

DEVOUT

SWORDSMAN FOLLOWER

M	CC	RS	Dex	Ag	WP	LD	S	A	W
5	9	10	9	-1	10	12	0	22	1

Structure: Basic Troops (Base size 30 mm)

Armour: Leather + Shield

Weapon: Sword

Leader: LD +1 (Control zone +1")

Banner: A -1 (control zone +1"). You can buy him a magic standard.

Musician: A-1; LD+1 for break test. You can buy him Horn of Darkness for 15 points

Unit size:

3-6 Swordsman Followers (each for 20 pts)

- plus leader for 25 pts
- one swordsman can be a standard bearer for 5 pts
- one swordsman can be a musician for 5 pts

Skills: You can buy a Line Breaker skill for 20 pts for whole squad. You can buy Immune to Fear skill for 15 points for whole squad.

SWORD				
TYPE	RANGE	RoA	Critic	St
Cut	CC	1	1	8



GREATSWORD FOLLOWERS

M	CC	RS	Dex	Ag	WP	LD	S	A	W
5	10	10	8	-1	10	12	0	21	1

Structure: Basic Troops (Base size 30 mm)

Armour: Leather

Weapon: Two handed Sword

Leader: LD +1 (Control zone +1")

Banner: A -1 (control zone +1"). Exchange Two handed sword for a sword. You can buy him a magic standard.

Unit size:

3-6 Greatsword Followers (each for 25 pts)

- plus leader for 30 pts
- one greatsword can be a standard bearer for 5 pts

Skills: Line Breaker. You can buy Immune to Fear skill for 10 points for whole squad. You can buy a Swing skill for 7 points per model. You can buy a Live Wall skill for 20 points for whole squad.

TWO-HANDED SWORD				
TYPE	RANGE	RoA	Critic	St
Cut	1"	1	(1-2)	10

SWORD				
TYPE	RANGE	RoA	Critic	St
Cut	CC	1	1	8



THE RISEN

HUMAN SKELETON

M	CC	RS	Dex	Ag	WP	LD	S	A	W
4	5	9	7	1	0	7	0	19	1

ELF SKELETON

M	CC	RS	Dex	Ag	WP	LD	S	A	W
4	5	10	8	1	0	8	0	18	1

DWARF SKELETON

M	CC	RS	Dex	Ag	WP	LD	S	A	W
4	6	9	6	1	0	7	0	20	1

ORC SKELETON

M	CC	RS	Dex	Ag	WP	LD	S	A	W
4	5	9	7	1	0	7	0	20	1

GOBLIN SKELETON

M	CC	RS	Dex	Ag	WP	LD	S	A	W
4	4	8	8	1	0	6	0	17	1

STYGIAN SKELETON

M	CC	RS	Dex	Ag	WP	LD	S	A	W
4	5	9	9	1	0	7	0	19	1

Structure: Basic Troops (Base size 25 mm) You can buy The Risen squad only if in your army is a Necromancer. You can buy that many squad as your higher Necromancer Wizardry in army.

Armour: None + Buckler

Weapon: Coroded Sword or exchange Coroded Sword and Buckler for a Old Bow for extra 5 points (not for Stygian Risen) or Old Crossbow for a Dwarf Risen

Unit size:

4-10 Risen from mixed races (each for 10 pts)

Skills: Immune to Panic and Fear and Terror. Immune to arrows and crossbow bolts.

You can buy a Fear (1) for a squad for extra 10 potint.

Necromancy Risen: If there is no longer a necromaner in a game, each activation of the risen you have make LD test for each member of a squad. If the test is failed – remove risen from the game.

Necromancy magic didn't hold him for much longer.

CORODED SWORD				
TYPE	RANGE	RoA	Critic	St
Cut	CC	1	0	7

OLD BOW				
TYPE	RANGE	RoA	Critic	St
Piercing	(10-18)	1	0	7

Range modifier: -3

OLD CROSSBOW				
TYPE	RANGE	RoA	Critic	St
Piercing	(8-16)	1	1	8(x2)

Range modifier: -4



UNHOLY CHAMPION

M	CC	RS	Dex	Ag	WP	LD	S	A	W
4	7	7	7	0	0	10	6	20	2

Structure: Individual (Base size 30 mm) or Leader of The Risen Squad. [Risen]

Armour: Plated

Weapon: Coroded Sword and Standard of the Hatred (Control zone +1”) – You can take one banner for free from Treasury if is attached to the unit.

Unit size:

1 Unholy Champion for the army as Leader and Standard bearer for the Risen for 50 pts and/or 1 Unholy Champion for 50 pts.

Skills: Immune to Panic, Fear and Terror. Immune to shooting weapons. Fear (3)

Leader of the Dead – if taken as Leader of The Risen unit, that unit do not count towards Necromancy level.

Necromancy Risen: If there is no longer a necromancer in a game, each activation of the risen you have make LD test for each member of a squad. If the test is failed – remove risen from the game. Necromancy magic didn't hold him for much longer.

CORODED SWORD				
TYPE	RANGE	RoA	Critic	St
Cut	CC	1	0	7



BONE GOLEM

M	CC	RS	Dex	Ag	WP	LD	S	A	W
6	8	10	12	0	7	10	5	22	3

Structure: Summon Unit from Necromancy Spell (Base size 40 mm) Type: Infantry

Armour: Chainmail

Weapon: Scyth of Sundering

Unit Size: 1 Bone Golem

Skills: Immune to Panic, Fear and Terror. Terror (3). Strike Last, Killing Strike (Up to base 40 mm);

Mighty Blow- Opponent cannot use a shield against that attack

Necromancy Risen: If there is no longer a necromancer in a game, each activation of the risen you have make LD test for each member of a squad. If the test is failed – remove risen from the game. Necromancy magic didn't hold him for much longer.

