



WARRIORS OF THE DARK GODS

CAOS 2 - 2 540 POINTS



1560 pts (61.00 %) 0 pts (0.00 %) 0 pts (0.00 %) 1710 pts (67.00 %)

Characters **Core** **Special** **Legendary Beasts**

(45 Max) (20 Least) (0 NoLimit) (45 Max)

Characters



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

830 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

Hand Weapon

Options	Unholy Avatar • Emissary of Chaos • Sorcerer Immortal • Abiding Spirit • Brand of the Dragon
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FELDRAK ANCESTOR #1
Feldrak Ancestor - Gigantic - Beast - 75x100

730 POINTS



Global	Adv	Mar	Dis	Model Rules	
	8"	16"	9	Primal Legend	
Defensive	HP	Def	Res	Arm	
	8	6	6	3	Unburnt, Light Armour
Offensive	Att	Off	Str	Ap	Agi
Feldrak Ancestor	6	6	7	4	3

Hatred, Breath Attack, Hand Weapon

Options	Paired Weapons • General
Notes	Blessed Inscription (130p) (TOTAL=915p)

Legendary Beasts



FELDRAK ELDER #1
Feldrak Elder - Gigantic - Beast - 50x100

490 POINTS



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

Hatred

Options	Paired Weapons
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FELDRAK ELDER #2

Feldrak Elder - Gigantic - Beast - 50x100

490 POINTS



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

Options	Paired Weapons
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Magics

Racial Trait Spell

	Casting	Range	Type	Duration
Hellfire				
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>				

Model Rules

Aegis:

Breath Attack:

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.

Light Armour: Armor +1

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.

Primal Legend: Universal Rule.

The limit of Legendary Beasts is increased to "Max. 45%". A model with this rule counts all units of Standard Height as Insignificant, and while it is on the board, friendly units with Fly may not use Flying Movement.

Supernal:

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 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.

Exalted Herald #1



Feldrak Ancestor #1



Feldrak Elder #1



Feldrak Elder #2

