



WARRIORS OF THE DARK GODS

LIST WARRIORS OF THE DARK GODS (v2021 BETA 2) #4 - 730 POINTS



730 pts (16.00 %) 0 pts (0.00 %) 0 pts (0.00 %) 730 pts (16.00 %)
Characters **Core** **Special** **Legendary Beasts**
 (45 Max) (20 Least) (0 NoLimit) (45 Max)

Characters



FELDRAK ANCESTOR #1
 Feldrak Ancestor - Gigantic - Beast - 75x100mm

730 POINTS



Global	Adv	Mar	Dis	Model Rules		
	8"	16"	9	Primal Legend		
Defensive	HP	Def	Res	Arm		
	8	6	6	3	Unburnt, Light Armour	
Offensive	Att	Off	Str	Ap	Agi	
Feldrak Ancestor	6	6	7	4	3	Hatred, Breath Attack, Hand Weapon

Options	Paired Weapons
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Magics

Racial Trait Spell

	Casting	Range	Type	Duration
Hellfire				
Mf	(6+) {10+}	18"	Hex, Damage, Direct	Instant
<i>The target suffers (2D3) {2D6} hits with Strength 6, Armour Penetration 0, and Magical Attacks.</i>				

Model Rules

Breath Attack:

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

Hatred: During the first Round of Combat, failed to-hit rolls from attacks with Hatred must be rerolled.

Light Armour: Armor +1

Primal Legend: Universal Rule.

The limit of Legendary Beasts is increased to "Max. 45%". A model with this rule counts all units of Standard Height as Insignificant, and while it is on the board, friendly units with Fly may not use Flying Movement.

Unburnt: Successful to-wound rolls of attacks that are Flaming Attacks made against the model must be rerolled. In addition, the model considers all units consisting entirely of models without Unburnt as Insignificant.

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.

Feldrak Ancestor #1



