



WARRIORS OF THE DARK GODS

MAKINAS - 3 974 POINTS



1630 pts (41.00 %) **683 pts (17.00 %)** 1661 pts (42.00 %) 0 pts (0.00 %)
Characters **Core** **Special** **Legendary Beasts**
 (45 Max) (20 Least) (0 NoLimit) (35 Max)

Characters

CHOSEN LORD #1
Chosen Lord - Standard - Infantry - 50x50

575 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 WAR DAIS

Global	Adv	Mar	Dis	Model Rules		
	C"	C"	C	Tall		
Defensive	HP	Def	Res	Arm		
	4	C	C	C+2	Cannot be Stomped	
Offensive	Att	Off	Str	Ap	Agi	
War Dais	4	5	4	1	4	Harnessed

Options Halberd • Envy • Trophy Rack • War Dais • Entropic Aura • Icon of the Infinite • Lucky Charm

CHOSEN LORD #2
Chosen Lord - Standard - Construct - 50x50

685 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 SCYTHED SKYWHEEL

Global	Adv	Mar	Dis	Model Rules		
	C"	C"	C	Tall, Fly (6", 18", 6", 18"), Light Troops, Swiftstride		
	6"	18"				
Defensive	HP	Def	Res	Arm		
	C	C	C	C	Hard Target (1, 1), Cannot be Stomped	
Offensive	Att	Off	Str	Ap	Agi	
Scythed Skywheel			3	0	3	Harnessed, Grind Attacks (D3+1, D3+1)

Options Halberd • Envy • Scythed Skywheel • General • Luck of the Dark Gods • Talisman of Shielding • Burning Portent



SORCERER #1
Sorcerer - Standard - Infantry - 25x25

370 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

Options	Wizard Master • Evocation
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Core



WARRIORS WITH FAVOURED CHAMPION #1
Warriors x19 - Standard - Infantry - 25x25

683 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 • Halberd • Envy • Zealots' Banner
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Special



WARRIOR KNIGHTS WITH FAVOURED CHAMPION #1
Warrior Knights x8 - Standard - Cavalry - 25x50

512 POINTS



Global	Adv	Mar	Dis	Model Rules	
	8"	14"	8	Scoring, Fearless, Path of the Favoured, Champion	
Defensive	HP	Def	Res	Arm	
	1	5	4	2	Shield, Hell-Forged Armour
Offensive	Att	Off	Str	Ap	Agi
Warrior Rider	2	5	4	1	4
Black Steed	1	3	4	0	3

Options	Musician • Standard Bearer • Lance • Envy • Stalker's Standard
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CHOSEN #1
Chosen x7 - Standard - Infantry - 25x25

571 POINTS




Global	Adv	Mar	Dis	Model Rules	
	5"	10"	8	Scoring, Fearless, 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

Options	Greed • Halberd • Champion • Standard Bearer • Banner of the Relentless Company
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CHOSEN #2
Chosen **x7** - Standard - Infantry - 25x25

578 POINTS



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

Options	Lust • Halberd • Champion • Standard Bearer • Sloth • Icon of the Infinite
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Magics

Racial Trait Spell

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



		Casting	Range	Type	Duration	Effect
1	Spectral Blades	5+ [9+]	18"	Augment	One Turn	The target must reroll failed to-wound rolls with its Melee Attacks [and gains Lethal Strike].
3	Hasten the Hour	7+ [10+]	24" [18"]	Hex Damage Direct	Instant	Choose 1 {up to 3 different} models in the target unit (which may be Characters or Champions). Each of them suffers 1 hit that wounds automatically with Armour Penetration 10 and Magical Attacks.
2	Whispers of the Veil	8+	24"	Hex	One Turn	The target suffers -1 Resilience. In addition, a unit with at least one model affected by one or more instances of the spell suffers -1 Discipline.
4	Evocation of Souls				Instant	If your Veil Token pool contains less than 3 Veil Tokens, you gain one Veil Token. No more than 1 Veil Token can be gained from this spell each Phase.
5	Touch of the Reaper	7+ [9+]	(24") [18"]	Hex Missile Damage Focused Direct	Instant	The target suffers D3 hits with Strength 10, Armour Penetration 10, and Magical Attacks. When rolling to wound with this attack, use the target's Discipline instead of the target's Resilience.
6	Danse Macabre	5+ [9+]	12" [9"Aura]	Augment	Instant	The target may perform a 8" [6"] Magical Move and gains Ghost Step during this move.
4	Ancestral Aid	6+ [7+]	12" [18"]	Augment	One Turn	The target must reroll failed to-hit rolls with its Close Combat 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.
- Burning Portent:** Attacks made with this weapon become **Flaming Attacks** and **Magical Attacks**, gain **Multiple Wounds (D3)**, and their Armour Penetration is **set** to 10.
- Talisman of Shielding:** The bearer gains Aegis (5+).

Magic banners

- Icon of the Infinite:** The bearer can cast Hellfire (Hereditary Spell) as a Bound Spell with Power Level (4/8).
- 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.

Stalker's Standard: The bearer's unit gains Strider.

Banner of the Relentless Company: One use only. May be activated during the owner's Movement Phase. All Infantry models in the bearer's unit always have March Rate 15", until the end of the Player Turn. Only a single Banner of the Relentless Company may be activated during the same phase.

Model Rules

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

Champion:

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

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.

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).

Light Armour: Armor +1

Masters of Battle: Attack Attribute.

The model's maximum number of Supporting Attacks is set to 3.

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.

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 if 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.

Shield: +1 Armour Hand Weapons wielded by models on foot can be used alongside a Shield, then giving Parry.

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.

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.