SCYTH OF SUNDERING				
TYPE	RANGE	RoA	Critic	St
Cut	2"	1	(1-3)	9

Skill: Swing



CHARNEL GOLEM

A wild mixture from meat, arms, chords, bones and other things, is this nature a general sight in the armies of the Devout, before all in those from Aleha. Formed out of the rubble of the battleground by the Necromancer, possesses the Charnel Golem into his terrible presence.

M	CC	RS	Dex	Ag	WP	LD	S	A	W
6	8	8	10	(+2)	7	7	6	20	3

Structure: Summon Unit from Necromancy Spell (Base size 40 mm) Type: Infantry
 Armour: Leather
 Weapon: Bone Tooth Hammer

Unit Size: 1 Charnel Golem

Skills: Immune to Panic, Fear and Terror. Terror (3)

You are what you eat – if in Magic phase in 3” from the golem is any model that become terrified – that model need to do a Dex test. If failed it become a part of the Golem. Add 1 wound to Golem Track and deduct 1 wound from a model.

BONE TOOTH HAMMER				
TYPE	RANGE	RoA	Critic	St
Crushing	3”	1	(1-3)	5

Skill: *Sucking energy* – if you deal a wound to opponent using this weapon, you increase your Wounds by +1.



BAT SWARMS

M	CC	RS	Dex	Ag	WP	LD	S	A	W
6	6	0	12	(+2)	8	10	2	15	6

Structure: Basic Troops Swarm (Base size 50 mm) [Unique squad – you can buy maximum one, but there can be more with some demons]

Armour: None

Weapon: Bat Bites

Unit size:

1 Bat Swarms (65 pts) You can upgrade them to Vampire Bat Swarms for (15 pts)

Skills: Fly, Immune to Panic and Fear, Flammable.

You can buy a poison attacks skill for: 20 pts.

Vampire Bat Skill: after a succesful dealing a wound they can regenerate one of their own wounds.

BAT BITES				
TYPE	RANGE	RoA	Critic	St
Crushing	CC	6	1	7



THE CURSED

M	CC	RS	Dex	Ag	WP	LD	S	A	W
5	11	10	12	-2	12	15	1	23	1

Structure: Elite Troops (Base size 30 mm) Type: Infantry

Armour: Plated

Weapon: Two Handed Battle Axe

Unit size:

3-4 The Cursed (each for 35 pts)

Skills: Immune to Panic and Fear; Ward Save (2), Fear (1), Dragon Slayer, Leaderless.

You can buy a Swing skill for 15 points for whole squad OR you can buy a Berserk skill for 20 points for whole squad.

You can buy a skill Leaderless for 20 points for whole squad – you can buy a treasury like this squad have a leader

TWO-HANDED BATTLE AXE				
TYPE	RANGE	RoA	Critic	St
Cut	1"	1	(1-4)	11(x2)



DARK EYES

M	CC	RS	Dex	Ag	WP	LD	S	A	W
6	10	10	12	-1	16	16	1	22	1

Structure: Elite Troops (Base size 30 mm) Type: Infantry

Armour: Chainmail

Weapon: Two Swords

Unit size:

3-4 Dark Eyes (33 points each)

Skills: Immune to Panic and Fear, Fear (3), Ward Save (3), Leaderless

Between Dimension Walk – In a movement phase you can teleport each member of a squad in one direction up to 10". If they land engage treat it like a charge. If they're using this skill to jump off the fight, they don't get a free slash

You can buy a First Strike skill for 30 points per whole squad.

You can increase Ward Save to (5) for 30 points for whole squad.

TWO SWORDS				
TYPE	RANGE	RoA	Critic	St
Cut	CC	2	1	8



JACKEL CLAN CROSSBOWMAN

The treachery of the Jackal Clan is infamous throughout the races of Chronopia, and their continued service to the Devout remains a conundrum to this day. Surely the madness that overtook the Dwarven Gods must have somehow affected these warriors to turn them into willing participants in the sadistic march of the Devout. True to their lineage, the crossbowmen of the Jackal Clan are expert marksmen and can be found in abundance when the Devout make war on the remaining Ringholds of the Dwarves.

M	CC	RS	Dex	Ag	WP	LD	S	A	W
4	10	12	10	0	13	12	1	20	1

Structure: Basic Troops (Base size 25 mm) [Shooting unit]

Armour: Plated

Weapon: Sword and Crossbow

Leader: LD +1 (Control zone +1")

Unit size:

4-8 Jackel Clan Crossbowman (21 pts each)

- plus Leader for 26 pts

Skills: Immune to Panic and Fear. Hate goblins.

SWORD				
TYPE	RANGE	RoA	Critic	St
Cut	CC	1	1	8

CROSSBOW				
TYPE	RANGE	RoA	Critic	St
Piercing	16-20	1	(1-2)	10(x2)

Range modifier: -4



DUSK REALM WARRIORS

When the Vortexes were opened to the Dusk Realm, the first spawn of that dread place emerged to swell the ranks of the Devout's human followers. Roughly the size of an average human and carried on squat hoofed legs, these monsters are surprisingly mean and vicious. Resembling a compacted Demon, they are often used to break enemy lines and cause chaos in battlefield. While they wield a dangerous sword and are capable combatants, the Dusk Realm Warrior is infamous for charging into battle with its great spread of horns, a charge that has been known to take the wheel off of chariots and cripple Kutaras. When unleashed on a city, these horrid creatures know nothing but destruction, reveling in acts of devastation and slaughter. The largest contingent of Dusk Realm Warriors to date is found in Negral's Citadel of Morsdask on what the Firstborn refer to as the "Isle of the Damned".

