

<p>Cultist 34 Points Regular - Medium Model</p> <p>4 Equipment MOV Two Hand Weapons Light Armour</p> <p>4 ATT 3 Perk MRK Marauder - Charge for free instead of spending an order if an enemy is within double your MOV range. If failed, you cannot charge again for free until next turn.</p> <p>4 DEF 3 IV 3 Ability Tactics - Range: 12" - Heroes may issue +1 D6 to any Veteran or Regular - Medium Model model.</p> <p>3 WP 3 ARM 3 EN 4 DAM</p> <p>Health </p>	<p>Lesser Demon 37 Points Regular - Medium Model</p> <p>4 Equipment MOV Two Hand Weapons Light Armour</p> <p>4 ATT 1 Perk MRK Fighter</p> <p>4 DEF 4 Ability Fear (3) - Force enemies to make a Bravery test with a TN of 3 when attacking them.</p> <p>4 IV 3 WP 3 ARM 4 EN 4 DAM</p> <p>Health </p>	<p>Demonic Fiend 71 Points Regular - Large Model</p> <p>3 Equipment MOV Great Weapon Light Armour</p> <p>4 ATT 1 Perk MRK Soldier</p> <p>3 DEF 3 IV 4 Ability Fear (4) - Force enemies to make a Bravery test with a TN of 3 when attacking them.</p> <p>4 WP 3 ARM 7 EN 5 DAM</p> <p>Health </p>	<p>Demonic Fiend 77 Points Regular - Large Model</p> <p>4 Equipment MOV Two Hand Weapons Medium Armour</p> <p>6 ATT 1 Perk MRK Soldier</p> <p>4 DEF 3 IV 4 Ability Fear (3) - Force enemies to make a Bravery test with a TN of 3 when attacking them. Scion of Carnage - When you incapacitate an enemy, you may move immediately and get a free attack against another enemy if you end your new movement with them in your threat range.</p> <p>4 WP 4 ARM 7 EN 5 DAM</p> <p>Health </p>
<p>Demonic Incubi 48 Points Regular - Medium Model</p> <p>5 Equipment MOV Two Hand Weapons Light Armour</p> <p>5 ATT 3 Perk MRK Soldier</p> <p>5 DEF 5 Ability Fear (3) - Force enemies to make a Bravery test with a TN of 3 when attacking them. Battle Dancer - Immune to Free Strikes.</p> <p>4 IV 4 WP 2 ARM 4 EN 3 DAM</p> <p>Health </p>	<p>Corrupted Warrior 71 Points Veteran - Medium Model</p> <p>3 Equipment MOV Hand Weapon Heavy Armour Shield</p> <p>5 ATT 3 Perk MRK Soldier Natural Born Killer</p> <p>4 DEF 3 IV 4 Ability Tactics - Range: 12" - Heroes may issue +1 D6 to any Veteran or Regular - Medium Model model.</p> <p>4 WP 5 ARM 5 EN 4 DAM</p> <p>Health </p>	<p>Cult Diabolist 76 Points Veteran - Medium Model</p> <p>3 Equipment MOV Great Weapon Light Armour</p> <p>3 ATT 3 Perk MRK Mage Lightning Reflexes</p> <p>4 DEF 4 Ability Tactics - Range: 12" - Heroes may issue +1 D6 to any Veteran or Regular - Medium Model model.</p> <p>5 WP 3 ARM 4 EN 4 DAM</p> <p>Spells Mana Missile - Range: 24" - Mana: 1 - TN: 4 - DAM: 4 +1 wound for each additional success. Spend +1 Mana for elemental effect, see page 53 of rulebook. Possession - Range: 24" - Mana: 2 - TN: Target's WP Take control of an enemy model. Mana Shield - Range: Self - Mana: 3 - TN: 6 Gain +3 EN, +1 EN per additional success.</p> <p>Health </p>	<p>Corrupted Rider 126 Points Veteran - Large Model</p> <p>6 Equipment MOV Hand Weapon Heavy Armour Shield Lance - +2 DAM when charging</p> <p>4 ATT 3 MRK 3 Perks Rider Natural Born Killer</p> <p>3 DEF 2 IV 4 WP 5 ARM 6 EN 5 DAM</p> <p>Abilities Tactics - Range 12" - Heroes may issue +1 D6 to any Veteran or Regular - Medium Model model. Tooth and Claw - Mount Cannot Equip Weapons. Mounted - Horse.</p> <p>Health </p>

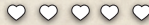
Cult Wizard 124 Points
Hero - Medium Model

4 Equipment
MOV Great Weapon
Light Armour

4 ATT
4 Perk
MRK Mage
Stubborn
5 Artful Dodger

4 Ability
IV Tactics - Range: 12" - Heroes may issue +1 D6 to any Veteran or Regular - Medium Model model.

6 WP
4 ARM
5 EN
6 DAM

Health 

Cult Wizard 124 Points
Hero - Medium Model

Spells
Mana Missile - Range: 24" - Mana: 1 - TN: 4 - DAM: 4
+1 wound for each additional success. Spend +1 Mana for elemental effect, see page 53 of rulebook.
Plane Walk - Range: 16" - Mana: 1 - TN: 4
Instantly move up to 16" within line of sight.
Possession - Range: 24" - Mana: 2 - TN: Target's WP
Take control of an enemy model.
Mana Nova - Range: 24" - Mana: 2 - TN: 5 - DAM: 3
Indirect Area of Effect, +1" radius per success, every enemy touched by radius is hit.
Mana Shield - Range: Self - Mana: 3 - TN: 6
Gain +3 EN, +1 EN per additional success.
Mana Leech - Range: 24" - Mana: 1 - TN: 4
Steal 1 unused mana per success from enemy mage.

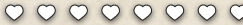
Nephilim 177 Points
Hero - Large Model

6 Equipment
MOV Two Hand Weapons
Light Armour

6 ATT
5 Perk
MRK Soldier
Natural Born Killer
5 Lightning Reflexes

4 Ability
IV Esoteric Knowledge - May use spells.
5 Fear (5) - Force enemies to make a Bravery test with a TN of 5 when attacking them.
5 WP Fly - Freely move over any terrain. No Line of Sight restrictions if you moved in the same turn.

5 ARM
8 EN
6 DAM

Health 

Nephilim 177 Points
Hero - Large Model

Spells
Mana Missile - Range: 24" - Mana: 1 - TN: 4 - DAM: 4
+1 wound for each additional success. Spend +1 Mana for elemental effect, see page 53 of rulebook.
Possession - Range: 24" - Mana: 2 - TN: Target's WP
Take control of an enemy model.
Mana Nova - Range: 24" - Mana: 2 - TN: 5 - DAM: 3
Indirect Area of Effect, +1" radius per success, every enemy touched by radius is hit.
Mana Shield - Range: Self - Mana: 3 - TN: 6
Gain +3 EN, +1 EN per additional success.
Mana Leech - Range: 24" - Mana: 1 - TN: 4
Steal 1 unused mana per success from enemy mage.

Corrupted Champion 154 Points
Hero - Medium Model

3 Equipment
MOV Blade of Might
6 Ring of Defense
ATT Heavy Armour
Shield

4 MRK
6 Perk
DEF Soldier
Natural Born Killer
5 Lightning Reflexes

4 Ability
IV Tactics - Range: 12" - Heroes may issue +1 D6 to any Veteran or Regular - Medium Model model.

6 WP
6 ARM
6 EN
7 DAM

Health 