




# WARRIORS OF THE DARK GODS

## LIST WARRIORS OF THE DARK GODS #1 - 4 369 POINTS




1080 pts (25.00 %) 1242 pts (28.00 %) 1622 pts (37.00 %) 425 pts (10.00 %)  
**Characters**      **Special**      **Core**      **Empowered**  
 (25 Max)      (0 NoLimit)      (20 Least)      (35 Max)

### Characters




**ANOINTED - HARBINGER OF CHAOS #1**  
 Anointed - Harbinger of Chaos - Standard - Infantry - 50x100

**390 POINTS**




Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Anointed - Harbinger of Chaos	4	7	3	5	4	3	6	4	8	Infantry
<b>Model Rules</b>	Mark of True Chaos • Gaze of the Gods • Plate Armor									

**Options** | Pestilence • Battle Standard Bearer • May take a Shield • Sword of Strength • Mithril Mail



**ANOINTED - LORD OF CHAOS #1**  
 Anointed - Lord of Chaos - Standard - Infantry - 50x100

**690 POINTS**



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Anointed - Lord of Chaos	4	8	3	5	5	3	7	5	9	Infantry
Daemonic Steed	8[7]	4	-	5	5	3	2	2	8	Monstrous Beast
<b>Model Rules</b>	Mark of True Chaos • Gaze of the Gods • Plate Armor									
<b>Model Rules (Daemonic Steed)</b>	Magical Attacks • Fear • Mount's Protection (6+) • Barding									
<b>Model Rules (Daemonic Steed)</b>	Magical Attacks • Fear • Mount's Protection (6+) • Barding									


**Options** | Pestilence • May take a Shield • Daemonic Steed • Hero's Sword • Talisman of Supreme Shielding x1

### Core

Core

**BARBARIANS #1**  
 Barbarians x25 - Standard - Infantry - 50x100

**430 POINTS**



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Barbarians	4	4	3	3	3	1	3	1	7	Infantry
<b>Model Rules</b>	Mark of True Chaos • Scoring • Light Armour • Paired Weapons									

**Options** | Pestilence • May take Throwing Weapons • Shield • Musician • Standard Bearer

Core

**WASTELAND WARRIORS #1**  
 Wasteland Warriors x18 - Standard - Infantry - 50x100

**596 POINTS**



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Wasteland Warriors	4	5	3	4	4	1	4	2	8	Infantry
<b>Model Rules</b>	Mark of True Chaos • Scoring • Plate Armor • Shield									

**Options** | Pestilence • Champion • Musician • Standard Bearer

Core

## WASTELAND WARRIORS #2

Wasteland Warriors x18 - Standard - Infantry - 50x100

596 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Wasteland Warriors	4	5	3	4	4	1	4	2	8	Infantry
<b>Model Rules</b>	Mark of True Chaos • Scoring • Plate Armor • Shield									

Options Pestilence • Champion • Musician • Standard Bearer

Special

Special

## CRUSHER KNIGHTS #1

Crusher Knights x3 - Standard - Infantry - 50x100

522 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Rider	4	5	3	4	4	1	5	2	8	Monstrous Cavalry
Crusher	7	5	-	5	4	3	2	3	7	
<b>Model Rules</b>	Mount's Protection (6+) • Plate Armor • Shield									
<b>Model Rules (Rider)</b>	Mark of Wrath • Chosen of the Gods									
<b>Model Rules (Crusher)</b>	Scoring • Mark of Wrath • Fear • Magical Attacks									

Options Lance • Standard Bearer

Special

## WARHOUNDS #1

Warhounds x5 - Standard - Infantry - 50x100

100 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Warhounds	7	4	-	3	3	1	3	1	5	War Beast
<b>Model Rules</b>	Innate Defense (5+) • Insignificant • Vanguard • Poisoned Attacks									

Special

## WARHOUNDS #2

Warhounds x5 - Standard - Infantry - 50x100

100 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Warhounds	7	4	-	3	3	1	3	1	5	War Beast
<b>Model Rules</b>	Innate Defense (5+) • Insignificant • Vanguard • Poisoned Attacks									

Special

## WASTELAND CHARIOT - PAIR OF WASTE STEEDS #1

Wasteland Chariot - Pair of Waste Steeds - Standard - Infantry - 50x100

220 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Chariot	-	-	-	5	5	-	-	-	-	Chariot
Warrior Crew (2)	-	5	3	4	-	-	4	2	8	
[Wasteland Steed (2)]	8	3	-	4	-	4	3	1	5	
[Mauler (1)]	7[6]	4	-	5	-	6	2	3	6	
<b>Model Rules</b>	Plate Armor • Mount's Protection (6+)									
<b>Model Rules (Chariot)</b>	Impact Hits (+1)									
<b>Model Rules (Warrior Crew (2))</b>	Mark of True Chaos • Halberd									

Special

**WASTELAND CHARIOT - SINGLE MAULER #1**

Wasteland Chariot - Single Mauler - Standard - Infantry - 50x100

300 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Chariot	-	-	-	5	5	-	-	-	-	Chariot
Warrior Crew (2)	-	5	3	4	-	-	4	2	8	
[Wasteland Steed (2)]	8	3	-	4	-	4	3	1	5	
[Mauler (1)]	7[6]	4	-	5	-	6	2	3	6	
<b>Model Rules</b>	Mount's Protection (6+) • Plate Armor • Barding									
<b>Model Rules (Chariot)</b>	Impact Hits (+1)									
<b>Model Rules (Warrior Crew (2))</b>	Mark of True Chaos • Halberd									
<b>Model Rules ([Mauler (1)])</b>	Fear • Grinding Attacks (D3)									

**Empowered****CHIMERA #1**

Chimera - Standard - Infantry - 50x100

425 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Chimera	6(8)	4	-	6	5	4	3	7	5	Monster
<b>Model Rules</b>	Fly (8) • Regeneration (5+) • Breath Weapon (Strength 4, Flaming Attacks) • Innate Defence (4+)									

**Magics****Magic items**

**Mithril Mail:** Type: Heavy Armour (2+ Armour Save). This Armour Save cannot be improved by any means.

**Sword of Strength:** Type: Hand Weapon. Attacks made with this weapon gain +1 Strength.

**Hero's Sword:** Type: Hand Weapon. Attacks made with this weapon gain +1 Strength. The wielder gains +1 Attack when using this weapon. When attacking with this weapon, wielder cannot have more than 4 Attacks and Strength 5 (regardless of modifiers).