M	CC	RS	Dex	Ag	WP	LD	S	A	W
5	8	10	11	0	12	13	2	21	2

Structure: Elite Troops (Base size 40 mm) First Circle Demons (You have to have a Warped Lord with minimum Wizardy 1 in your army to buy unit of demons from the First Circle)

Armour: Chainmail and Shield

Weapon: Sword

Unit size: 3-4 Dusk Realm Warriors (33 points each) [Demon]

Skills: Immune to Panic, Fear, Terror. Immune to Ram Attacks. Chariot Crashers; Immune to Magic spells; Ram; Trample; Hate Blackbloods.

Unstable: *If there's no more Warped Lord in game, each time you are activating Warriors (in movement phase) you have to do an unstable test:*

1 – You can act with them as normal plus you can make run, charge move even if they done something in a previous phases.

2-10 – Demon attacking closest models (not from his own squad, but can be from his own army)

11-16 – Demon will attack closest enemy model

17-19 – Demon refuse to do anything

20 – Demon disappear into different dimension

SWORD				
TYPE	RANGE	RoA	Critic	St
Cut	CC	1	1	8



WAILERS

M	CC	RS	Dex	Ag	WP	LD	S	A	W
5	7	10	11	0	12	13	2	23	2

Structure: Elite Troops (Base size 40 mm) First Circle Demons (You have to have a Wapred Lord with minimum Wizardy 1 in your army to buy unit of demons from the First Circle)

Armour: Chainmail

Weapon: “Demon Fang” Sword and Tail attack

Unit size:

3-4 Wailers (43 points each)

Skills: Immune to Panic, Fear, Terror. Immune to Firebased Attacks. Immune to Magic spells.

Scream of Terror: You may use this skill in a shooting phase. All enemy models not further than 10” from Wailers have to do a WP test minus amount of Wailers models. If they failed, put a Fear token onto them. They can do an extra morale test instead of moving.

Unstable: *If there's no more Warped Lord in game, each time you are activating Wailers (in movement phase) you have to do an unstable test:*

1 – You can act with them as normal plus you can make run, charge move even if they done something in a previous phases.

2-10 – Demon attacking closest models (not from his own squad, but can be from his own army)

11-16 – Demon will attack closest enemy model

17-19 – Demon refuse to do anything

20 – Demon disapper into different dimension

Fight Master: In one Close Combat Phase Wailer can attack from both of his weapons.

“DEMON FANG” SWORD				
TYPE	RANGE	RoA	Critic	St
Cut	1”	1	(1-7)	8

Magical Attack.

You can buy: Firebased attack for 7 points per model.

TAIL				
TYPE	RANGE	RoA	Critic	St
Crushing	CC	1	1	9



DEMON WINGS

M	CC	RS	Dex	Ag	WP	LD	S	A	W
6	9	10	12	-2	11	13	0	20	1

Structure: Elite Troops (Base size 40 mm) First Circle Demons (You have to have a Wapred Lord with minimum Wizardy 1 in your army to buy unit of demons from the First Circle)

Armour: Leather

Weapon: Two Handed Spear

Unit size:

1-3 Demon Wings (35 points each)

Skills: Immune to Panic, Fear, Terror. Fly

Warped Blows – You cannot use Heal or Healer skill against attack from model with that skill.

Unstable: *If there's no more Warped Lord in game or he lost control over demon(s), each time you are activating Demon Wings (in movement phase) you have to do an unstable test:*

1 – You can act with them as normal plus you can make run, charge move even if they done something in a previous phases.

2-10 – Demon attacking closest models (not from his own squad, but can be from his own army)

11-16 – Demon will attack closest enemy model

17-19 – Demon refuse to do anything

20 – Demon disapper into different dimension

You can buy a Ward Save (4) for 7 points per model.

TWO HANDED SPEAR				
TYPE	RANGE	RoA	Critic	St
Polearm	2''	1	(1-4)	13

Weapon Skill: If not in Base to Base contact, weapon gets: Swing skill.



HARBRINGER OF THE DARK WINGS

M	CC	RS	Dex	Ag	WP	LD	S	A	W
6	10	10	12	-2	13	13	4	23	3

Structure: Individual (Base size 50 mm) and one base of Bat Swarms.

Second Circle Demon (You have to have a Warped Lord with minimum Wizardy 2 in your army to buy demon from the Second Circle)

Armour: Chainmail – you can upgrade to Plate for extra 10 points

Weapon: Realeser Sword and demon bite

Unit Size:

1 Harbringer of the Dark Wings and one Bat Swarms (120 points)

+1 Bat Swarms for extra 50 points

(Harbringer is treated like a Squad Leader. If Bat Swarms will move away command zone they can act like different squad)

Skills: Immune to Panic, Fear and Terror. Terror (3)

Unstable: *If there's no more Warped Lord in game or he lost control over demon(s), each time you are activating Harbringer of the Dark Wings (in movement phase) you have to do an unstable test: 1 – You can act with them as normal plus you can make run, charge move even if they done something in a previous phases.*

2-10 – Demon attacking closest models (not from his own squad, but can be from his own army)

11-16 – Demon will attack closest enemy model

17-19 – Demon refuse to do anything

20 – Demon disapper into different dimension

You can buy a Warped Blows Skill for 15 points – You cannot use Heal or Healer skill against attack from model with that skill.

