



# WARRIORS OF THE DARK GODS

## CHAOS MED NICKLAS - 2 500 POINTS



930 pts (37.00 %) 630 pts (25.00 %) 940 pts (38.00 %)  
**Characters**      **Core**      **Special**  
 (45 Max)      (20 Least)      (0 NoLimit)

### Characters



**BERIT**  
 Doomlord - Large - Infantry - 40x40

**450 POINTS**



Global	Adv	Mar	Dis			Model Rules
	6"	12"	9			Fearless, Path of the Exiled
Defensive	HP	Def	Res	Arm		
	4	6	5	1	Hell-Forged Armour	
Offensive	Att	Off	Str	Ap	Agi	
<b>Doomlord</b>	5	7	5	2	5	Master of Destruction, Hand Weapon

**Options** | General • Shield • Great Weapon • Lucky Charm • Basalt Infusion



**SVARD DUDE**  
 Chosen Lord - Standard - Cavalry - 25x50

**480 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	
<b>Chosen Lord</b>	5	8	5	2	7	Hand Weapon



### MOUNT BLACK STEED

Global	Adv	Mar	Dis			Model Rules
	8"	14"	C			
Defensive	HP	Def	Res	Arm		
	C	C	C	C+2		
Offensive	Att	Off	Str	Ap	Agi	
<b>Black Steed</b>	1	3	4	0	3	Harnessed

**Options** | Shield • Black Steed • Wrath • Cleansing Light • Dragonfire Gem

### Core



**KHORNE WARRIORS**  
 Warriors x22 - Standard - Infantry - 25x25

**630 POINTS**




Global	Adv	Mar	Dis			Model Rules
	4"	8"	8			Fearless, Scoring, Path of the Favoured
Defensive	HP	Def	Res	Arm		
	1	5	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>
Warrior	2	5	4	1	4


<b>Options</b>	Wrath • Champion • Musician • Standard Bearer
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Special



**MEGA MARAUDERS**  
 Forsworn **x5** - Large - Infantry - 40x40

**340** POINTS




<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>	
	6"	12"	8	Bodyguard, Fearless, Scoring, Path of the Exiled	
<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

<b>Options</b>	Paired Weapons • Champion • Standard Bearer
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**NURGLE BOYS**  
 Chosen **x10** - Standard - Infantry - 25x25

**600** POINTS



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>	
	5"	10"	8	Fearless, Scoring, 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

<b>Options</b>	Great Weapon • Champion • Musician • Standard Bearer • Sloth
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### 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				
<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
The target suffers (2D3) {2D6} hits with Strength 6, Armour Penetration 0, and Magical Attacks.				

### Magic items

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

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

**Cleansing Light:** At the start of each Round of Combat, the wielder may choose to have attacks made with this weapon become Divine Attacks and Flaming Attacks and Magical Attacks.

**Dragonfire Gem:** The bearer gains Aegis (2+, against Flaming Attacks). The bearer automatically fails all Fortitude Saves.

### Model Rules

**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.

**Extra Support:**

**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

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

**Master of Destruction:** The model part 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.

**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.

**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:** Armour Equipment  
Models on foot only.

Shield. For each successful Armour Save roll of 4+ made by the model part against an enemy Melee Attack while using a Spiked Shield, the model part immediately inflicts 1 hit with its Strength and Armour Penetration on the model that caused the wound, before any casualties are removed, distributed onto the model's Health Pool. This is considered a Special Attack.

## 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.

berit



khorne warriors



mega marauders



svård dude



nurgle boys

