



WARRIORS OF THE DARK GODS

LIST WARRIORS OF THE DARK GODS #1 - 4 058 POINTS



1150 pts (28.00 %) 1716 pts (42.00 %) 772 pts (19.00 %) 970 pts (24.00 %)
Characters **Special** **Core** **Empowered**
 (25 Max) (0 NoLimit) (20 Least) (35 Max)

Characters



ANOINTED - HARBINGER OF CHAOS #1
 Anointed - Harbinger of Chaos - Standard - Infantry - 50x100

220 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Anointed - Harbinger of Chaos	4	7	3	5	4	3	6	4	8	Infantry
Model Rules	Mark of True Chaos • Gaze of the Gods • Plate Armor									



ANOINTED - LORD OF CHAOS #1
 Anointed - Lord of Chaos - Standard - Infantry - 50x100

380 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Anointed - Lord of Chaos	4	8	3	5	5	3	7	5	9	Infantry
Model Rules	Mark of True Chaos • Gaze of the Gods • Plate Armor									

Options	Wrath • Paired Weapons
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DAEMON PRINCE #1
 Daemon Prince - Standard - Infantry - 50x100

550 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Daemon Prince	8	9	5	6	5	4	8	5	9	Monster
Model Rules	Otherworldly • Daemonic Instability • Stubborn • Daemon of True Chaos • Plate Armor									

Options	Wrath
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Core

Core

WASTELAND WARRIORS #2
 Wasteland Warriors x12 - Standard - Infantry - 50x100

272 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Wasteland Warriors	4	5	3	4	4	1	4	2	8	Infantry
Model Rules	Mark of True Chaos • Scoring • Plate Armor • Shield									

Core

WASTELAND WARRIORS #1
 Wasteland Warriors x16 - Standard - Infantry - 50x100

500 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Wasteland Warriors	4	5	3	4	4	1	4	2	8	Infantry
Model Rules	Mark of True Chaos • Scoring • Plate Armor • Shield									

Options	Wrath • Champion • Musician • Standard Bearer
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Special

CHOSEN #1
Chosen **x10** - Standard - Infantry - 50x100

340 POINTS

Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Chosen	4	6	3	4	4	1	5	2	8	Infantry
Model Rules	Mark of True Chaos • Scoring • Immune to Psychology • Chosen of the Gods • Plate Armor • Shield									

Options	Wrath • Champion • Musician • Standard Bearer
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CRUSHER KNIGHTS #1
Crusher Knights **x3** - Standard - Infantry - 50x100

586 POINTS

Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Rider	4	5	3	4	4	1	5	2	8	Monstrous Cavalry
Crusher	7	5	-	5	4	3	2	3	7	
Model Rules	Mount's Protection (6+) • Plate Armor • Shield									
Model Rules (Rider)	Mark of Wrath • Chosen of the Gods									
Model Rules (Crusher)	Scoring • Mark of Wrath • Fear • Magical Attacks									

Options	Daemon Weapon • Champion • Musician • Standard Bearer
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FALLEN BEAST #1
Fallen Beast - Standard - Infantry - 50x100

140 POINTS

Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Fallen Beast	3D6	3	-	4	5	3	2	D6+1	10	Monstrous Beast
Model Rules	Mark of True Chaos • Fear • Random Movement (3D6) • Random Attacks (D6+1) • Unbreakable • Wasteland Wanderer									

Options	Wrath
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WASTELAND CHARIOT - PAIR OF WASTE STEEDS #1
Wasteland Chariot - Pair of Waste Steeds - Standard - Infantry - 50x100

240 POINTS

Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Chariot	-	-	-	5	5	-	-	-	-	Chariot
Warrior Crew (2)	-	5	3	4	-	-	4	2	8	
[Wasteland Steed (2)]	8	3	-	4	-	4	3	1	5	
[Mauler (1)]	7[6]	4	-	5	-	6	2	3	6	
Model Rules	Plate Armor • Mount's Protection (6+)									
Model Rules (Chariot)	Impact Hits (+1)									
Model Rules (Warrior Crew (2))	Mark of True Chaos • Halberd									

Options	Wrath
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WASTELAND KNIGHTS #1
Wasteland Knights **x5** - Standard - Infantry - 50x100

410 POINTS

Troops	M	WS	BS	S	T	W	I	A	Ld	Type
KnightRider	4	5	3	4	4	1	5	2	8	Cavalry
Wasteland Steed	8[7]	3	-	4	3	1	3	1	5	
Model Rules	Mount's Protection (6+) • Plate Armor • Shield • Barding									
Model Rules (KnightRider)	Mark of True Chaos • Scoring • Fear • Lance									

Empowered

HELLSCREAM CANNON #1

Hellscream Cannon - Standard - Infantry - 50x100

420 POINTS

Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Hellscream Cannon	4	4	3	5	6	5	1	4	7	Monster
Model Rules	Otherworldly • Frenzy • Daemonic Instability • Stubborn • Innate Defence (5+) • Hellscream Cannon									

Magics**Model Rules****Barding:****Chosen of the Gods:****Daemon of True Chaos:** No Additional Effect

Daemonic Instability: When a unit with this Special Rule fails a Break Test, it does not flee from combat. Instead, it suffers a number of Wounds equal to the amount by which the test was failed (Simplified formula: $2D6+CSLd$), ignoring the usual minimum 0 for its Leadership Characteristic. These Wounds are distributed following the rules for Unstable, with no saves of any kind allowed. Only characters with Daemonic Instability can join units with Daemonic Instability, and Characters with Daemonic Instability cannot join units without Daemonic Instability. If a model has both Daemonic Instability and Unstable, disregard the latter.