Fight Master: In one Close Combat Phase Harbringer of the Dark Wings can attack from both of his weapons.

REALESER SWORD				
TYPE	RANGE	RoA	Critic	St
Cut	1”	1	(1-2)	8

Risen: When you kill enemy with that Sword, make a WP test. If it is succes – put a Risen miniature (apropriate race) next to your base (with hand weapon if he had hand weapon or shooting if he had something to shoot). Next turn it will act as your squad member.

DEMON BITE				
TYPE	RANGE	RoA	Critic	St
Crushing	CC	1	1	7



DUSK REALM DEMON

M	CC	RS	Dex	Ag	WP	LD	S	A	W
5	10	10	12	-2	12	12	3	22	3

Structure: Individual (Base size 50 mm)

Second Circle Demon (You have to have a Warped Lord with minimum Wizardy 2 in your army to buy demon from the Second Circle)

Armour: Plate

Weapon: Cursed Blade and Shield

Unit Size:

1 Dusk Realm Demon (80 points)

Skills: Immune to Panic, Fear and Terror. Terror (2), Ram, Hate Dwarves.

Unstable: *If there's no more Warped Lord in game or he lost control over demon(s), each time you are activating Dusk Realm Demon (in movement phase) you have to do an unstable test:*

1 – You can act with them as normal plus you can make run, charge move even if they done something in a previous phases.

2-10 – Demon attacking closest models (not from his own squad, but can be from his own army)

11-16 – Demon will attack closest enemy model

17-19 – Demon refuse to do anything

20 – Demon disapper into different dimension

You can buy a Warped Blows Skill for 20 points – You cannot use Heal or Healer skill against attack from model with that skill.

CURSED BLADE				
TYPE	RANGE	RoA	Critic	St
Cut	1,5''	1	(1-2)	8

Weapon skill: Swing



THE DAMNED

M	CC	RS	Dex	Ag	WP	LD	S	A	W
6	11	10	14	-1	14	14	5	24	5

Structure: Monster (Base size 60 mm)

Third Circle Demon (You have to have a Warped Lord with minimum Wizardy 3 in your army to buy demon from the Third Circle)

Armour: Plate

Weapon: Two handed skull flail

Unit Size:

1 The Damned (155 points)

Skills: Immune to Panic, Fear and Terror. Terror (5). Swing

Unstable: *If there's no more Warped Lord in game or he lost control over demon(s), each time you are activating The Damned (in movement phase) you have to do an unstable test:*

1 – You can act with them as normal plus you can make run, charge move even if they done something in a previous phases.

2-10 – Demon attacking closest models (not from his own squad, but can be from his own army)

11-16 – Demon will attack closest enemy model

17-19 – Demon refuse to do anything

20 – Demon disapper into different dimension

You can buy a Regeneration (10) for 45 points.

You can buy a Killing Strike (Infantry) for 15 points.

TWO HANDED SKULL FLAIL				
TYPE	RANGE	RoA	Critic	St
Polearm	2"	1	(1-4)	13



THE TORMNTED

M	CC	RS	Dex	Ag	WP	LD	S	A	W
5	11	10	14	-1	14	14	5	24	5

Structure: Monster (Base size 60 mm)

Third Circle Demon (You have to have a Warped Lord with minimum Wizardy 3 in your army to buy demon from the Third Circle)

Armour: Plate

Weapon: Gore Attack, Demon Bite

Unit Size:

1 The Tormented (155 points)

Skills: Immune to Panic, Fear and Terror. Terror (5). Trample, Berserk. Fight Master

Unstable: *If there's no more Warped Lord in game or he lost control over demon(s), each time you are activating The Damned (in movement phase) you have to do an unstable test:*

1 – You can act with them as normal plus you can make run, charge move even if they done something in a previous phases.

2-10 – Demon attacking closest models (not from his own squad, but can be from his own army)

11-16 – Demon will attack closest enemy model

17-19 – Demon refuse to do anything

20 – Demon disapper into different dimension

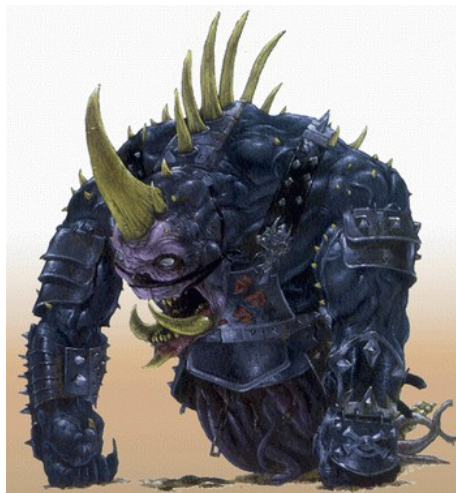
You can buy a Ward Save (4) for 65 points.

You can buy a Killing Strike (Cavalry) for 15 points.

GORE ATTACK				
TYPE	RANGE	RoA	Critic	St
Crushing	CC	1	1	20(x4)

Weapon Skill: Strike Last. Puncture – With this attack you receive CC-12 modifier.

