



WARRIORS OF THE DARK GODS

CHAOS DRAGON II - 4 389 POINTS



1650 pts (37.00 %) 914 pts (20.00 %) 1435 pts (32.00 %) 760 pts (17.00 %)

Characters **Core** **Special** **Legendary Beasts**
 (45 Max) (20 Least) (0 NoLimit) (35 Max)

Characters





CHOSEN LORD #1

Chosen Lord - Gigantic - Beast - 50x100

735 POINTS



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

MOUNT WASTELAND DRAGON

Global	Adv	Mar	Dis				Model Rules
	8"	16"	C				Fly (6",12", 6",12"), Light Troops
	6"	12"					
Defensive	HP	Def	Res	Arm			
	6	5	6	4			
Offensive	Att	Off	Str	Ap	Agi		
Wasteland Dragon	5	5	6	3	3	Breath Attack, Harnessed	

Options | Great Weapon • Pride • Wasteland Dragon • General • Lucky Charm • Veilgate Orb




SORCERER #1

Sorcerer - Large - Construct - 50x100

915 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	



MOUNT BATTLESHRINE

Global	Adv	Mar	Dis				Model Rules
	5"	10"	C				Channel (1, 1), Fear, Towering Presence, War Platform , Keeper of the Beacon (mount), Trophy Rack
Defensive	HP	Def	Res	Arm			
	5	C	5	C+1	Aegis (5+)		
Offensive	Att	Off	Str	Ap	Agi		
Wretched One			4	0	1		

Options | Plate Armour • Wizard Master • Paired Weapons • Veil Walker • Battleshrine • Talisman of the Void • Lord of the Damned • Hero's Heart

Core



WARRIORS WITH FAVOURED CHAMPION #1

Warriors x20 - Standard - Infantry - 25x25

795 POINTS



Global	Adv	Mar	Dis	Model Rules	
	4"	8"	8	Scoring, Fearless, Path of the Favoured, Champion	
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	Musician • Standard Bearer • Great Weapon • Sloth • Zealots' Banner
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WARHOUNDS #1

Warhounds x8 - Standard - Beast - 25x50

119 POINTS



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

Special



WRETCHED ONES #1

Wretched Ones x6 - Large - Infantry - 40x40

500 POINTS



Global	Adv	Mar	Dis	Model Rules	
	3D6"	"	5	Unbreakable, Random Movement (3D6", 3D6"), Fearless, Irredeemable	
Defensive	HP	Def	Res	Arm	
	3	2	4	0	Fortitude (5+)
Offensive	Att	Off	Str	Ap	Agi
Wretched One			4	0	1
					Grind Attacks (D6+1, D6+1)



WRETCHED ONES #2

Wretched Ones x5 - Large - Infantry - 40x40

415 POINTS



Global	Adv	Mar	Dis	Model Rules	
	3D6"	"	5	Unbreakable, Random Movement (3D6", 3D6"), Fearless, Irredeemable	
Defensive	HP	Def	Res	Arm	
	3	2	4	0	Fortitude (5+)
Offensive	Att	Off	Str	Ap	Agi
Wretched One			4	0	1
					Grind Attacks (D6+1, D6+1)



BARBARIAN HORSEMEN #1

Barbarian Horsemen x5 - Standard - Cavalry - 25x50

160 POINTS



Global	Adv	Mar	Dis	Model Rules	
	8"	16"	8	Scoring, Battle Fever	

<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	1	4	3	1	Heavy Armour
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
Barbarian Horseman	1	4	4	0	3
Black Steed	1	3	4	0	3
					Harnessed


Options	Shield • Light Lance • Musician
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BARBARIAN HORSEMAN #2

Barbarian Horsemen x5 - Standard - Cavalry - 25x50

160 POINTS



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

Options	Shield • Light Lance • Musician
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CHIMERA #1

Chimera - Large - Beast - 50x100

200 POINTS



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>	
	8"	20"	8	Fear, Towering Presence	
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	4	3	5	3	
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
Chimera	5	4	5	2	4

Legendary Beasts



FORSAKEN ONE #1

Forsaken One - Gigantic - Beast - 50x100

390 POINTS



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>	
	3D6"	"	5	Unbreakable, Random Movement (3D6", 3D6"), Fearless, Irredeemable	
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	6	2	6	0	Fortitude (5+)
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
Forsaken One			6	2	1
					Grind Attacks (D6+3, D6+3)

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

Casting	Range	Type	Duration
The target suffers (2D3) {2D6} hits with Strength 6, Armour Penetration 0, and Magical Attacks.			

