



WARRIORS OF THE DARK GODS


JEJE - 4 095 POINTS



1175 pts (26.00 %) 900 pts (20.00 %) 2020 pts (45.00 %)

Characters (45 Max) **Core** (20 Least) **Special** (0 NoLimit)


Special



CHOSEN #1


Chosen x10 - Standard - Infantry - 25x25

760 POINTS



Global	Adv	Mar	Dis	Model Rules	
	5"	10"	8	Fearless, Scoring, Path of the Favoured	
Defensive	HP	Def	Res	Arm	
	2	6	4	0	Hell-Forged Armour, Spiked Shield
Offensive	Att	Off	Str	Ap	Agi
Chosen	3	6	4	1	5
Master of Battle					


Options | Champion • Musician • Standard Bearer • Envy • Banner of Speed



CHOSEN #1

Chosen x10 - Standard - Infantry - 25x25

760 POINTS



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Defensive	HP	Def	Res	Arm	
	2	6	4	0	Hell-Forged Armour, Spiked Shield
Offensive	Att	Off	Str	Ap	Agi
Chosen	3	6	4	1	5
Master of Battle					

Options | Champion • Musician • Standard Bearer • Envy • Banner of Speed



CHOSEN KNIGHTS #1

Chosen Knights x3 - Large - Cavalry - 50x75

500 POINTS



Global	Adv	Mar	Dis	Model Rules	
	7"	14"	8	Fear, Fearless, Scoring, Path of the Favoured	
Defensive	HP	Def	Res	Arm	
	3	6	4	2	Hell-Forged Armour
Offensive	Att	Off	Str	Ap	Agi
Chosen Rider	3	6	4	1	5
	Halberd				
Karkadan	2	3	5	2	2
	Harnessed				

Options | Champion • Musician • Standard Bearer • Envy • Flaming Standard

Characters



EXALTED HERALD #1
Exalted Herald - Large - Infantry - 50x50

860 POINTS



Global	Adv	Mar	Dis	Model Rules		
	8"	16"	9	Fear, Fearless, Supernal, Wizard Adept, Legendary Beasts, Manifestation		
Defensive	HP	Def	Res	Arm		
	5	8	5	3	Aegis	
Offensive	Att	Off	Str	Ap	Agi	
Exalted Herald	6	9	5	2	8	Hand Weapon



SORCERER #1
Sorcerer - Standard - Infantry - 25x25

315 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	Hand Weapon

Options | Wizard Adept • Alchemy • General • Binding Scroll x1 • Rod of Battle

Core



WARRIORS #1
Warriors x16 - Standard - Infantry - 25x25

610 POINTS



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

Options | Great Weapon • Champion • Musician • Standard Bearer • Wrath • Zealots' Banner



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

145 POINTS



Global	Adv	Mar	Dis	Model Rules		
	6"	12"	8	Fearless, Light Troops, 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	Paired Weapons



FALLEN #1

Fallen x5 - Standard - Infantry - 25x25

145 POINTS



Global	Adv	Mar	Dis	Model Rules		
	6"	12"	8	Fearless, Light Troops, 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	Paired Weapons

Magics

Racial Trait Spell

*The spell can target units Engaged and in base contact with the Caster's Front Facing.

	Casting	Range	Type	Duration
H Hellfire				
Mf	(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>				



Alchemy

		Casting	Range	Type	Duration	Effect
A	Alchemical Fire		18"	Hex	One Turn	The target gains Flammable against Melee Attacks.
2	Word of Iron	<5+> {9+}	<24"> {18"}	Augment	One Turn	The target gains <+1> {+2} to its Armour.
1	Quicksilver Lash	7+	24"	Hex Missile Damage	Instant	The target suffers D3+1 hits with Flaming Attacks, Magical Attacks, and Armour Penetration 10. These hits always wound on a roll equal to or greater than "7 minus the target's Armour". An unmodified '6' always wounds and an unmodified '1' always fails to wound.
6	Molter Copper	7+	24"	Hex Missile Damage	Instant	The target suffers D3+4 hits with Strength X, Armour Penetration 4, Flaming Attacks, and Magical Attacks, where X is equal to the target's Armour.
3	Glory of Gold	8+	18"	Augment	One Turn	The target gains +1 Armour Penetration, Flaming Attacks and Magical Attacks.
5	Corruption of Tin	8+	36"	Hex	Permanent	The target suffers -1 Armour.
4	Silver Spike	<6+> {9+}	<18"> {36"}	Hex Missile Damage	Instant	The target suffers 1 hit with Strength 4 [6], Armour Penetration 10, Magical Attacks , [Multiple Wounds (D3)] , and Area Attack (1x5) .