DEMON BITE				
TYPE	RANGE	RoA	Critic	St
Crushing	CC	1	1	7



ABYSS CRAWLER

M	CC	RS	Dex	Ag	WP	LD	S	A	W
5	12	9	12	-3	16	17	6	24	6

Structure: Monster (Base size oval 130 mm)

Forth Circle Demon (You have to have a Wapred Lord with minimum Wizardy 4 in your army to buy demon from the Forth Circle)

Armour: Plate

Weapon: Goring Head, Deamon Bite

Unit Size:

1 Abyss Crawler (200 points)

Skills: *Immune to Panic, Fear and Terror. Terror (5). They are faster then expected. Ram. Fight Master.*

He did came out: If on the roll for skill: *They are faster then expected* you roll natural 20, you do not lose a unit. Roll normal for deviation.

The earth collapsing: When you are put token for Came out of nowhere, put Large Template instead. Before the model came out, eveybody under the template get hit with St of a model multiply by game turn and with game turn multiplayer (exmple: St=3 turn 1 Dam=3. St=3 Turn 3 Dam=9(x3) etc)

Go back to the Shadows: At the end of the turn you may go back underearth if pass LD test. Then at the begining of next turn you can put another token for coming out. You do not get Free Slash if you are using this skill.

GORING HEAD				
TYPE	RANGE	RoA	Critic	St
Crashing	2"	1	(1-5)	14

DEAMON BITE				
TYPE	RANGE	RoA	Critic	St
Crashing	CC	1	(1)	12

Weapon skill: Psychic Attack – Instead of Armour you need to make a WP test. WP - St of the weapon. You do not add St of the model.



SOULFLAYER

M	CC	RS	Dex	Ag	WP	LD	S	A	W
7	12	9	15	-3	18	16	6	24	8

Structure: Monster (Base size 80 mm)

Forth Circle Demon (You have to have a Wapred Lord with minimum Wizardy 4 in your army to buy demon from the Forth Circle)

Armour: Plate

Weapon: Two Huge Choppers, Firebreath

Unit Size:

1 Soulflayer (250 points)

Skills:

Immune to Panic, Fear and Terror. Terror (7). Fly

Unstable: *If there's no more Warped Lord in game or he lost control over demon(s), each time you are activating Soulflayer (in movement phase) you have to do an unstable test:*

1 – You can act with them as normal plus you can make run, charge move even if they done something in a previous phases.

2-10 – Demon is attacking closest models (not from his own squad, but can be from his own army)

11-16 – Demon will attack closest enemy model

17-19 – Demon refuse to do anything

20 – Demon disapper into different dimension

You can buy a Berserk skill for 10 points

You can buy a Ram attack for 15 points

You can buy Immune to Firebased attacks for 20 points

TWO HUGE CHOPPERS				
TYPE	RANGE	RoA	Critic	St
Crushing	2"	4	(1-4)	10(x2)

FIRE BREATH				
TYPE	RANGE	RoA	Critic	St
Fire based attack	Tear Template	1	0	10



THE NAMELESS

The Armies of the Devout are lead by powerful personages whose might is augmented directly by the Dark Lord. The Nameless are the strong willed captains that help direct the attacks of the Devout against the faithless. They wield two wicked axes made from a material not found on Chronopia, a material that cannot be destroyed by any known means. Riding large bi-pedal beasts of foul disposition, the Nameless charge into battle with the ferocity borne of knowing the touch of the Dark One himself. Having glimpsed his vastness they believe that victory is assured.

Raider

M	CC	RS	Dex	Ag	WP	LD	S	A	W
5	10	12	12	0	11	13	2	21	1

Mount

M	CC	RS	Dex	Ag	WP	LD	S	A	W
7	10	0	8	(+1)	8	8	3	20	2

Hit Table

1-16 Mount

17-20 Raider

(When Raider or Mount dies - remove the model from game)

Structure: Elite Troops (Base size 50 mm) Type: Cavalry

Armour: Chainmail

Weapon: Two axes

Mount: Demon Bite

Leader: LD +1 (Control zone +1")

Banner: A -1 (control zone +1")

Musican: A-1; LD+1 for break test. Squad cause Fear +(3)

Unit size:

1-2 The Nameless (each for 50 pts)

- plus leader for 55 pts
- one The Nameless can be a standard bearer for 10 pts
- one The Nameless can be a musican for 10 pts



Skills: Immune to Panic and Fear; Fear (3)

Mount: Ram

Raider: First Strke when charge bonus apply.

You can buy a Swing skill for 15 pts per model.

TWO AXES				
TYPE	RANGE	RoA	Critic	St
Crushing	CC	2	(1-2)	8

DEMON BITE				
TYPE	RANGE	RoA	Critic	St
Crushing	CC	1	1	7

BLOOD HUNTERS

Amongst the most abhorrent of the Devout's mortal legions are the Blood Hunters, individuals whose very nature inclines them to the service of the Dark One. They serve willingly in the ranks of the Devout not through some misguided ideal that became horribly perverted but because it suits the cruelty and greed within their hearts. As such, Blood Hunters scouts and trackers in the Devout army. Vicious raiders and slightly less of a scavenger than Dark Wings, Blood Hunters delight in looting the dead and dying and wear the raiment's of their victims like morbid trophies. As a reward for their dedication, their Dark Masters provide these Hunter's with Demon Steeds to serve as mounts and aid them in the pursuit of the unfaithful. These monstrous mounts look slow and dim witted, but this is a cruel trick of the Dark Lord. Capable of the quick bursts of speed, their huge maw is lined with razor sharp teeth and is more than capable of opening up the strongest Firstborn armor. Blood Hunter packs are lead by one of their own that excels in matters of depravity and pain and like all scavengers, will find himself replaced at the slightest sign of weakness.

