




WARRIORS OF THE DARK GODS

1500 PTS DE NOËL - 1 560 POINTS



1370 pts (87.00 %) 0 pts (0.00 %) 190 pts (12.00 %)
Characters **Core** **Special**
 (45 Max) (20 Least) (0 NoLimit)

Characters




CHEF BARBARE #1

Barbarian Chief - Large - Construct - 50x100

340 POINTS



Global	Adv	Mar	Dis	Model Rules		
	4"	8"	9	Battle Fever		
Defensive	HP	Def	Res	Arm		
	3	5	4	0	Heavy Armour	
Offensive	Att	Off	Str	Ap	Agi	
Barbarian Chief	3	5	5	1	5	Deeds not Words, Hand Weapon



MOUNT DARK CHARIOT

Global	Adv	Mar	Dis	Model Rules		
	8"	8"	C	Swiftstride		
Defensive	HP	Def	Res	Arm		
	4	C	5	C+2		
Offensive	Att	Off	Str	Ap	Agi	
Black Steed(2)	1	3	4	0	3	Harnessed
Chassis			5	2		Impact Hits, Inanimate

Options | Shield • Spear • Dark Chariot • Icon of the Infinite • Lightning Vambraces • Touch of Greatness



ENSORCELEUR #1

Sorcerer - Large - Construct - 50x100

305 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 DARK CHARIOT

Global	Adv	Mar	Dis	Model Rules		
	8"	8"	C	Swiftstride		
Defensive	HP	Def	Res	Arm		
	4	C	5	C+2		
Offensive	Att	Off	Str	Ap	Agi	
Black Steed(2)	1	3	4	0	3	Harnessed
Chassis			5	2		Impact Hits, Inanimate

Options | Plate Armour • Paired Weapons • Dark Chariot • Dragon Staff • Hero's Heart



SEIGNEUR ELU #1
Chosen Lord - Large - Construct - 50x100

725 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 DARK CHARIOT

Global	Adv	Mar	Dis	Model Rules	
	8"	8"	C	Swiftstride	
Defensive	HP	Def	Res	Arm	
	4	C	5	C+2	
Offensive	Att	Off	Str	Ap	Agi
Black Steed(2)	1	3	4	0	3
Harnesses					
Chassis			5	2	Impact Hits, Inanimate

Options

General • Luck of the Dark Gods • Shield • Great Weapon • Dark Chariot • Sloth • Icon of the Infinite • Talisman of Shielding • Gladiator's Spirit • King Slayer

Special



MOLOSSES DE GUERRE #1
Warhounds x5 - Standard - Beast - 25x50

95 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



MOLOSSES DE GUERRE #2
Warhounds x5 - Standard - Beast - 25x50

95 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

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			

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

Magic items

Lightning Vambraces: The bearer can cast Hand of Heaven (Thaumaturgy) as a Bound Spell with Power Level (4/8).

Touch of Greatness: Attacks made with this weapon gain +1 Strength, +1 Armour Penetration, and become Magical Attacks. Strength modifiers from this weapon (combining both mundane and Weapon Enchantment modifiers) cannot exceed +2 (but can exceed +2 through modifiers from other sources, such as spells).

Dragon Staff: The bearer gains Breath Attack (Str 3, AP 0, Flaming Attacks).

Hero's Heart: The wielder gains +1 Attack Value while using this weapon. Attacks made with this weapon become Magical Attacks and always have at least Strength 5 and at least Armour Penetration 2.

Gladiator's Spirit: The wearer gains +1 Armour and **Parry**.

King Slayer: The wielder gains +X Attack Value while using this weapon, and attacks made with this weapon gain +X Strength, +X Armour Penetration, and Magical Attacks, where X is equal to the number of enemy Characters in base contact with the wielder's unit. This bonus is calculated at the Initiative Step when the attacks are made.

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).

Model Rules

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

Deeds not Words: The model part gains **Battle Focus** and **Hatred** while joined to one or more R&F models with Battle Fever.

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

Heavy Armour: +2 Armor

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

Insignificant:

Light Armour: Armor +1

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.

Release the Hounds: 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.

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

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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.

Chef barbare #1	Ensorceleur #1	Seigneur élu #1	Molosses de guerre #1	Molosses de guerre #2
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