



# WARRIORS OF THE DARK GODS

## CAOS - 2 326 POINTS



590 pts (25.00 %) 300 pts (13.00 %) 1436 pts (62.00 %) 0 pts (0.00 %)  
**Characters** **Core** **Special** **Legendary Beasts**  
 (45 Max) (20 Least) (0 NoLimit) (35 Max)

### Characters



**SORCERER #1**  
 Sorcerer - Standard - Cavalry - 25x50

**590 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
<b>Hand Weapon</b>					




### 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
Black Steed	1	3	4	0	3


**Options** Plate Armour • Wizard Master • Paired Weapons • Evocation • Black Steed • Binding Scroll x1 • Basalt Infusion • Hero's Heart

### Core




**FALLEN #1**  
 Fallen x5 - Standard - Infantry - 25x25

**150 POINTS**




Global	Adv	Mar	Dis	Model Rules	
	6"	12"	8	Light Troops, Fearless, Path of the Exiled	
Defensive	HP	Def	Res	Arm	
	1	2	4	0	Hell-Forged Armour
Offensive	Att	Off	Str	Ap	Agi
Fallen	2	4	4	1	4
<b>Paired Weapons</b>					



**FALLEN #2**  
 Fallen x5 - Standard - Infantry - 25x25

**150 POINTS**



Global	Adv	Mar	Dis	Model Rules	
	6"	12"	8	Light Troops, Fearless, Path of the Exiled	
Defensive	HP	Def	Res	Arm	
	1	2	4	0	Hell-Forged Armour
Offensive	Att	Off	Str	Ap	Agi
Fallen	2	4	4	1	4
<b>Paired Weapons</b>					

### Special



## WARRIOR KNIGHTS WITH FAVOURED CHAMPION #2

Warrior Knights x6 - Standard - Cavalry - 25x50

364 POINTS



Global	Adv	Mar	Dis	Model Rules	
	8"	14"	8	Scoring, Fearless, Path of the Favoured, Champion	
Defensive	HP	Def	Res	Arm	
	1	5	4	2	Shield, Hell-Forged Armour
Offensive	Att	Off	Str	Ap	Agi
Warrior Rider	2	5	4	1	4
Black Steed	1	3	4	0	3
Harnessed					

<b>Options</b>	Standard Bearer • Lance • Envy
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## WARRIOR KNIGHTS WITH FAVOURED CHAMPION #1

Warrior Knights x8 - Standard - Cavalry - 25x50

512 POINTS



Global	Adv	Mar	Dis	Model Rules	
	8"	14"	8	Scoring, Fearless, Path of the Favoured, Champion	
Defensive	HP	Def	Res	Arm	
	1	5	4	2	Shield, Hell-Forged Armour
Offensive	Att	Off	Str	Ap	Agi
Warrior Rider	2	5	4	1	4
Black Steed	1	3	4	0	3
Harnessed					

<b>Options</b>	Standard Bearer • Lance • Envy • Banner of Speed
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## FLAYERS #1

Flayers x5 - Standard - Cavalry - 25x50

185 POINTS



Global	Adv	Mar	Dis	Model Rules	
	10"	20"	8	Strider, Feigned Flight, Vanguard (6", 6"), Light Troops, Battle Fever	
Defensive	HP	Def	Res	Arm	
	1	4	3	1	Light Armour
Offensive	Att	Off	Str	Ap	Agi
Flayer	1	4	4	0	4
Shadow Chaser	1	3	3	0	4
Harnessed					

<b>Options</b>	Shield • Throwing Weapons (5+) • Musician • Light Lance
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## FLAYERS #2

Flayers x5 - Standard - Cavalry - 25x50

185 POINTS



Global	Adv	Mar	Dis	Model Rules	
	10"	20"	8	Strider, Feigned Flight, Vanguard (6", 6"), Light Troops, Battle Fever	
Defensive	HP	Def	Res	Arm	
	1	4	3	1	Light Armour
Offensive	Att	Off	Str	Ap	Agi
Flayer	1	4	4	0	4
Shadow Chaser	1	3	3	0	4
Harnessed					

<b>Options</b>	Shield • Throwing Weapons (5+) • Musician • Light Lance
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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



