




# WARRIORS OF THE DARK GODS

## Vs DAEMONS - 4 296 POINTS




1900 pts (44.00 %) 878 pts (20.00 %) 1518 pts (35.00 %) 400 pts (9.00 %)  
**Characters**      **Core**      **Special**      **Legendary Beasts**  
 (45 Max)      (20 Least)      (0 NoLimit)      (35 Max)

### Characters




**EXALTED HERALD #1**  
 Exalted Herald - Large - Infantry - 50x50

**820 POINTS**




Global	Adv	Mar	Dis	Model Rules	
	8"	16"	9	Fear, Fearless, Supernal, Manifestation, Wizard Adept	
Defensive	HP	Def	Res	Arm	
	5	8	5	3	Aegis (4+)
Offensive	Att	Off	Str	Ap	Agi
Exalted Herald	6	9	5	2	8
<b>Hand Weapon</b>					



**CHOSEN LORD #1**  
 Chosen Lord - Standard - Infantry - 25x25

**565 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
<b>Hand Weapon</b>					

**Options** | Halberd • Sloth • Trophy Rack • General • Dark Prelate • Banner of the Relentless Company • Wyrd Stone • Lucky Charm • Thrice-Forged



**BARBARIAN CHIEF #1**  
 Barbarian Chief - Gigantic - Beast - 150x100

**515 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
<b>Deeds not Words, Hand Weapon</b>					




### 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 • Wasteland Behemoth • Additional Limbs

### Core



### WARRIORS WITH FAVOURED CHAMPION #1

Warriors x19 - Standard - Infantry - 25x25

759 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

<b>Options</b>	Musician • Standard Bearer • Great Weapon • Sloth • Zealots' Banner
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### WARHOUNDS #3

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



### CHOSEN KNIGHTS #1

Chosen Knights x4 - Large - Cavalry - 50x75

608 POINTS



Global	Adv	Mar	Dis	Model Rules	
	7"	14"	8	Fear, Scoring, Fearless, Path of the Favoured	
Defensive	HP	Def	Res	Arm	
	3	6	4	2	Hell-Forged Armour
Offensive	Att	Off	Str	Ap	Agi
Chosen Rider	3	6	4	1	5
Karkadan	2	3	5	2	2

<b>Options</b>	Champion • Musician • Standard Bearer • Sloth
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### FORSWORN #1

Forsworn x7 - Large - Infantry - 40x40

615 POINTS



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

<b>Options</b>	Spiked Shield • Champion • Musician • Standard Bearer • Icon of the Infinite
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## WARHOUNDS #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



## CHIMERA #1

Chimera - Large - Beast - 50x100

200 POINTS



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

## Magics

Racial Trait Spell

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

## 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.

**Thrice-Forged:** The wearer gains +3 Armour. If the wearer's model has ToweringPresence, its Armour cannot be improved beyond 5.

**Wyrd Stone:** One use only. **Must** be activated when the bearer's model suffers the firsthit in the game. This hit is ignored. If the bearer is hit by several simultaneous attacks, the bearer chooses which attack to ignore.

## Magic banners

**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.

**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.

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

## Model Rules

**Aegis:**

**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.

**Champion:**

**Deeds not Words:** Attack Attribute.

The model part gains Battle Focus and Hatred while joined to one or more R&F models with Asklander Battle Fever.

**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.

**Halberd:** Attacks made with a Halberd gain +1 Strength and +1 Armour Penetration. A model using this weapon cannot simultaneously use a Shield against Melee Attacks.

**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:**

**Manifestation:** Universal Rule.

During Spell Selection, each Exalted Herald must choose two different Manifestations from the list below and apply the effects during the game. The model knows the spells indicated on the chosen Manifestations. This replaces the normal rules for Spell Selection connected to being a Wizard Adept. In addition, Guiding Light (Divination) becomes the Attribute Spell for all non-Bound Spells cast by the model, replacing the spells' corresponding Attribute where applicable.

**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.

**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.

**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.

**Supernal:**

**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".

**Wizard Adept:** - Knows 2 spells.

- Can select from the Learned Spells 1, 2, 3, and 4 of its chosen Path and the Hereditary Spell of its army.

The Wizard gains Channel (1) and 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.



