



WARRIORS OF THE DARK GODS

LIST WARRIORS OF THE DARK GODS #4 - 1382 POINTS



520 pts (38.00 %) 862 pts (62.00 %) 0 pts (0.00 %) 0 pts (0.00 %)

Characters **Core** **Special** **Legendary Beasts**

(45 Max) (20 Least) (0 NoLimit) (35 Max)

Characters



CHOSEN LORD #1

Chosen Lord - Standard - Infantry - 25x25

520 POINTS



Global	Adv	Mar	Dis	Model Rules		
	5"	10"	9	Fearless, Path of the Favoured		
Defensive	HP	Def	Res	Arm	Hell-Forged Armour	
	3	7	5	0		
Offensive	Att	Off	Str	Ap	Agi	Hand Weapon
Chosen Lord	5	8	5	2	7	

Options Halberd • Envy • Trophy Rack • General • Shield • Banner of Speed • Talisman of Shielding • Ghostly Guard

Core



WARRIORS WITH FAVOURED CHAMPION #1

Warriors x14 - Standard - Infantry - 25x25

463 POINTS



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

Options Standard Bearer • Halberd • Envy



BARBARIAN HORSEMEN #1

Barbarian Horsemen x10 - Standard - Cavalry - 25x50

280 POINTS



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

Options Shield • Light Lance • Musician • Standard Bearer



WARHOUNDS #1

Warhounds **x8** - Standard - Beast - 25x50

119 POINTS



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>	
	8"	16"	5	Insignificant, Release the Hounds	
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	1	3	3	0	
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
Warhound	1	3	3	0	4

Magics

Racial Trait Spell

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

Magic items

Ghostly Guard: The wearer gains +2 Armour against non-Magical Attacks.

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

Magic banners

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

Model Rules

Battle Fever: Units with more than half of their models with Battle Fever must reroll failed Panic and Break Tests.

Champion:

Fearless: If more than half of a unit's models are Fearless, the unit automatically passes Panic Tests and Decimated Tests and cannot declare a Flee Charge Reaction (unless already Fleeing). Models that are Fearless are also immune to the effects of Fear.

Hand Weapon: All models come equipped with a Hand Weapon as their default equipment. If a model has any Close Combat Weapon other than a Hand Weapon, it cannot choose to use the Hand Weapon (unless specifically stated). Hand Weapons wielded by models on foot can be used alongside a Shield, then giving Parry

Harnessed: Model parts with Harnessed cannot make Supporting Attacks and cannot use Weapons. Shooting Weapons carried by model parts with Harnessed can be used by other model parts of the same model (as long as they do not have Harnessed or Inanimate). A model with with at least one model part with Harnessed is considered to be mounted.

Heavy Armour: +2 Armor

Hell-Forged Armour: Armour Equipment.

Follows the rules for Plate Armour (can be enchanted as if it was Plate Armour). The wearer's model gains Aegis (5+, against Toxic Attacks).

Insignificant:

Path of the Favoured: Universal Rule.

Units with more than half of their models with Path of the Favoured must reroll failed Break Tests. In addition, model parts with Path of the Favoured upgraded to a Champion additionally gain +1 Health Point to a maximum of 3, and their Discipline is set to 9.

Release the Hounds: Universal Rule.

One use only. May be activated at the start of a friendly Player Turn (all models in a unit must activate this rule at the same time). The model gains +6" March Rate and Devastating Charge (+1 Att, +1 Str) during this Player Turn.

Scoring: Units with at least one model with Scoring are considered to be Scoring Units, which are used for winning Secondary Objectives (see section XVI.2 "Scoring Secondary Objectives", page 67). Every army needs a few Scoring units to be able to complete Secondary Objectives, which is why units with Scoring are marked in the Army Books with a special pennant icon:

Scoring can be lost during the game:

- A unit that is Fleeing loses Scoring for as long as it is Fleeing.
- An Ambushing unit that enters the Battlefield on Game Turn 4 or later loses Scoring.

- A unit that has performed a Post-Combat Reform loses Scoring until the start of the following Player Turn.

Spiked Shield: Models on foot only.

Follows the rules for Shields (can be enchanted as if it was a Shield). For each successful Armour Save roll of 4+ made by the bearer against a Melee Attack while using a Spiked Shield, the bearer immediately inflicts 1 hit with the bearer's Strength and Armour Penetration against the model that caused the wound, before any casualties are removed, distributed onto the model's Health Pool. This is considered a Special Attack.

Qr codes of your army

Your can print this page to have all your army's units qrcode and cut them to stick them on your units, with them you can directly access to the unit's profil with your phone.

Chosen Lord #1



Warriors with Favoured Champion #1



Barbarian Horsemen #1



Warhounds #1

