




WARRIORS OF THE DARK GODS

VS MONCAMP - 2 988 POINTS



1025 pts (34.00 %) 730 pts (24.00 %) 1233 pts (41.00 %) 0 pts (0.00 %)
Characters **Core** **Special** **Legendary Beasts**
 (45 Max) (20 Least) (0 NoLimit) (35 Max)


Characters



CHOSEN LORD #1

Chosen Lord - Large - Cavalry - 50x75

525 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 KARKADAN

Global	Adv	Mar	Dis	Model Rules		
	7"	14"	C	Fear		
Defensive	HP	Def	Res	Arm		
	C	C	C	C+2		
Offensive	Att	Off	Str	Ap	Agi	
Karkadan	2	3	5	2	2	Harnessed

Options | Greed • Trophy Rack • Karkadan • General • Spiked Shield • Entropic Aura • Icon of the Infinite



DOOMLORD #1

Doomlord - Large - Infantry - 40x40

500 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	
Doomlord	5	7	5	2	5	Hand Weapon

Options | Great Weapon • Shield • Trophy Rack • Icon of the Infinite • Gladiator's Spirit


Core



WARRIORS #1

Warriors x20 - Standard - Infantry - 25x25

580 POINTS



Global	Adv	Mar	Dis	Model Rules		
	4"	8"	8	Scoring, Fearless, Path of the Favoured, Champion		
Defensive	HP	Def	Res	Arm		

<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	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

Options	Musician • Standard Bearer • Paired Weapons • Gluttony • Champion • Zealots' Banner
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	FALLEN #1 Fallen x5 - Standard - Infantry - 25x25	150 POINTS	
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<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>
	6"	12"	8	Light Troops, Fearless, Path of the Exiled

<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	1	2	4	0	Hell-Forged Armour

<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
Fallen	2	4	4	1	4	Paired Weapons

Special

	CHOSEN KNIGHTS #1 Chosen Knights x3 - Large - Cavalry - 50x75	439 POINTS	
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<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>
	7"	14"	8	Fear, Scoring, Fearless, 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
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Options	Greed • Champion
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	FORSWORN #1 Forsworn x5 - Large - Infantry - 40x40	345 POINTS	
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<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>
	6"	12"	8	Scoring, Fearless, Path of the Exiled, Bodyguard

<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	

Options	Paired Weapons • Champion • Standard Bearer
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	CHOSEN KNIGHTS #2 Chosen Knights x3 - Large - Cavalry - 50x75	449 POINTS	
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<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>
	7"	14"	8	Fear, Scoring, Fearless, 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>Agj</i>
Chosen Rider	3	6	4	1	5 Halberd
Karkadan	2	3	5	2	2 Harnessed

Options	Greed • Champion • Standard Bearer
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Magics

Racial Trait Spell

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

Magic items

Gladiator's Spirit: The wearer gains +1 Armour and **Parry**.

Magic banners

Icon of the Infinite: The bearer can cast Hellfire (Hereditary Spell) as a Bound Spell with Power Level (4/8).

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.

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.

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.

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.

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).

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.

Master of Destruction: The bearer can use a Shield (or a Spiked Shield) simultaneously with a Great Weapon or a Halberd.

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.

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.

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 profile with your phone.