Fear: All enemy units in base contact with one or more models with this special rule suffer a 1 Leadership modifier. Models that are Immune to Psychology or that have Fear themselves are immune to the effects of Fear. At the start of each

Combat Round, units in base contact with one or more enemy models with Fear must take a Leadership Test. If this test is failed, the models in the unit have their Weapon Skill reduced to 1 for the remainder of the Combat Round.

Frenzy: Model parts with Frenzy have +1 Attack and are Immune to Psychology. After all charges have been declared, each of your units with one or more models (or model parts) with Frenzy must take a Frenzy Test (Leadership Test) if it did not declare a charge. If the test is failed, the unit must declare a charge against the closest viable enemy unit, if there is one. Characters are never forced to charge out of units. Units with one or more model parts with Frenzy must always pursue and overrun whenever possible. If a model part with Frenzy is ever on the losing side of a Combat Round, it immediately loses this special rule.

Gaze of the Gods: A model with this rule cannot refuse a Challenge and must issue one if no other model does so. If a model with this rule kills an enemy Character in a Challenge or slays a Monster, then the model part with Gaze of the Gods may reroll all to-hit and to-wound rolls until the end of the current player's next Magic phase. If two or more models with this rule slay a Monster at the same Initiative, only one model (chosen by the owner) can benefit from Gaze of Gods.

Halberd:**Hellscream Cannon:** This weapon can be fired in two ways:

– As a Catapult (4) Artillery Weapon
with the Move or Fire special rule and:

Range 12-60", Strength 4[7],

Armour Piercing (1), [Multiple Wounds (D3, Clipped Wings)]

A unit which suffers 1 or more casualties from this attack must immediately take a Panic Test, just as if it had suffered 25% casualties.

– As a Catapult (4) Artillery Weapon with:

Range 6-24", Strength 3,

Armour Piercing (1)

A unit which suffers 1 or more casualties from this attack must immediately take a Panic Test, just as if it had suffered 25% casualties.

Immune to Psychology: If half or more of a unit's models are Immune to Psychology, the unit automatically passes Panic Tests and cannot declare a Flee reaction (unless already fleeing). Models that are Immune to Psychology are also immune to the effects of Fear.

Impact Hits (+1):

Innate Defence (5+): A model can only use one instance of Innate Defence, use the best available Innate Defence. Innate Defence (5+): +4 to Armour Save.

Lance:

Magical Attacks: Attacks with this special rule or Attacks made by model parts with this special rule normally don't have any special effect. However, they interact with other rules (such as Ethereal). Models with this special rule apply it to all their attacks, including Special Attacks such as Stomp, Impact Hits, and Breath Attacks (unless stated otherwise). All attacks caused by spells and Magical Items have Magical Attacks.

Mark of True Chaos: Units with more than half of their models with the Mark of True Chaos may reroll failed Panic tests.

Mark of Wrath: Model parts with the Mark of Wrath gain a +1 to-hit modifier in Close Combat when attacking enemies in front of them, and cannot declare

'Flee' as a Charge Reaction.

Wizards cannot gain the Mark of Wrath in any way nor can Models with Mark of Wrath become Wizards in any way.

Mount's Protection (6+):

Otherworldly: Models with this special rule have Magical Attacks, are Immune to Psychology and have a Ward Save (5+). Units with the Otherworldly special rule can only be joined by Otherworldly Characters. Similarly, Otherworldly Characters can only join Otherworldly units.

Plate Armor:

Random Attacks (D6+1): Each time a part of a model with this Special Rule has to attack in Close Combat, it will have a number of Attacks equal to D6+1, disregarding its Attacks Characteristic (and any modifier to it).

Random Movement (3D6): Moves in Compulsory Movements subphase. Always charge, flee, pursue and overrun 3D6.

Scoring: Units with at least one model with the Scoring special rule are considered Scoring Units and are used for capturing Secondary Objectives. Every army needs a few Scoring units to be able to complete Secondary Objectives, which is why units with the Scoring special rule are marked in the Armybooks with a special pennant icon:

The Scoring special rule can be lost during the game:

- One or more models in the unit are Light Troops.
- A unit that is Fleeing loses its Scoring special rule for as long as it is Fleeing.
- An Ambushing unit that entered the Battlefield on Game Turn 4 or later loses its Scoring Special rule.
- A unit that has performed a Post-Combat Reform loses its Scoring special rule until the end of the current Player Turn.

Shield:

Stubborn: A unit with at least one model with this special rule ignores any Combat Score penalties to its Leadership when taking Break Tests or Combat Reform Leadership Tests.

Unbreakable: Units with this special rule are Immune to Psychology and automatically pass all Break Tests. Characters with the Unbreakable special rule can only join Unbreakable units. Unbreakable units can only be joined by Unbreakable Characters.

Wasteland Wanderer: A Fallen Beast gains Ambush. When entering the Battlefield, the Fallen Beast may perform a 2D6 Random move as if in the Compulsory Moves sub-phase but treating all friendly and enemy units as Impassable Terrain.

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.

