4	-	4	3	1	5
	- Mauler (1)	6	4	-	5	-	6	2	3	6

(2) - number of crew members when taken as a separate unit

[1] - number of crew members when taken as a mount

	<b>MONSTERS</b>	M	WS	BS	S	T	W	I	A	Ld
S	Bloodbeast	7	3	-	6	5	5	3	5	4
R	Vortex Fiend	6	4	-	5	5	5	3	D6+2	8
	Chimera	6	4	-	6	5	4	3	7	5
	Hellscream Cannon	4	4	3	5	6	5	1	4	7
	Elder Dragon Centaur	7	6	3	6	6	6	4	5	9
	Wasteland Giant	6	3	-	6	5	6	3	*	10
M	Wasteland Dragon	6	5	1	6	6	6	3	6	9

	<b>SPECIAL SHOOTING WEAPON</b>	Range	S	Multiple Shots	Multiple Wounds	Armour Piercing
	Hellscream Cannon	Hellscream Cannon (1) Catapult (3")	12-60	4[9]	-	[Ordnance]
		Hellscream Cannon (2) Catapult (3")	6-24	3	-	-

#### Changelog:

v1.1.0

- Mark of the dark gods, implementing FAQ
- Hell rider, magical attacks for mounts