Raider

M	CC	RS	Dex	Ag	WP	LD	S	A	W
5	10	12	12	0	11	12	1	20	1

Demon Steed

M	CC	RS	Dex	Ag	WP	LD	S	A	W
6	10	0	8	(+1)	8	8	3	20	2

Hit Table

1-16 Demon Steed

17-20 Raider

(When Raider or Demon Steed dies - remove the model from game)

Structure: Elite Troops (Base size 50 mm) Type: Cavalry

Armour: Chainmail + Shield

Weapon: Sword and Throwing Spear

Mount: Demon Bite

Leader: LD +1 (Control zone +1")

Banner: A -1 (control zone +1")

Musician: A-1; LD+1 for break test. Squad cause Fear +(3)

Unit size:

2-4 Blood Hunters (each for 45 pts)

- plus leader for 50 pts
- one Blood Hunter can be a standard bearer for 10 pts
- one Blood Hunter can be a musician for 10 pts

Skills: Immune to Panic and Fear;

Demon Steed: Unstable, Fear (3)

Raider: First Strike when charge bonus apply.

You can buy Archery Master skill for 10 pts per model.



SWORD				
TYPE	RANGE	RoA	Critic	St
Cut	CC	1	1	8

THROWING SPEAR				
TYPE	RANGE	RoA	Critic	St
Piercing	(6-10)	1	1	10

Range modifier -4

THE STALKER

M	CC	RS	Dex	Ag	WP	LD	S	A	W
5	10	13	15	-4	12	15	2	23	2

Structure: Individual (40 mm base)

Armour: Chainmail (You can upgrade to Plated for +5 points)

Weapon: Two Axes

Unit size:

1 The Stalker (80 pts)

Skills: Immune to Panic and Fear. Wizardy 1 (Warped Lord list – always spell no.1)

Came out of nowhere: On turn 1 put a marker anywhere on the battlefield. At the end of turn roll D20. If score is equal or lower then Dex – put a squad leader on the token and the rest of his squad in control zone. They cannot do anything in this turn but can act as normal in next turn. If the roll is higher then Dex roll for deviation. If roll is natural 20 the unit is lost.

TWO AXES				
TYPE	RANGE	RoA	Critic	St
Crushing	CC	2	(1-2)	8

For 20 points you can buy Frostbased attack skill.



SHADOW STALKER

M	CC	RS	Dex	Ag	WP	LD	S	A	W
5	11	8	12	-4	12	15	2	20	2

Structure: Individual (40 mm base)

Armour: Leather (You can upgrade to Chainmail for -20 pts then your Dex-4)

Weapon: Sword and a vicious parrying claw. Can be upgraded to “Demon Fang” Sword for 20 pts.

Unit size:

1 Shadow Stalker (80pts)

Skills: Immune to Panic and Fear.

Came out of nowhere: On turn 1 put a marker anywhere on the battlefield. At the end of turn roll D20. If score is equal or lower then Dex – put a squad leader on the token and the rest of his squad in control zone. They cannot do anything in this turn but can act as normal in next turn. If the roll is higher then Dex roll for deviation. If roll is natural 20 the unit is lost.

You can buy Unseen Assailant for 35 pts.

SWORD				
TYPE	RANGE	RoA	Critic	St
Cut	CC	1	1	8

“DEMON FANG” SWORD				
TYPE	RANGE	RoA	Critic	St
Cut	1”	1	(1-7)	8

Magical Attack.

You can buy: psychic attack for 25 pts.

VICIOUS PARRING CLAW
Special: each time enemy model hits you, test your Dex. If succes put 1 marker by the your model. For each marker you get extra Ag-1. Remove all markers after you make an attack.

You can buy: Support Weapon skill for 25 pts.



NECROMANCER

M	CC	RS	Dex	Ag	WP	LD	S	A	W
5	8	10	12	-1	16	14	0	19	2

Structure: Individual (40 mm base)

Armour: Leather

Weapon: Staff

Unit Size: 1 Necromancer (30 pts)

Skills: Wizardy (1), Immune to Panic and Fear.

You can buy a Wizardy +1 Skill for 30 pts

Each time you succesful cast risen spell roll D20 – on a natural roll 19-20 lose 1 Wound

Necromancer Spells: For each Wizardy level Necromancer draws that many spell cards from Necro Spell deck before the game. You can always change one spell for spell no.1

For each Wizardy level of Necromancer you can buy a risen squad into your army.

STAFF				
TYPE	RANGE	RoA	Critic	St
Polearm	1''	1	1	8(x2)

Special Skill: Psychic Attack

For 10 points you can buy skill Risen: When you kill enemy with that Staff, make a WP test. If it is succes – put a Risen miniature (apropriate race) next to your base (with hand weapon if he had hand weapon or shooting weapon if he had something to shoot). Next turn it will act as your squad member.



WARPED LORD

M	CC	RS	Dex	Ag	WP	LD	S	A	W
5	9	10	12	-1	16	14	0	21	2

Structure: Individual (40 mm base)

Armour: Leather

Weapon: Staff

Unit Size: 1 Warped Lord (35 pts)

Skills: Wizardy (1), Immune to Panic and Fear.

You can buy a Wizardy +1 Skill for 30 pts

Each time you succesful cast summon spell roll D20 – on a natural roll 19-20 lose 1 Wound

Warped Lord Spells: For each Wizardy level Warped Lord draws that many spell cards from Warped Spell deck before the game. You can always change one spell for spell no.1

For each Wizardy level of Warped Lord you can buy one circle of demon(s). For example: If you have Warped Lord on Wizardy 4 (max) you can buy one demon from Forth Circle or One demon from Third Circle and one demon(s) from the first and so on and so on. Total amount of Circles level cannot be higher than total Wizardy Level of Waped Lords.

