



WARRIORS OF THE DARK GODS

LIST WARRIORS OF THE DARK GODS (v2021 BETA 2) #22 - 4 496 POINTS



1305 pts (29.00 %) 900 pts (20.00 %) 1331 pts (30.00 %) 1525 pts (34.00 %)
Characters **Core** **Special** **Legendary Beasts**
 (45 Max) (20 Least) (0 NoLimit) (35 Max)

Characters



DOOMLORD #1

Doomlord - Gigantic - Beast - 150x100

590 POINTS



Global	Adv	Mar	Dis	Model Rules	
	6"	12"	9	Path of the Exiled, Master of Destruction	
Defensive	HP	Def	Res	Arm	
	4	6	5	1	Hell-Forged Armour
Offensive	Att	Off	Str	Ap	Agi
Doomlord	5	7	5	2	5



MOUNT WASTELAND BEHEMOTH

Global	Adv	Mar	Dis	Model Rules	
	7"	14"	C		
Defensive	HP	Def	Res	Arm	
	7	3	6	4	
Offensive	Att	Off	Str	Ap	Agi
Wasteland Behemoth	6	3	6	3	3

Options Paired Weapons • Wasteland Behemoth • General • Shield



SORCERER #1

Sorcerer - Gigantic - Beast - 150x100

715 POINTS



Global	Adv	Mar	Dis	Model Rules	
	4"	8"	8	Wizard Apprentice, Battle Fever	
Defensive	HP	Def	Res	Arm	
	3	4	4	0	Light Armour
Offensive	Att	Off	Str	Ap	Agi
Sorcerer	2	4	3	0	3



MOUNT WASTELAND BEHEMOTH

Global	Adv	Mar	Dis	Model Rules	
	7"	14"	C		
Defensive	HP	Def	Res	Arm	
	7	3	6	4	
Offensive	Att	Off	Str	Ap	Agi
Wasteland Behemoth	6	3	6	3	3

Options Wizard Master • Paired Weapons • Wasteland Behemoth

Core



FALLEN #1


Fallen x5 - Standard - Infantry - 25x25

150 POINTS




Global	Adv	Mar	Dis	Model Rules	
	6"	12"	8	Light Troops, Fearless, Path of the Exiled	

<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	1	2	4	0	Hell-Forged Armour
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
Fallen	2	4	4	1	4 Paired Weapons




FALLEN #1 COPY
Fallen x5 - Standard - Infantry - 25x25

150 POINTS




<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>	
	6"	12"	8	Light Troops, Fearless, Path of the Exiled	
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	1	2	4	0	Hell-Forged Armour
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
Fallen	2	4	4	1	4 Paired Weapons




FALLEN #1 COPY COPY
Fallen x5 - Standard - Infantry - 25x25

150 POINTS




<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>	
	6"	12"	8	Light Troops, Fearless, Path of the Exiled	
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	1	2	4	0	Hell-Forged Armour
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
Fallen	2	4	4	1	4 Paired Weapons




FALLEN #1 COPY COPY COPY
Fallen x5 - Standard - Infantry - 25x25

150 POINTS




<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>	
	6"	12"	8	Light Troops, Fearless, Path of the Exiled	
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	1	2	4	0	Hell-Forged Armour
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
Fallen	2	4	4	1	4 Paired Weapons



FALLEN #1 COPY COPY COPY COPY
Fallen x5 - Standard - Infantry - 25x25

150 POINTS



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>	
	6"	12"	8	Light Troops, Fearless, Path of the Exiled	
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	1	2	4	0	Hell-Forged Armour
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
Fallen	2	4	4	1	4 Paired Weapons



FALLEN #1 COPY COPY COPY COPY COPY
 Fallen x5 - Standard - Infantry - 25x25

150 POINTS



Global	Adv	Mar	Dis	Model Rules	
	6"	12"	8	Light Troops, Fearless, Path of the Exiled	
Defensive	HP	Def	Res	Arm	
	1	2	4	0	Hell-Forged Armour
Offensive	Att	Off	Str	Ap	Agi
Fallen	2	4	4	1	4

Special



FORSWORN #1 COPY
 Forsworn x3 - Large - Infantry - 40x40

233 POINTS



Global	Adv	Mar	Dis	Model Rules	
	6"	12"	8	Scoring, Fearless, Path of the Exiled, Bodyguard	
Defensive	HP	Def	Res	Arm	
	3	4	4	1	Hell-Forged Armour
Offensive	Att	Off	Str	Ap	Agi
Forsworn	2	5	4	1	4

Options | Paired Weapons • Damnation



FELDRAKS #1
 Feldraks x3 - Large - Beast - 50x75

366 POINTS



Global	Adv	Mar	Dis	Model Rules	
	8"	16"	9	Fear, Scoring	
Defensive	HP	Def	Res	Arm	
	4	4	5	2	Unburnt, Light Armour
Offensive	Att	Off	Str	Ap	Agi
Feldrak	3	4	5	2	3

Options | Paired Weapons



FELDRAKS #1 COPY COPY
 Feldraks x3 - Large - Beast - 50x75

366 POINTS



Global	Adv	Mar	Dis	Model Rules	
	8"	16"	9	Fear, Scoring	
Defensive	HP	Def	Res	Arm	
	4	4	5	2	Unburnt, Light Armour
Offensive	Att	Off	Str	Ap	Agi
Feldrak	3	4	5	2	3

Options | Paired Weapons



FELDRAKS #1 COPY COPY COPY
 Feldraks x3 - Large - Beast - 50x75


366 POINTS



Global	Adv	Mar	Dis	Model Rules	
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<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>	
	8"	16"	9	Fear, Scoring	
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	4	4	5	2	Unburnt, Light Armour
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
Feldrak	3	4	5	2	3 Hatred

Options	Paired Weapons
Legendary Beasts	



FELDRAK ELDER #1
Feldrak Elder - Gigantic - Beast - 50x100

480 POINTS



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>	
	8"	16"	9		
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	6	5	6	3	Unburnt, Light Armour
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
Feldrak Elder	5	5	6	3	3 Hatred

Options	Halberd
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FELDRAK ELDER #1 COPY
Feldrak Elder - Gigantic - Beast - 50x100

480 POINTS



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>	
	8"	16"	9		
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	6	5	6	3	Unburnt, Light Armour
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
Feldrak Elder	5	5	6	3	3 Hatred

Options	Halberd
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Magics

Racial Trait Spell

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

Model Rules

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

Bodyguard: When a Character is joined to a unit in which at least one model has Bodyguard, that Character gains Stubborn. When Characters or Character types are stated in brackets, Bodyguard only works for the specified Characters or Character types.

Fear: Units in base contact with one or more enemy models with Fear suffer -1 Discipline. At the start of each Round of Combat, such units must take a Discipline Test, called a Fear Test. If this test is failed, the models in the unit are Shaken until the end of the Round of Combat. Models that have Fear themselves are immune to the effects of Fear.

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

