



WARRIORS OF THE DARK GODS

LIST WARRIORS OF THE DARK GODS (v2020) #3 - 4 288 POINTS



1725 pts (38.00 %) 1518 pts (34.00 %) 1045 pts (23.00 %) 0 pts (0.00 %)
Characters **Core** **Special** **Legendary Beasts**
 (45 Max) (20 Least) (0 NoLimit) (35 Max)

Characters



EXALTED HERALD #1

Exalted Herald - Large - Infantry - 50x50mm

830 POINTS



Global	Adv	Mar	Dis	Model Rules	
	8"	16"	9	Fear, Fearless, Supernal, Manifestation, Wizard Adept	
Defensive	HP	Def	Res	Arm	
	5	8	5	3	Aegis (4+)
Offensive	Att	Off	Str	Ap	Agi
Exalted Herald	6	9	5	2	8

Options | General • Unholy Avatar • Emissary of Chaos • Sorcerer Immortal • Abiding Spirit • Brand of the Dragon



SORCERER #1

Sorcerer - Standard - Infantry - 25x25mm

485 POINTS



Global	Adv	Mar	Dis	Model Rules	
	4"	8"	8	Wizard Apprentice, Battle Fever	
Defensive	HP	Def	Res	Arm	
	3	4	4	0	Light Armour
Offensive	Att	Off	Str	Ap	Agi
Sorcerer	2	4	3	0	3

Options | Plate Armour • Wizard Master • Alchemy • Veil Walker



CHOSEN LORD #1

Chosen Lord - Standard - Infantry - 25x25mm

410 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

Options | Great Weapon • Wrath • Trophy Rack • Entropic Aura

Core



WARHOUNDS #2
Warhounds x10 - Standard - Beast - 25x50mm

135 POINTS



Global	Adv	Mar	Dis	Model Rules	
	8"	16"	5	Insignificant, Release the Hounds	
Defensive	HP	Def	Res	Arm	
	1	3	3	0	
Offensive	Att	Off	Str	Ap	Agi
Warhound	1	3	3	0	4



WARRIORS WITH FAVOURED CHAMPION #1
Warriors x18 - Standard - Infantry - 25x25mm

705 POINTS



Global	Adv	Mar	Dis	Model Rules	
	4"	8"	8	Scoring, Fearless, Path of the Favoured, Champion	
Defensive	HP	Def	Res	Arm	
	1	5	4	0	Hell-Forged Armour, Spiked Shield
Offensive	Att	Off	Str	Ap	Agi
Warrior	2	5	4	1	4

Options	Musician • Standard Bearer • Great Weapon • Wrath • Zealots' Banner
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WARRIORS WITH FAVOURED CHAMPION #2
Warriors x18 - Standard - Infantry - 25x25mm

543 POINTS



Global	Adv	Mar	Dis	Model Rules	
	4"	8"	8	Scoring, Fearless, Path of the Favoured, Champion	
Defensive	HP	Def	Res	Arm	
	1	5	4	0	Hell-Forged Armour, Spiked Shield
Offensive	Att	Off	Str	Ap	Agi
Warrior	2	5	4	1	4

Options	Musician • Standard Bearer • Paired Weapons • Envy • Zealots' Banner
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WARHOUNDS #1
Warhounds x10 - Standard - Beast - 25x50mm

135 POINTS



Global	Adv	Mar	Dis	Model Rules	
	8"	16"	5	Insignificant, Release the Hounds	
Defensive	HP	Def	Res	Arm	
	1	3	3	0	
Offensive	Att	Off	Str	Ap	Agi
Warhound	1	3	3	0	4

Special




FLAYERS #1
Flayers x10 - Standard - Cavalry - 25x50mm

315 POINTS



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>	
	10"	20"	8	Strider, Feigned Flight, Vanguard (6", 6"), Light Troops, Battle Fever	
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	1	4	3	1	Light Armour
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
Flayer	1	4	4	0	4
Shadow Chaser	1	3	3	0	4
Harnessed					


Options	Shield • Skinning Lash • Champion • Musician • Light Lance
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CHOSEN #1

Chosen x10 - Standard - Infantry - 25x25mm

730 POINTS



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>	
	5"	10"	8	Scoring, Fearless, Path of the Favoured	
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	2	6	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>
Chosen	3	6	4	1	5
Masters of Battle					