STAFF				
TYPE	RANGE	RoA	Critic	St
Polearm	1”	1	1	8(x2)

Special Skill: Psychic Attack

For extra 35 points you can buy a skill Staff of control: You will get wizardy +1 only for puposes of controlling demons.



THE FORGOTTEN

Unlike the Swordsmen and other human followers of the Devout, the Forgotten are so named because of the ritual they undergo in their quest to become the perfect vessel for the Dark Lord's power. In a sinister ceremony presided over by a Warped Lord, the human supplicant drinks a specialized elisir that is brewed from various grizzly components including blood from his own family members whom he has personally sacrificed to the Devout's cause. Once imbibed, the elisir transforms the supplicant, wracking his body and mind for days, leaving him either a powerful being controlled by the Dark Lord or an insane, twisted mass of flesh fit only to join the carnal pits of the Devout.

Once the transformation is complete, the Forgotten has no recollection of his old memories or identity, his humanity having left him forever. Without the commands of a Warped Lord or Master to direct it, the Forgotten will stand vigilant until commanded. It is not uncommon for places devastated by the Devout to have Forgotten left in them by their Masters with the sole command to harm the living that enter the guarded area. As they do not sleep, eat, need any rest and are not driven by the hungers and lusts of the rest of the Devout, Forgotten make the perfect sentinels and guardians.

M	CC	RS	Dex	Ag	WP	LD	S	A	W
5	11	10	12	-2	12	15	2	23	1

Structure: Elite Troops (Base size 30 mm) Type: Infantry [Demon Circle I]

Armour: Plated

Weapon: Vorpall Sword and a Shield

Unit size:

1-2 The Forgotten (each for 35 pts)

Skills: Immune to Panic, Fear and Terror. Terror (2). Shield Master

Warped Lord Guard – You can buy a unit of Forgotten as Warped Lord Guard, then they are acting with Warped Lord as a unit members where Warped Lord is Leader, and do not count towards Demons circles.

Wizard Guard – if in 4" from any member of the squad a friendly wizard will take a hit (shooting or cc), member of the unit can jump to save the wizard. Move unit member if front or to the wizard and take a hit. If you are in B2B contact with wizard, enemy **MUST** attack you. You can take a shield test then.

VORPAL SWORD				
TYPE	RANGE	RoA	Critic	St
Cut	CC	1	1	8

Skill: Warped Blows – You cannot use Heal or Healer skill against attack from model with that skill.



JACKEL CLAN SCOUT

M	CC	RS	Dex	Ag	WP	LD	S	A	W
4	12	10	13	-2	13	14	2	23	2

Structure: Individual (40 mm base)

Armour: Chainmail

Weapon: Claw Spide

Unit size: 1 Jackal Clan Scout (60 points)

Skills: Ranger, Scout, Regeneration (3), Ram.

You may buy him Came out of nowhere skill for 20 points: On turn 1 put a marker anywhere on the battlefield. At the end of turn roll D20. If score is equal or lower then Dex – put a squad leader on the token and the rest of his squad in control zone. They cannot do anything in this turn but can act as normal in next turn. If the roll is higher then Dex roll for deviation. If roll is natural 20 the unit is lost.

CLAW SPIDE				
TYPE	RANGE	RoA	Critic	St
Crushing	1"	1	1	11(x2)



DEVOUT ARMY TREASURY

To each squad you may buy 1 treasury from list above (Only squad leader may wear treasury – if your unit do not have a leader – you cannot equip it with treasury) If treasury is for whole unit – you have to pay for each model, but if your leader is lost – you are loosing the treasury as well. You can buy only one the same treasury to your whole army
Individuals may have up to 3 trasuries.

Reinforced dark armour (1 pts per model) Your model is Immune to piercing attacks

Magical blade (2 pts per model) (only on swords) Dam of weapon is increase by 1 and it's treated like magic attack

Sigil of devoted demon (3 points per model) Fear +2

Dark amulet (15 points) (only individual) Ward Save +3

Dark Tusk Ring (60 points) (only individual) When you received a wound roll D20 on score 1-9 you tranfer that wound to model which inflicted it. He still can make a heal save and ward save. You can use this amulet only for one wound per turn.

Channeling Ring (10 pts) WP +1

Immortality helmet (5 pts) Immune to Killing Strike

Incantation Scroll (10 pts – model with Wizardy skill only) One use only. You get + 5 to WP when try to cast a spell. If enemy gets a save roll against this spell he gets additionally -5.

Staff of Seven Hells (25 pts) (Only for model with Wizardy Necromancy) Additional to your staff you get special shooting attack: Rise the Dead. Range 12". Instead of RS make WP test. If it succesfull you are creating new squad with plus one risen (race is exactly the same as race you are fighting now – you can choose with what kind of weapon). You can activate it this turn. If the risen will survive – next turn you need to add to his squad.

Dispell Scroll (30 pts) Only for individual with Wizardy. One use Only. Use it when other wizard succesfull cast a spell. That spell doesn't work. You can use it even when it was a critical use of magic.

Summoning Scroll (50 pts) [One use only] (Only for Warped Lords) Use when casting a Ritual Spell sumonning Demon – You will get WP+5.

MAGIC BANNERS

Standard of Defiance (20 points) All enemy units in 6" from the banner need to make a morale test against Panic

Standard of Decay (10 points) All enenmy models 6" from the banner gets -1 to Ward Save

Banner of Dark Courage (5 pts) +4 to morale agains Panic and Break Test

Dark Banner (10 pts) [One use only] When activated for the rest of the turn whole squad is nearly

invisible. Enemy gets -8 to hit with shooting weapon.

