



WARRIORS OF THE DARK GODS

LIST WARRIORS OF THE DARK GODS (v2020) #3 - 3 353 POINTS



1255 pts (28.00 %) **348 pts (8.00 %)** 1750 pts (39.00 %) 0 pts (0.00 %)
Characters **Core** **Special** **Legendary Beasts**
 (45 Max) (20 Least) (0 NoLimit) (35 Max)

Characters



CHOSEN LORD #2

Chosen Lord - Large - Cavalry - 50x75

695 POINTS



Global	Adv	Mar	Dis	Model Rules		
	5"	10"	9	Fearless, Path of the Favoured		
Defensive	HP	Def	Res	Arm	Model Rules	
	3	7	5	0	Hell-Forged Armour	
Offensive	Att	Off	Str	Ap	Agi	Model Rules
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	Model Rules	
	C	C	C	C+2	Model Rules	
Offensive	Att	Off	Str	Ap	Agi	Model Rules
Karkadan	2	3	5	2	2	Harnessed

Options

Trophy Rack • Karkadan • General • Shield • Luck of the Dark Gods • Icon of the Infinite • Talisman of Shielding • Burning Portent • Willow's Ward



DOOMLORD #1

Doomlord - Large - Infantry - 40x40

560 POINTS



Global	Adv	Mar	Dis	Model Rules		
	6"	12"	9	Path of the Exiled, Master of Destruction		
Defensive	HP	Def	Res	Arm	Model Rules	
	4	6	5	1	Hell-Forged Armour	
Offensive	Att	Off	Str	Ap	Agi	Model Rules
Doomlord	5	7	5	2	5	Hand Weapon

Options

Great Weapon • Spiked Shield • Lucky Charm • Death Cheater

Core



BARBARIANS #1

Barbarians x28 - Standard - Infantry - 25x25



348 POINTS



Global	Adv	Mar	Dis	Model Rules		
	4"	8"	7	Scoring, Battle Fever		
Defensive	HP	Def	Res	Arm	Model Rules	

<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	1	4	3	0	Light Armour
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
Barbarian	1	4	4	0	3

Options	Great Weapon • Musician
Special	

	FORSWORN #1 Forsworn x5 - Large - Infantry - 40x40	490 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	Spiked Shield • Great Weapon • Champion • Musician • Standard Bearer • Zealots' Banner
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	CHOSEN KNIGHTS #1 Chosen Knights x3 - Large - Cavalry - 50x75	500 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
Karkadan	2	3	5	2	2

Options	Wrath • Champion • Musician • Standard Bearer • Banner of Speed
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	WARHOUNDS #1 Warhounds x5 - Standard - Beast - 25x50	95 POINTS	
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<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>
	8"	16"	5	Insignificant, Release the Hounds

<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	1	3	3	0	
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
Warhound	1	3	3	0	4

	WARHOUNDS #2 Warhounds x5 - Standard - Beast - 25x50	95 POINTS	
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<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>
	8"	16"	5	Insignificant, Release the Hounds

<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	1	3	3	0	

<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
Warhound	1	3	3	0	4



WARRIOR CHARIOT #1

Warrior Chariot - Large - Construct - 50x100

230 POINTS



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>	
	8"	8"	8	Fearless, Swiftstride, Path of the Favoured	
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	4	5	5	1	Hell-Forged Armour
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
Warrior Crew	2	5	4	1	4 Halberd
Black Steed (2)	1	3	4	0	3 Harnessed
Chassis			5	2	Inanimate, Impact Hits (D6+1, D6+1)



CHOSEN CHARIOT #1

Chosen Chariot - Large - Construct - 50x100

340 POINTS



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>	
	7"	7"	8	Fear, Fearless, Swiftstride, Path of the Favoured	
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	5	6	5	2	Hell-Forged Armour
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
Chosen Crew	3	6	4	1	5 Halberd
Karkadan	2	3	5	2	2 Harnessed
Chassis			5	2	Inanimate, Impact Hits (D6+1, D6+1)

Magics

Racial Trait Spell

	Casting	Range	Type	Duration
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

Burning Portent: Attacks made with this weapon become **Flaming Attacks** and **Magical Attacks**, gain **Multiple Wounds (D3)**, and their Armour Penetration is **set** to 10.

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.

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

Lucky Charm: One use only. May be activated when the bearer's model fails an Armour Save. This failed Armour Save may be rerolled.

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.

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.

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).

Impact Hits: At Initiative Step 10, a charging model part with Impact Hits must choose an enemy unit that is in base contact with the attacking model's Front Facing. This unit suffers a number of hits equal to the value stated in brackets (X). These hits are resolved with the attacking model part's Strength and Armour Penetration.

If a model has both Grind Attacks and Impact Hits, it may only use one of these rules in the same Round of Combat (its controlling player may choose which). In multipart models, only model parts that also have Harnessed or Inanimate can use their Impact Hits. When several models in the same unit have Impact Hits, and when X is a random number (e.g. Impact Hits (D6)), roll for the number of hits separately for each model part.

Inanimate: Inanimate - Melee

Model parts with Inanimate cannot make Close Combat Attacks and cannot use Shooting Weapons. Shooting Weapons carried by model parts with Inanimate can be used by other model parts of the same model (as long as they do not have Harnessed or Inanimate).

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.

Swiftstride: When a unit composed entirely of models with Swiftstride rolls Charge Range, Flee Distance, Pursuit Distance or Overrun Distance, it rolls an additional D6 (normally this will lead to rolling 3D6) and discards the lowest D6 rolled.

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.

Chosen Lord #2	Doomlord #1	Barbarians #1	Forsworn #1	Chosen Knights #1	Warhounds #1	Warhounds #2	Warrior Chariot #1	Chosen Chariot #1