Magic items

Binding Scroll: One use only. May be activated after Siphon the Veil (at the end of step 3 of the Magic Phase Sequence).

When activated, pick an enemy model and select one of its Attribute, Bound, or Learned Spells. The selected model cannot cast the chosen instance of the spell during this Magic Phase. Only a single Binding Scroll may be activated during the same phase.

Rod of Battle: The bearer can cast a Bound Spell, Power Level (4/8):

Type: Augment. Range 18". Duration: One Turn.

The target gains +1 to hit with its Close Combat Attacks.

Magic banners

Zealots' Banner: The maximum number of Supporting Attacks that models in the second rank of the bearer's unit can perform is increased by 1.

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

Flaming Standard: One use only. May be activated at the start of a Round of Combat or before shooting with the bearer's unit. The bearer's unit gains Flaming Attacks. If activated when Engaged in Combat, the effect lasts until the bearer's unit is no longer Engaged in Combat. If activated before shooting with the bearer's unit, the effect lasts until the end of the phase.

Model Rules

Aegis:

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

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.

Halberd: Attacks made with a Halberd gain +1 Strength and +1 Armour Penetration. A model using this weapon cannot simultaneously use a Shield against Melee Attacks.

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 at least one model part with Harnessed is considered to be mounted.

Hell-Forged Armour: Armour Equipment
Plate Armour. The wearer's model gains Aegis (5+, against Toxic Attacks)

Legendary Beasts: The sum of the Legendary Beasts values stated in brackets of all models in the army is restricted to 1 per 750 Army Points, rounding fractions up.

Light Armour: Armor +1

Light Troops: Units composed entirely of models with Light Troops are allowed to make any number of Reforms when performing Advance Moves or March Moves. They are allowed to shoot even if they Marched or Reformed. No model can end its movement with its centre further away than its March Rate from its starting position, around any obstructions (including the Unit Spacing rule). This means that when checking the distance travelled by a model, check the path the model would have taken if it was alone, with the exception that the unit as a whole cannot break the Unit Spacing rule while performing the move. If a model performed any action during the movement (such as a Sweeping Attack), the distance moved is counted from its starting position to the point on the Battlefield where it performed that action and then to its final position.

If more than half the models in a unit have Light Troops, the unit always counts as having 0 Full Ranks. Characters with Light Troops that are joined to units with one or more models without Light Troops, lose this rule for as long as they remain with the unit. An Infantry Character joined to an Infantry unit with both Light Troops and the same Size as the Character gains Light Troops for as long as it remains with the unit.

Manifestation: During Spell Selection, each Exalted Herald **must** choose two different Manifestations from the list below and apply the effects during the game. The model **must** select 3 spells out of the spells indicated for the chosen Manifestations, Wrath of God (Thaumaturgy), and Hellfire (Hereditary Spell). This replaces the normal rules for Spell Selection connected to being a Wizard Adept. In addition, Guiding Light (Divination) becomes the Attribute Spell for all non-Bound Spells cast by the model.

Master of Battle: The model's maximum number of Supporting Attacks is **set** to 3.

Paired Weapons: The wielder gains +1 Attack Value when using Paired Weapons. Attacks made with Paired Weapons gain +1 Offensive Skill and ignore Parry. A model using this weapon cannot simultaneously use a Shield against Melee Attacks.

Path of the Exiled: Units with more than half of their models with Path of the Exiled **must** reroll failed Break Tests. At the end of step 7 of a Round of Combat (after taking Break Tests), models with Path of the Exiled in a unit that failed a Break Test simultaneously perform Close Combat Attacks (ignoring the rules for Initiative Order, but otherwise following the normal rules such as Supporting Attacks and Allocating Attacks). Afterwards, they are removed as casualties. Models with Path of the Exiled cannot join or be joined by models with Path of the Favoured.

Path of the Favoured: 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 gain +1 Health Point to a maximum of 3, and their Discipline is **set** to 9.

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: Armour Equipment

Models on foot only.

Shield. For each successful Armour Save roll of 4+ made by the model part against an enemy Melee Attack while using a Spiked Shield, the model part immediately inflicts 1 hit with its Strength and Armour Penetration on the model that caused the wound, before any casualties are removed, distributed onto the model's Health Pool. This is considered a Special Attack.

Supernal:

Wizard Adept: - Knows 2 spells.

- Can select from the Learned Spells 1, 2, 3, and 4 of its chosen Path and the Hereditary Spell of its army.
The Wizard gains Channel (1) and selects its spells as described in Spell Selection.

Wizard Apprentice: - Knows 1 spell.

- Can select between the Learned Spell 1 of its chosen Path and the Hereditary Spell of its army.
The Wizard selects its spells as described in Spell Selection

Qr codes of your army

You 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.

