



WARRIORS OF THE DARK GODS

JEJ - 4 496 POINTS



1775 pts (39.00%) 916 pts (20.00%) 1805 pts (40.00%)
Characters **Core** **Special**
 (45 Max) (20 Least) (0 NoLimit)

Special

	CHOSEN KNIGHTS #1 Chosen Knights x4 - Large - Cavalry - 50x75	550 POINTS	
<i>Global</i>	<i>Adv</i> <i>Mar</i> <i>Dis</i>	<i>Model Rules</i>	
	7" 14" 8	Fear, Fearless, Scoring, Path of the Favoured	
<i>Defensive</i>	<i>HP</i> <i>Def</i> <i>Res</i> <i>Arm</i>		
	3 6 4 2	Hell-Forged Armour	
<i>Offensive</i>	<i>Att</i> <i>Off</i> <i>Str</i> <i>Ap</i> <i>Agi</i>		
Chosen Rider	3 6 4 1 5	Halberd	
Karkadan	2 3 5 2 2	Harnessed	
Options	Champion • Musician • Standard Bearer • Gluttony		

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Chosen Rider	3 6 4 1 5	Halberd	
Karkadan	2 3 5 2 2	Harnessed	
Options	Champion • Musician • Standard Bearer • Gluttony		



FLAYERS #1

Flayers x5 - Standard - Cavalry - 25x50

155 POINTS



Global	Adv	Mar	Dis	Model Rules	
	10"	20"	8	Feigned Flight, Light Troops, Strider, Vanguard, 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					

Characters



CHOSEN LORD #1

Chosen Lord - Standard - Construct - 50x50

595 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
Hand Weapon					



MOUNT SCYTHED SKYWHEEL

Global	Adv	Mar	Dis	Model Rules	
	C"	C"	C	Fly, Light Troops, Swiftstride, Tall	
	6"	18"			
Defensive	HP	Def	Res	Arm	
	C	C	C	C	Hard Target, Cannot be Stomped
Offensive	Att	Off	Str	Ap	Agi
Scythed Skywheel			3	0	3
Harnessed, Grind Attacks					

Options | Shield • Scythed Skywheel • Envy • Idol of Spite • Dragon Staff • Thrice-Forged • Symbol of Slaughter



CHOSEN LORD #2

Chosen Lord - Standard - Construct - 50x50

590 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
Hand Weapon					




MOUNT SCYTHED SKYWHEEL

Global	Adv	Mar	Dis	Model Rules	
	C"	C"	C	Fly, Light Troops, Swiftstride, Tall	
	6"	18"			
Defensive	HP	Def	Res	Arm	
	C	C	C	C	Hard Target, Cannot be Stomped
Offensive	Att	Off	Str	Ap	Agi

Offensive	Att	Off	Str	Ap	Agi	
Scythed Skywheel			3	0	3	Harnessed, Grind Attacks

Options	Shield • Scythed Skywheel • Envy • Wyrd Stone • Destiny's Call • Blessed Inscriptions
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CHOSEN LORD #3

Chosen Lord - Standard - Construct - 50x50

590 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	Hand Weapon



MOUNT SCYTHED SKYWHEEL

Global	Adv	Mar	Dis	Model Rules		
	C"	C"	C	Fly, Light Troops, Swiftstride, Tall		
	6"	18"				
Defensive	HP	Def	Res	Arm		
	C	C	C	C	Hard Target, Cannot be Stomped	
Offensive	Att	Off	Str	Ap	Agi	
Scythed Skywheel			3	0	3	Harnessed, Grind Attacks

Options	Shield • Scythed Skywheel • General • Envy • Death Cheater • King Slayer
Core	



BARBARIAN HORSEMEN #1


Barbarian Horsemen x8 - Standard - Cavalry - 25x50

226 POINTS



Global	Adv	Mar	Dis	Model Rules		
	8"	16"	8	Scoring, Battle Fever		
Defensive	HP	Def	Res	Arm		
	1	4	3	1	Heavy Armour	
Offensive	Att	Off	Str	Ap	Agi	
Barbarian Horseman	1	4	4	0	3	
Black Steed	1	3	4	0	3	Harnessed


Options	Shield • Light Lance • Musician
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BARBARIAN HORSEMEN #1

Barbarian Horsemen x8 - Standard - Cavalry - 25x50

226 POINTS



Global	Adv	Mar	Dis	Model Rules		
	8"	16"	8	Scoring, Battle Fever		
Defensive	HP	Def	Res	Arm		
	1	4	3	1	Heavy Armour	
Offensive	Att	Off	Str	Ap	Agi	
Barbarian Horseman	1	4	4	0	3	
Black Steed	1	3	4	0	3	Harnessed

Options	Shield • Light Lance • Musician
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	8"	16"	8	Scoring, Battle Fever	
Defensive	HP	Def	Res	Arm	
	1	4	3	1	Heavy Armour
Offensive	Att	Off	Str	Ap	Agi
Barbarian Horseman	1	4	4	0	3
Black Steed	1	3	4	0	3

Options

Shield • Light Lance • Musician



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 #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

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				
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
The target suffers (2D3) (2D6) hits with Strength 6, Armour Penetration 0, and Magical Attacks.				

Magic items

Dragon Staff: The bearer gains Breath Attack (Str 3, AP 0, Flaming Attacks).

Symbol of Slaughter: While using this weapon, the wielder gains +2 Attack Value, +2 Agility, and **Magical Attacks**. Close Combat Attacks made against the wielder's model gain +1 to hit.

Thrice-Forged: The wearer gains +3 Armour. If the wearer's model has Towering Presence, its Armour can **never** be improved beyond 5.

Blessed Inscriptions: Attacks made with this weapon become Divine Attacks and Magical Attacks, and failed to wound rolls must be rerolled.

Destiny's Call: The wearer gains Aegis (4+). In addition, its Armour is set to 3 and can never be improved beyond this.

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

Death Cheater: The wearer gains +1 Armour and Fortitude (4+).

King Slayer: The wielder gains +X Attack Value while using this weapon, and attacks made with this weapon gain +X Strength, +X Armour Penetration, and Magical Attacks, where X is equal to the number of enemy Characters in base contact with the wielder's unit. This bonus is calculated at the Initiative Step when the attacks are made.

Model Rules

Battle Fever: Units with more than half of their models with Battle Fever **must** reroll failed Panic and Break Tests.

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.

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.

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
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.

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.

Release the Hounds: 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.

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.

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	Chosen Lord #2	Chosen Lord #3	Barbarian Horsemen #1	Barbarian Horsemen #1	Barbarian Horsemen #1	Warhounds #1	Warhounds #1	Chosen Knights #1	Chosen Knights #1	Chosen Knights #1	Flayers #1
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