Magic items

Lucky Charm: One use only. May be activated when the bearer's model fails an Armour Save. This failed Armour Save may be rerolled.

Veilgate Orb: At the end of Siphon the Veil, the army may keep up to 6 Veil Tokens instead of the normal 3.

Hero's Heart: The wielder of this enchanted weapon gains +1 Attack Value while using it. Attacks made with this enchanted weapon become Magical Attacks and always have at least Strength 5 and at least Armour Penetration 3.

Lord of the Damned: Any unit with Irredeemable within 18" of the bearer's model may reroll the distance it moves in the Movement Phase with Random Movement.

Talisman of the Void: The bearer gains Channel (1).

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.

Model Rules

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

Champion:

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.

Fortitude: Fortitude is a Special Save. Fortitude Saves cannot be taken against attacks with Lethal Strike that rolled a natural 6+ to wound, or against attacks with Flaming Attacks.

Grind Attacks: A model part with Grind Attacks resolves these attacks at its own Agility. It must choose an enemy unit in base contact with it. The chosen enemy unit suffers a number of hits equal to the value stated in brackets (X). These hits are resolved with the model part's own Strength and Armour Penetration.

If a model has both Grind Attacks and Impact Hits

, it may only use one of these rules in the same Round of Combat

(its controlling player may choose which). When several model parts in the same unit have Grind Attacks and when

X is a random number (e.g. Grind Attacks (2D3)), roll for the number of hits separately for each model part.

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.

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:

Irredeemable: The model cannot make Stomp Attacks and can make Grind Attacks as Supporting Attacks, ignoring the maximum number of Supporting Attacks. When a model with Irredeemable is killed by a Melee Attack, remove it as a casualty only at Initiative Step 0. A unit with at least one model with Irredeemable may never have more ranks than files.

Light Armour: Armor +1

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.

Random Movement: The unit cannot Declare Charges and cannot move normally (Advance, March, Reform) in the Movement Phase (which also means they cannot perform Magical Moves). The model loses Swiftstride (and can never gain it), but always charges, Flees, Pursues and Overruns the distance stated in brackets.

In the Movement Phase, at the end of step 2 of the the it with Random Movement moves using the rules for Pursuing units, except that they can freely choose which direction to rotate towards before rolling the Pursuit Distance, cannot move off the Board Edge and only take Dangerous Terrain Tests if they actually charge an enemy unit (they still test as normal when Fleeing, Pursuing a Broken enemy or Overrunning).

Whenever a unit with Random Movement needs a March Rate (e.g. when Post-Combat Reforming), use the potential maximum value of X as its March Rate.

Characters with Random Movement can only join units with Random Movement (by moving into contact with them during the Movement Phase or by being deployed inside), and units with Random Movement can only be joined by Characters with Random Movement. Units with Random Movement cannot enter Buildings. If a unit has several sets of Random Movement, use the one with the lowest average (in case of a tie, you may choose which version to use). A model

with Random Movement cannot move in the same phase as it arrives on the Battlefield as Reinforcement (Dawn Assault) or Ambusher.

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.

Towering Presence: The model gains Tall and can never be joined or join a unit (unless it is a War Platform). A model with Towering Presence increases its Rally Around the Flag and Commanding Presence ranges by 6".

Unbreakable: The model gains Fearless and its unit automatically passes all Break Tests. Characters with Unbreakable can only join units consisting entirely of models with Unbreakable. Units with one or more models with Unbreakable can only be joined by Characters with Unbreakable.

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.

Chosen Lord #1	Sorcerer #1	Warriors with Favoured Champion #1	Wretched Ones #1	Wretched Ones #2	Warhounds #1	Barbarian Horsemen #1	Barbarian Horsemen #2	Chimera #1	Forsaken One #1
									