## WARHOUNDS #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

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

### Evocation

		Casting	Range	Type	Duration	Effect
<b>6</b>	Danse Macabre	5+ [9+]	12" {9"Aura}	Augment	Instant	The target may perform a 8" [6"] Magical Move and gains Ghost Step during this move.
<b>1</b>	Spectral Blades	5+ [9+]	18"	Augment	One Turn	The target must reroll failed to-wound rolls with its Melee Attacks [and gains Lethal Strike].
<b>3</b>	Hasten the Hour	7+ [10+]	24" {18"}	Hex Damage Direct	Instant	Choose 1 {up to 3 different} models in the target unit (which may be Characters or Champions). Each of them suffers 1 hit that wounds automatically with Armour Penetration 10 and Magical Attacks.
<b>2</b>	Whispers of the Veil	8+	24"	Hex	One Turn	The target suffers -1 Resilience. In addition, a unit with at least one model affected by one or more instances of the spell suffers -1 Discipline.
<b>4</b>	Evocation of Souls				Instant	If your Veil Token pool contains less than 3 Veil Tokens, you gain one Veil Token. No more than 1 Veil Token can be gained from this spell each Phase.
<b>4</b>	Ancestral Aid	6+ [7+]	12" {18"}	Augment	One Turn	The target must reroll failed to-hit rolls with its Close Combat Attacks.
<b>5</b>	Touch of the Reaper	7+ [9+]	(24") {18"}	Hex Missile Damage Focused Direct	Instant	The target suffers D3 hits with Strength 10, Armour Penetration 10, and Magical Attacks. When rolling to wound with this attack, use the target's Discipline instead of the target's Resilience.

## Magic items

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

**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.

**Hero's Heart:** The wielder of this enchanted weapon gains +1 Attack Value while using it. Attacks made with this enchanted weapon become Magical Attacks and always have at least Strength 5 and at least Armour Penetration 3.

## Magic banners

**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.

**Champion:**

**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.

**Feigned Flight:** A unit consisting solely of models with Feigned Flight that voluntarily chooses to Flee as a Charge Reaction, and subsequently passes a Rally Test in its next Player Turn, doesn't become Shaken. Furthermore, the Reform that is made after Rallying in this case doesn't prevent the unit from moving nor from shooting (but it still counts as having moved for shooting purposes). This rule cannot be applied if a unit fails to rally on the next friendly Player Turn or involuntarily Flees, such as a result of a failed Panic Test or if it was already Fleeing when being charged.

**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.

**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

**Light Troops:** Units composed entirely of models with Light Troops are allowed to make any number of Reforms when performing Advance Moves or March Moves. They are allowed to shoot even if they Marched or Reformed. No model can end its movement with its centre further away than its March Rate from its starting position, around any obstructions (including the Unit Spacing rule). This means that when checking the distance travelled by a model, check the path the model would have taken if it was alone, with the exception that the unit as a whole cannot break the Unit Spacing rule while performing the move. If a model performed any action during the movement (such as a Sweeping Attack), the distance moved is counted from its starting position to the point on the Battlefield where it performed that action and then to its final position.

If more than half the models in a unit have Light Troops, the unit always counts as having 0 Full Ranks. Characters with Light Troops that are joined to units with one or more models without Light Troops, lose this rule for as long as they remain with the unit. An Infantry Character joined to an Infantry unit with both Light Troops and the same Size as the Character gains Light Troops for as long as it remains with the unit.

**Paired Weapons:** The wielder gains +1 Attack Value when using Paired Weapons. Attacks made with Paired Weapons gain +1 Offensive Skill and ignore Parry. A model using this weapon cannot simultaneously use a Shield against Melee Attacks.

**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.

**Shield:** +1 Armour Hand Weapons wielded by models on foot can be used alongside a Shield, then giving Parry.

**Strider:** The model automatically passes Dangerous Terrain Tests taken due to Terrain.

If more than half of a unit's models have Strider, the unit never loses their Steadfast or Rank Bonus due to Terrain.

Sometimes Strider is linked to a specific type of Terrain, stated in brackets.

In this case, models with Strider are considered Striders only when interacting with such type of Terrain.

**Vanguard:** After Deployment (including units with Scout), models with Vanguard may perform a 12" move. The move is performed as an Advance Move in the Movement Phase, including any actions and restrictions the unit would normally have (such as Wheeling, Reforming, joining units, leaving units and so on). The 12" distance is used instead of the unit's Advance Rate and March Rate. This move cannot be used to move within 12" of enemy units. This is decreased to 6" for enemy units which have either Scouted or Vanguarded. Units that have moved in this way may not Declare Charges in the first Player Turn (if their side has the first turn). If both players have units with Vanguard, alternate moving units one at a time, starting with the player that finished deploying last. Instead of moving a unit, a player may declare to not move any more Vanguarding units.

**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

Your 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.

Sorcerer #1	Fallen #1	Fallen #2	Warrior Knights with Favoured Champion #2	Warrior Knights with Favoured Champion #1	Flayers #1	Flayers #2	Warhounds #1	Warhounds #2
