



WARRIORS OF THE DARK GODS

FORSWORNWDG - 4 152 POINTS




1815 pts (40.00 %) 827 pts (18.00 %) 780 pts (17.00 %) 1470 pts (33.00 %)

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

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


Characters



DOOMLORD #1

Doomlord - Large - Infantry - 40x40

455 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	Hand Weapon

Options | Crown of the Wizard King • Basalt Infusion • Potion of Strength



SORCERER #2

Sorcerer - Gigantic - Beast - 150x100

665 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 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 • Occultism • Wizard Adept • Wasteland Behemoth • Sceptre of Power • Hero's Heart



SORCERER #1

Sorcerer - Gigantic - Beast - 50x100

695 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 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

Options | Paired Weapons • Alchemy • Wasteland Dragon • Wizard Adept • General • Rod of Battle • Crystal Ball

Core



BARBARIAN HORSEMEN #1

Barbarian Horsemen x12 - Standard - Cavalry - 25x50

354 POINTS



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

Options | Shield • Light Lance • Musician • Standard Bearer • Banner of Discipline



BARBARIAN HORSEMEN #2

Barbarian Horsemen x12 - Standard - Cavalry - 25x50

354 POINTS



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

Options | Shield • Light Lance • Musician • Standard Bearer • Banner of Discipline



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



FORSWORN #1

Forsworn x10 - Large - Infantry - 40x40

780 POINTS



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

Options	Spiked Shield • Musician
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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)					



MARAUDING GIANT #1

Marauding Giant - Gigantic - Infantry - 75x100

340 POINTS



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>	
	7"	14"	8	Giant See, Giant do	
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	8	3	5	1	
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
Marauding Giant	5	3	5	2	3
Rage					

Options	Monstrous Familiar • Big Brother
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Magics

Racial Trait Spell

	<i>Casting</i>	<i>Range</i>	<i>Type</i>	<i>Duration</i>
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>				



Alchemy

		Casting	Range	Type	Duration	Effect
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.
2	Word of Iron	5+ [9+]	24"	Augment	One Turn	The target gains +1[+2] to its Armour.
6	Molter Copper	7+	24"	Hex Missile Damage	Instant	The target suffers D3+3 hits with Strength X, Armour Penetration 4, Flaming Attacks, and Magical Attacks, where X is equal to the target's Armour.
A	Alchemical Fire		18"	Hex	One Turn	The target gains Flammable against Melee 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 (1×5).
3	Glory of Gold	8+	18"	Augment	One Turn	The target gains +1 Armour Penetration, Flaming Attacks and Magical Attacks.



Occultism

The Sacrifice: When casting a non-Bound Spell from this Path, immediately after the casting roll, but before any Dispelling Attempt, the Active Player may choose the Caster's unit or another friendly unengaged unit within 24".

A unit may only be chosen once per phase. The chosen unit suffers X hits that wound automatically with Armour Penetration 10 and Magical Attacks, and with no saves of any kind allowed, where X is determined by the Discipline value of the largest fraction of models in the unit, ignoring all Discipline modifiers. In case of a tie, use the lower value:

- 0 to 4: 3 hits
- 5 to 7: 2 hits
- 8 to 10: 1 hit

Any Health Point loss from The Sacrifice that would remove the last model of the chosen unit as a casualty is discarded.

These Health Points losses never cause Panic Tests.

If at least one Health Point loss was caused, the spell is cast with the {amplified} version. In that case, use any text marked with {}.

		Casting	Range	Type	Duration	Effect
6	The Grave Calls	11+	12"	Hex Damage Direct	Instant	The target suffers 2D6 hits with Strength 5, Armour penetration 2, and Magical Attacks. {The hits gain +1 Strength and +1 Armour Penetration.}
2	Hand of Glory	6+ [8+]	Caster [12"]	[Augment] Focused	One Turn	[This spell may only target Characters, Champions, and single model units.] The target {and all models in its unit} gain Aegis (6+) and Aegis (+1, max 3+).
3	The Rot Within	6+	18"	Hex	Permanent	The target suffers -1 Offensive Skill and -1 Defensive Skill. {The Caster gains +1 Offensive Skill and +1 Defensive Skill.}
1	Pentagram of Pain	5+[6+]	24"[12"Aura]	[Hex] Direct [Universal] Damage	Instant	The target suffers D6 hits with Strength 4, Armour Penetration 1, and Magical Attacks. [The Caster's unit is unaffected.] {If one or more unsaved wounds are caused with this spell, the Caster Recovers 1 Health Point.}
5	Marked for Doom	9+	24"	Hex Damage Direct	Instant	The target suffers 1 hit with Strength 10, Armour Penetration 10, Multiple Wounds (D3), and Magical Attacks. {If the target is within 12" of the Caster, the spell targets a single Character or Champion joined to the target unit.}
4	Breath of Corruption	6+ [9+]	Caster [12"]	[Augment] Focused	One Turn	The target gains Breath Attack (Magical Attacks, Toxic Attacks). [This spell may only target Characters, Champions, and single model units.] {If the Breath Attack is used as a Shooting Attack, its range is increased to 18".}

Magic items

Basalt Infusion: The wearer gains +1 Armour and Aegis (3+, against Flaming Attacks). The wearer automatically fails all Fortitude Saves.

Crown of the Wizard King: During Spell Selection, randomise a Magic Path (from all Paths in this book). The bearer is a Wizard Apprentice using the randomised Path. It cannot select the Hereditary Spell. The bearer cannot take any Special Items nor any other upgrades that are restricted to Wizards (or any types of Wizards).

Potion of Strength: One use only. May be activated at the start of any phase or Round of Combat. Until the end of the Player Turn the bearer gains Crush Attack.

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.

Sceptre of Power: One use only. A Wizard with this Artefact may add a single Magic Dice from its Magic Dice pool to one of its casting rolls or dispelling rolls, after seeing the casting or dispelling roll (note that casting rolls cannot exceed the limit of max 5 Magic Dice).

Crystal Ball: The firsts Dispelling Attempt in each enemy Magic Phase gains a +2 Dispelling Modifier, provided the bearer is on the Battlefield.

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

Banner of Discipline: The bearer's unit may reroll failed Panic Tests. If the Battle Standard Bearer or the General is part of the bearer's unit, it automatically passes Panic Tests instead.

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.

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

Giant See, Giant do: Universal Rule.
The model gains Åsklander Battle Fever and Shield.

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 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

Master of Destruction: The bearer can use a Shield (or a Spiked Shield) simultaneously with a Great Weapon or a Halberd.

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.

Rage: Attack Attribute - Close Combat.
Whenever the model loses a Health Point, it gains +1 Attack Value. Whenever it gains a Health Point, it suffers -1 Attack Value.

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.

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.