Options	Greed • Champion • Musician • Standard Bearer • Rending Banner
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Magics

Racial Trait Spell

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



		Casting	Range	Type	Duration	Effect
5	Corruption of Tin	8+	36"	Hex	Permanent	The target suffers -1 Armour.
2	Word of Iron	5+ [9+]	24"	Augment	Last one Turn	The target gains +1[+2] to its Armour.
3	Glory of Gold	8+	18"	Augment	Last one Turn	The target gains +1 Armour Penetration, Flaming Attacks and Magical Attacks.
4	Silver Spike	(6+){9+}	(18"){36"}	Hex, Missile, Damage	Instant	The target suffers 1 hit with Strength 4 [6], Armour Penetration 10, Magical Attacks, [Multiple Wounds (D3)], and Area Attack (1x5).
6	Molter Copper	7+	24"	Hex, Missile, Damage	Instant	The target suffers D3+3 hits with Strength X, Armour Penetration 4, Flaming Attacks, and Magical Attacks, where X is equal to the target's Armour.
A	Alchemical Fire		18"	Hex	Last one Turn	The target gains Flammable against Melee Attacks.
1	Quicksilver Lash	7+	24"	Hex, Missile, Damage	Instant	The target suffers D3+1 hits with Flaming Attacks, Magical Attacks, and Armour Penetration 10. These hits always wound on a roll equal to or greater than "7 minus the target's Armour". An unmodified '6' always wounds and an unmodified '1' always fails to wound.

Magic banners

Rending Banner: One use only. May be activated at the start of a Round of Combat. Close Combat Attacks from R&F models in the bearer's unit gain +1 Armour Penetration until the bearer's unit is no longer Engaged in Combat. A model can only be affected by a single Rending Banner at the same time.

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

Aegis:

Battle Fever: Units with more than half of their models with Battle Fever must reroll failed Panic and Break Tests.

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.

Feigned Flight: A unit consisting solely of models with Feigned Flight that voluntarily chooses to Flee as a Charge Reaction, and subsequently passes a Rally Test in its next Player Turn, doesn't become Shaken. Furthermore, the Reform that is made after Rallying in this case doesn't prevent the unit from moving nor from shooting (but it still counts as having moved for shooting purposes). This rule cannot be applied if a unit fails to rally on the next friendly Player Turn or involuntarily Flees, such as a result of a failed Panic Test or if it was already Fleeing when being charged.

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).

Insignificant:

Light Armour: Armor +1

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.

Manifestation: Universal Rule.

During Spell Selection, each Exalted Herald must choose two different Manifestations from the list below and apply the effects during the game. The model knows the spells indicated on the chosen Manifestations. This replaces the normal rules for Spell Selection connected to being a Wizard Adept. In addition, Guiding Light (Divination) becomes the Attribute Spell for all non-Bound Spells cast by the model, replacing the spells' corresponding Attribute where applicable.

Masters of Battle: Attack Attribute.

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

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.

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.

Strider: The model automatically passes Dangerous Terrain Tests taken due to Terrain.

If more than half of a unit's models have Strider, the unit never loses their Steadfast or Rank Bonus due to Terrain.

Sometimes Strider is linked to a specific type of Terrain, stated in brackets.
In this case, models with Strider are considered Striders only when interacting with such type of Terrain.

Supernal:

Vanguard: After Deployment (including units with Scout), models with Vanguard may perform a 12" move. The move is performed as an Advance Move in the Movement Phase, including any actions and restrictions the unit would normally have (such as Wheeling, Reforming, joining units, leaving units and so on). The 12" distance is used instead of the unit's Advance Rate and March Rate. 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.

Wizard Adept: - Knows 2 spells.

- Can select from the Learned Spells 1, 2, 3, and 4 of its chosen Path and the Hereditary Spell of its army.
The Wizard gains Channel (1) and selects its spells as described in Spell Selection.

Wizard Apprentice: - Knows 1 spell.

- Can select between the Learned Spell 1 of its chosen Path and the Hereditary Spell of its army.
The Wizard selects its spells as described in Spell Selection

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.

Exalted Herald #1



Warhounds #2



Flayers #1



Sorcerer #1



Chosen #1



Chosen Lord #1



Warriors with Favoured Champion #1



Warriors with Favoured Champion #2



Warhounds #1