**Talisman of Supreme Shielding:** The bearer gains a Ward Save (4+).

**Model Rules**

**Barding:**

**Breath Weapon (Strength 4, Flaming Attacks):**

**Chosen of the Gods:**

**Fear:** All enemy units in base contact with one or more models with this special rule suffer a 1 Leadership modifier. Models that are Immune to Psychology or that have Fear themselves are immune to the effects of Fear. At the start of each

Combat Round, units in base contact with one or more enemy models with Fear must take a Leadership Test. If this test is failed, the models in the unit have their Weapon Skill reduced to 1 for the remainder of the Combat Round.

**Fly (8):** Units composed entirely of models with this special rule can make Flying Movements in the Move Chargers and Remaining Moves sub-phases. When a unit makes a Flying Movement, substitute the models' Movement Characteristic with the value given in brackets (X). However, they cannot end their Movement inside or within 1" of a unit or Impassable Terrain (unless charging, when the normal exceptions to the Unit Spacing rule apply). Units using Flying Movement ignore any Terrain or units they fly over from their starting to their ending position, but they are still affected by the effects of the Terrain from which they take off and in which they land. Flying Movement can be used to March. Models with the Fly special rule also always have Swiftstride and Light Troops.

**Gaze of the Gods:** A model with this rule cannot refuse a Challenge and must issue one if no other model does so. If a model with this rule kills an enemy Character in a Challenge or slays a Monster, then the model part with Gaze of the Gods may reroll all to-hit and to-wound rolls until the end of the current player's next Magic phase. If two or more models with this rule slay a Monster at the same Initiative, only one model (chosen by the owner) can benefit from Gaze of Gods.

**Grinding Attacks (D3):** Close Combat Attack at its own Initiative against a single enemy Unit in base contact. This attack deals a number of hits equal to the value stated within brackets (D3). These automatically hit and have a Strength equal to the model's own Strength. Can never benefit from equipment or Special Ruls. If a model has both Grinding Attacks and Impact Hits, it may only use one of these rule in the same combat phase.

**Halberd:**

**Impact Hits (+1):**

**Innate Defence (4+):** A model can only use one instance of Innate Defence, use the best available Innate Defence. Innate Defence (4+): +3 to Armour Save.

**Innate Defence (5+):**

**Insignificant:** Units consisting entirely of models with this special rule do not cause Panic Tests on friendly units without this special rule. Only Insignificant Characters can join units with Insignificant R&F models.

**Light Armour:**

**Magical Attacks:** Attacks with this special rule or Attacks made by model parts with this special rule normally don't have any special effect. However, they interact with other rules (such as Ethereal). Models with this special rule apply it to all their attacks, including Special Attacks such as Stomp, Impact Hits, and Breath Attacks (unless stated otherwise). All attacks caused by spells and Magical Items have Magical Attacks .

**Mark of True Chaos:** Units with more than half of their models with the Mark of True Chaos may reroll failed Panic tests.

**Mark of Wrath:** Model parts with the Mark of Wrath gain a +1 to-hit modifier in Close Combat when attacking enemies in front of them, and cannot declare 'Flee' as a Charge Reaction. Wizards cannot gain the Mark of Wrath in any way nor can Models with Mark of Wrath become Wizards in any way.

**Mount's Protection (6+):**

**Paired Weapons:**

**Plate Armor:**

**Poisoned Attacks:**

**Regeneration (5+):** 5+ save, taken after failed armour saves. Cannot be combined with Ward Save (if a model has both, it must chose which one to use), taken against Flaming Attacks or Killing Blows that rolled a '6' to wound.

**Scoring:** Units with at least one model with the Scoring special rule are considered Scoring Units and are used for capturing Secondary Objectives. Every army needs a few Scoring units to be able to complete Secondary Objectives, which is why units with the Scoring special rule are marked in the Armybooks with a special pennant icon:

The Scoring special rule can be lost during the game:

- One or more models in the unit are Light Troops.
- A unit that is Fleeing loses its Scoring special rule for as long as it is Fleeing.
- An Ambushing unit that entered the Battlefield on Game Turn 4 or later loses its Scoring Special rule.
- A unit that has performed a Post-Combat Reform loses its Scoring special rule until the end of the current Player Turn.

**Shield:**

**Vanguard:** After Deployment (including Scouts), units composed entirely of models with this special rule may perform a 12" move. The move is performed as if in the Remaining Moves subphase, including any actions and restrictions the unit would normally have in the Remaining Moves subphase (such as Wheeling, Reforming, joining units, leaving units and so on).

The 12" distance is used instead of the unit's Movement Characteristic and no March Moves are allowed. 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

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.

Anointed - Harbinger of Chaos #1	Anointed - Lord of Chaos #1	Barbarians #1	Chimera #1	Crusher Knights #1	Warhound #1	Warhounds #2	Wasteland Chariot - Pair of Waste Steeds #1	Wasteland Chariot - Single Mauler #1	Wasteland Warriors #1	Wasteland Warriors #2