NECROMANTIC SPELLS
BASIC SPELL (Spell no.1)

NAME	RANGE	LEVEL	TYPE
Bone Spear	20	4	Spell

TYPE	RANGE	RoA	Critic	St
Magic (piercing)	One target	1	0	8(x2)

NAME	RANGE	LEVEL	TYPE
Rise the Dead	6	5	Spell

Description: When succesful, put new risen model (your choice) up to 6" from the caster. He will act as a unit with the caster from next turn.

NAME	RANGE	LEVEL	TYPE
Rise the Warband	8	9	Ritual

Description: When Succesful cast put a new unit of 4 Risen in 8" from the caster. They can act this turn as normal. Remember that you cannot control more units of risen than your Necromancy Wizardy level. You still cast this spell to increase the number of risen in the unit that is already under your control.

NAME	RANGE	LEVEL	TYPE
Undead	Caster	6	Ritual

Description: Through the Dark Tusk Realm the Necromacer taking power to heal his all wounds. When succesful casted bring your Wounds back to starting level.

NAME	RANGE	LEVEL	TYPE
Rise the Bone Golem	8	10	Ritual

Description: When Succesful cast put a Bone Golem in 8" from the caster. He can act this turn as normal. Remember that you cannot control more units of risen than your Necromancy Wizardy level.

NAME	RANGE	LEVEL	TYPE
Rise the Charnel Golem	8	10	Ritual

Description: When Succesful cast put a Charnel Golem in 8" from the caster. He can act this turn as normal. Remember that you cannot control more units of risen than your Necromancy Wizardy level.

NAME	RANGE	LEVEL	TYPE
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Bone Shield	Caster (and caster's unit)	5	Instant
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Description: For the rest of the turn caster and his squad gets bone shields around them that gives them A+2

NAME	RANGE	LEVEL	TYPE
Giant Bone Hand	Caster	6	Instant

Description: When you are becoming to be attacked, but before rolls to hit, when succesful cast this spell a Giant Bone Hand catch enemy trying to hit you (works only on Infantry to max 40mm base) and trowing him away. Attack: Knock Back (4). You cannot do a free slash.

WARPED SPELLS

BASIC SPELL (Spell No. 1)

NAME	RANGE	LEVEL	TYPE
Vortex to Dark Realm	18	4	Spell

Description: Cast on any friendly demon unit/squad. Till end of turn they recivie Ward Save +2

NAME	RANGE	LEVEL	TYPE
Possesion	15	6	Spell

Description: Cast on any enemy model within range. If suuccessful casted he need to make a WP test – Level of this spell. If model fails you get control over him. You can shoot/move/attack like it would be his shooting/moving/attack phase. Then put activated token next to it. If you possessed a model from the squad he cannot go away from command zone.

NAME	RANGE	LEVEL	TYPE
Summon Lesser Demon	6	7	Ritual

Description: If succesfull casted put a Demon from Circle One up to 6 inches from the Warped Lord. He will act as a part of his squad from next turn. Those model/s do not count up to control circle levels.

NAME	RANGE	LEVEL	TYPE
Summon Lesser Demons	6	10	Ritual

Description: If succesfull casted put a Unit of 3 Demons from Circle One up to 6 inches from the Warped Lord. They will act as a new squad from this turn. Remember that you cannot have more amount of circles than you have level of Warped Wizardy. You still could cast this ritual but at the end of the turn demon will be not under your control.

NAME	RANGE	LEVEL	TYPE
Summon Demon	6	8	Ritual

Description: If succesfull casted put a a Demon from Circle Two up to 6 inches from the Warped

Lord. He will act as a new squad from this turn. Remember that you cannot have more amount of circles than you have level of Warped Wizardy. You still could cast this ritual but at the end of the turn demon will be not under your control.

NAME	RANGE	LEVEL	TYPE
Summon Greater Demon	6	12	Ritual

Description: If succesfull casted put a Demons from Circle Three up to 6 inches from the Warped Lord. He will act as a new squad from this turn. Remember that you cannot have more amount of circles than you have level of Warped Wizardy. You still could cast this ritual but at the end of the turn demon will be not under your control.

NAME	RANGE	LEVEL	TYPE
Summon Master Demon	6	16	Ritual

Description: If succesfull casted put a Demons from Circle Four up to 6 inches from the Warped Lord. He will act as a new squad from this turn. Remember that you cannot have more amount of circles than you have level of Warped Wizardy. You still could cast this ritual but at the end of the turn demon will be not under your control.

NAME	RANGE	LEVEL	TYPE
Switch Places	20	7	Instant

Description: When you are being attacked, you can cast this spell. If succesfull casted. You can switch places with any of the demons in range. He get hits for you.

DEVOUT ARMY SELECTION

- Your army must have a WARLORD.
- Your Army may have no more Elite Troops then Basic Troops.
- Your Army may have no more Shooting Squads then non-shooting Squads.
- Your Army may have maximum one monsters
- Your Army may have no more Individuals then Squads.

WARLORD

Warlord is an individual that never will join any Squad. You have to buy a normal Individual from your army list or one Squad Leader to be your Warlord.

Warlord cost is the same as individual or SL.

Warlord will get additional bonuses: W+1, LD+1 and if your WL have wizardy skill then gets Wizardy (+1) but not W+1

If your Warlord die – every friendly models within 12” from him MUST make an Panic Test (unless they are Immune to Panic)

Every friendly unit 8” from Warlord may use his LD