




# WARRIORS OF THE DARK GODS

## INTER ALLIANCE COPY - 4 280 POINTS



1560 pts (36.00 %) 883 pts (21.00 %) 1357 pts (32.00 %) 480 pts (11.00 %)  
**Characters**                      **Core**                      **Special**                      **Legendary Beasts**  
 (45 Max)                              (20 Least)                      (0 NoLimit)                      (35 Max)


### Characters



**CHOSEN LORD #1**

Chosen Lord - Standard - Infantry - 25x25

**560 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	

**Options** | Greed • Trophy Rack • Idol of Spite • Zealots' Banner • Immortal Gauntlets • Thrice-Forged



**SORCERER #1**


Sorcerer - Standard - Infantry - 25x25

**475 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		
<b>Sorcerer</b>	2	4	3	0	3	Hand Weapon	


**Options** | Plate Armour • Wizard Master • Alchemy • Binding Scroll x1 • Ghostly Guard



**DOOMLORD #1**

Doomlord - Large - Infantry - 40x40

**525 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		
<b>Doomlord</b>	5	7	5	2	5	Hand Weapon	

**Options** | Halberd • Spiked Shield • Trophy Rack • Talisman of Shielding • Willow's Ward

### Core



### WARRIORS WITH FAVOURED CHAMPION #1

Warriors x20 - Standard - Infantry - 25x25

645 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 • Greed • Banner of the Relentless Company
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### 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



### WARHOUNDS #2

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 x7 - Large - Infantry - 40x40

625 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 • Banner of Speed
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### DRACS DECHUS #1

Feldraks x3 - Large - Beast - 50x75

366 POINTS



Global	Adv	Mar	Dis	Model Rules	
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<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>	
	8"	16"	9	Fear, Scoring	
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	4	4	5	2	Unburnt, Light Armour
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
Feldrak	3	4	5	2	3 Hatred

Options	Paired Weapons
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**DRACS DECHUS #2**  
Feldraks x3 - Large - Beast - 50x75

**366 POINTS**



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>	
	8"	16"	9	Fear, Scoring	
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	4	4	5	2	Unburnt, Light Armour
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
Feldrak	3	4	5	2	3 Hatred

Options	Paired Weapons
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## Legendary Beasts



**DRAC DECHU ANCIEN #1**  
Feldrak Elder - Gigantic - Beast - 50x100

**480 POINTS**



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>	
	8"	16"	9		
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	6	5	6	3	Unburnt, Light Armour
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
Feldrak Elder	5	5	6	3	3 Hatred

Options	Halberd
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## Magics

Racial Trait Spell

	Casting	Range	Type	Duration
<b>Hellfire</b>				
<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.				



	Casting	Range	Type	Duration	Effect
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		<i>Casting</i>	<i>Range</i>	<i>Type</i>	<i>Duration</i>	<i>Effect</i>
<b>1</b>	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.
<b>2</b>	Word of Iron	5+ [9+]	24"	Augment	One Turn	The target gains +1 [+2] to its Armour.
<b>6</b>	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.
<b>A</b>	Alchemical Fire		18"	Hex	One Turn	The target gains Flammable against Melee Attacks.
<b>5</b>	Corruption of Tin	8+	36"	Hex	Permanent	The target suffers -1 Armour.
<b>3</b>	Glory of Gold	8+	18"	Augment	One Turn	The target gains +1 Armour Penetration, Flaming Attacks and Magical Attacks.
<b>4</b>	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 (1x5).

## Magic items

**Immortal Gauntlets:** At the start of any Round of Combat, you may discard a Veil Token from your Veil Token pool. If so, choose either Divine Attacks, Flaming Attacks, or Magical Attacks. The bearer's Close Combat Attacks gain the chosen Attack Attribute. The chosen effect lasts until the end of the phase.

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

**Binding Scroll:** One use only. May be activated after Siphon the Veil (at the end of step 3 of the Magic Phase Sequence).

When activated, pick an enemy model and select one of its Attribute, Bound, or Learned Spells. The selected model cannot cast the chosen instance of the spell during this Magic Phase. Only a single Binding Scroll may be activated during the same phase.

**Ghostly Guard:** The wearer gains +2 Armour against non-Magical Attacks.

**Talisman of Shielding:** The bearer gains Aegis (5+).

**Willow's Ward:** While using this Shield, the bearer cannot use Parry, gains +1 Armour, and Impact Hits distributed onto the bearer suffer -2 Armour Penetration.

## Magic banners

**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.

**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.

**Banner of Speed:** A unit with one or more Banners of Speed gains +1" Advance Rate and +2" March Rate.

## 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.

**Champion:**

**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.

**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

**Hatred:** During the first Round of Combat, failed to-hit rolls from attacks with Hatred must be rerolled.

**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:**

**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.

**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.

**Unburnt:** Successful to-wound rolls of attacks that are Flaming Attacks made against the model must be rerolled. In addition, the model considers all units consisting entirely of models without Unburnt as Insignificant.

**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.

Chosen Lord #1	Sorcerer #1	Doomlord #1	Warriors with Favoured Champion #1	Forsworn #1	Warhounds #1	Warhounds #2	Dracs déchus #1	Dracs déchus #2	Drac déchus ancien #1
