WARRIORS OF THE DARK GODS



PORTALES ELEGIDOS - 4 453 POINTS



 $385 \ pts \ (9.00 \ \%) \ \ 900 \ pts \ (20.00 \ \%) \ \ 2688 \ pts \ (60.00 \ \%)$ 480 pts (11.00 %) Core **Legendary Beasts** Characters Special (45 Max) (20 Least) (0 NoLimit) (35 Max)

Characters



DOOMLORD #1

Doomlord - Large - Infantry - 40x40

385 POINTS



						PERCOTE MARKET
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	Ар	Agi	
Doomlord	5	7	5	2	5	Hand Weapon

Options Halberd • General Core

Fallen

2

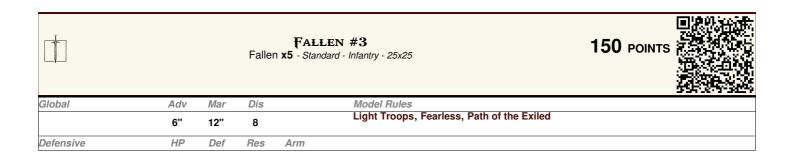
FALLEN #1 Fallen **x5** - Standard - Infantry - 25x25

150 POINTS



Fallen	2	4	4	1	4	Paired Weapons
Offensive	Att	Off	Str	Ар	Agi	
	1	2	4	0		Hell-Forged Armour
Defensive	HP	Def	Res	Arm		
	6"	12"	8			Light Troops, Fearless, Path of the Exiled
Global	Adv	Mar	Dis			Model Rules
						77.7222_40 B/08

			Falle		LLEN andard -	# 2 Infantry - 25x25	150 POINTS FEET WAS
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	Ар	Agi		
Fallen	2	4	4	1	4	Paired Weapons	



Defensive	HP	Def	Res	Arm		
	1	2	4	0		He
Offensive	Att	Off	Str	Ар	Agi	
Fallen	2	4	4	1	4	Pai

			Falle		LLEN andard -	# 4 Infantry - 25x25	■常品 150 points 為為是 也 第二
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	Ар	Agi		
Fallen	2	4	4	1	4	Paired Weapons	

			Faller	FA l n x5 - Sta	LLEN andard -	# 5 Infantry - 25x25	回(計画) 150 points 2000 2000 2000 2000 2000 2000 2000 200
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	Ар	Agi		
Fallen	2	4	4	1	4	Paired Weapons	

			Falle		LLEN andard -	# 6 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	Ар	Agi		
Fallen	2	4	4	1	4	Paired Weapons	

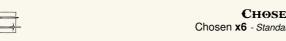
Special





Global	Adv	Mar	Dis			Model Rules	1888 BES
	5"	10"	8			Scoring, Fearless, Path of the Favoured	
Defensive	HP	Def	Res	Arm			
	2	6	4	0		Hell-Forged Armour, Spiked Shield	
Offensive	Att	Off	Str	Ар	Agi		
Chosen	3	6	4	1	5	Masters of Battle	

Options	Envy • Halberd • Champion



CHOSEN #6
Chosen x6 - Standard - Infantry - 25x25

436 POINTS



Options	Envy • Halberd • Champion



CHOSEN #1 Chosen x6 - Standard - Infantry - 25x25

460 POINTS



							S MEDIENO GENERAL
Global	Adv	Mar	Dis			Model Rules	
	5"	10"	8			Scoring, Fearless, Path of the Favoured	
Defensive	HP	Def	Res	Arm			
	2	6	4	0		Hell-Forged Armour, Spiked Shield	
Offensive	Att	Off	Str	Ар	Agi		
Chosen	3	6	4	1	5	Masters of Battle	

Options	Great Weapon • Champion • Wrath



CHOSEN #2

Chosen x6 - Standard - Infantry - 25x25

460 POINTS



Chosen	3	6	4	1	5	Masters of Battle	
Offensive	Att	Off	Str	Ар	Agi		
	2	6	4	0		Hell-Forged Armour, Spiked Shield	
Defensive	HP	Def	Res	Arm			
	5"	10"	8			Scoring, Fearless, Path of the Favoured	
Global	Adv	Mar	Dis			Model Rules	
							Callaboration Sec. Sec. Sec. Sec. Sec.

Options Great Weapon • Champion • Wrath



CHOSEN #5

Chosen x6 - Standard - Infantry - 25x25





							2 PECOTING BANKS
Global	Adv	Mar	Dis			Model Rules	
	5"	10"	8			Scoring, Fearless, Path of the Favoured	
Defensive	HP	Def	Res	Arm			
	2	6	4	0		Hell-Forged Armour, Spiked Shield	
Offensive	Att	Off	Str	Ар	Agi		
Chosen	3	6	4	1	5	Masters of Battle	

Options

Great Weapon • Champion • Wrath

Legendary Beasts



HELLMAW #1

Hellmaw - Gigantic - Construct - 150x100

480 POINTS



					<u> </u>
Global	Adv	Mar	Dis		Model Rules
	5"	10"	5		Fearless, Supernal, Gateway
Defensive	HP	Def	Res	Arm	
	5	3	5	2	Aegis (5+)
Offensive	Att	Off	Str	Ap	Agi
Hellmaw	5	3	5	2	1

Options	2 Ominous Gateways
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Magics

Racial Trait Spell

	Casting	Range	Туре	Duration			
Hellfire							
Translation missing: en.magic_spell.type_target.Hex, Translation missing: en.magic_spell.type_target.Damage, Translation missing: en.magic_spell.type_target.Direct							
The target suffers (2D3) {2D6} hits with Strength 6, Armour Penetration 0, and Magical Attacks.							

Model Rules

Aegis:

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.

Gateway: Universal Rule.

At the end of each friendly Magic Phase, each Hellmaw may do one of the following:

- Open a Gateway: Mark a single point on the Battlefield with a Gateway Marker. This point must be within Line of Sight and 24" of the Hellmaw, and more than 6" away from enemy units. There can never be more than 4 friendly Gateway Markers on the Battlefield (including Ominous Gateways).
- Close a Gateway: Choose a friendly Gateway Marker with its centre within Line of Sight and 24" of the Hellmaw. All units within 6" of the centre of the marker suffer D6 hits with Toxic Attacks and Magical Attacks. Then remove the marker. If all friendly Hellmaws have been removed as casualties, immediately close all friendly Gateways as described above.

A friendly unit may choose to enter the Gateway if all the following conditions are met:

- The unit does not contain any Gigantic models.
- The unit is in contact with the centre of a friendly Gateway Marker.
- All models in the unit just performed an Advance or March Move and no other model has moved since.

Remove the unit from the Battlefield. The unit:

- 1. Is then placed back on the Battlefield within 3" of the centre of any other friendly Gateway Marker. No model can end up with its centre farther away than its March Rate from the centre of the chosen marker.
- 2. Must have the same formation, but may face any direction.
- 3. Must follow the Unit Spacing rule.
- 4. Suffers D6 + X hits with Toxic Attacks and Magical Attacks, distributed by the owner, where X is equal to the number of ranks in the unit. Hits distributed onto

models with Hell-Forged Armour or Supernal automatically fail to wound.

5. Loses Scoring until its next Player Turn.

Only a single unit may exit the same Gateway Marker in each Player Turn

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

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.

Masters of Battle: Attack Attribute.

The model's maximum number of Supporting Attacks is set to 3.

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 if 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.

Supernal:

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.

