



WARRIORS OF THE DARK GODS

DOOM LORD OF THE DAMNED - 5 006 POINTS



1590 pts (32.00 %) 1040 pts (21.00 %) 1596 pts (32.00 %) 1005 pts (20.00 %)

Characters **Core** **Special** **Legendary Beasts**
 (45 Max) (20 Least) (0 NoLimit) (35 Max)

Characters



DOOMLORD

Doomlord - Gigantic - Beast - 150x100mm

775 POINTS



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	Ap	Agi	
Doomlord	5	7	5	2	5	Hand Weapon



MOUNT WASTELAND BEHEMOTH

Global	Adv	Mar	Dis	Model Rules	
	7"	14"	C		
Defensive	HP	Def	Res	Arm	
	7	3	6	4	
Offensive	Att	Off	Str	Ap	Agi
Wasteland Behemoth	6	3	6	3	3

Options | Wasteland Behemoth • General • Trophy Rack • Aether Icon • Potion of Swiftiness • Veilgate Orb • Burning Portent



SORCERER

Sorcerer - Large - Construct - 50x100mm

815 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	Hand Weapon



MOUNT BATTLESHRINE

Global	Adv	Mar	Dis	Model Rules	
	5"	10"	C	Channel (1, 1), Fear, Towering Presence, War Platform, Keeper of the Beacon (mount), Trophy Rack	
Defensive	HP	Def	Res	Arm	
	5	C	5	C+1	Aegis (5+)
Offensive	Att	Off	Str	Ap	Agi
Wretched One			4	0	1

Options | Plate Armour • Wizard Master • Paired Weapons • Evocation • Battleshrine • Lord of the Damned • Hero's Heart • Magical Heirloom

Core



BARBARIANS

Barbarians **x38** - *Standard - Infantry - 25x25mm*

440 POINTS



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>	
	4"	8"	7	Scoring, Battle Fever	
<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	Shield and Spear • Champion • Musician • Standard Bearer
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FALLEN #1

Fallen **x5** - *Standard - Infantry - 25x25mm*

150 POINTS



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>	
	6"	12"	8	Light Troops, Fearless, Path of the Exiled	
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	1	2	4	0	Hell-Forged Armour
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
Fallen	2	4	4	1	4

	Paired Weapons				
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FALLEN #2

Fallen **x5** - *Standard - Infantry - 25x25mm*

150 POINTS



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>	
	6"	12"	8	Light Troops, Fearless, Path of the Exiled	
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	1	2	4	0	Hell-Forged Armour
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
Fallen	2	4	4	1	4

	Paired Weapons				
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FALLEN #3

Fallen **x5** - *Standard - Infantry - 25x25mm*

150 POINTS



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>	
	6"	12"	8	Light Troops, Fearless, Path of the Exiled	
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	1	2	4	0	Hell-Forged Armour
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
Fallen	2	4	4	1	4

	Paired Weapons				
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FALLEN #4


Fallen **x5** - *Standard - Infantry - 25x25mm*

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	Ap	Agi	
Fallen	2	4	4	1	4	Paired Weapons


Special




WRETCHED ONES

Wretched Ones **x6** - Large - Infantry - 40x40mm

500 POINTS




Global	Adv	Mar	Dis	Model Rules		
	3D6"	"	5	Unbreakable, Random Movement (3D6", 3D6"), Fearless, Irredeemable		
Defensive	HP	Def	Res	Arm		
	3	2	4	0	Fortitude (5+)	
Offensive	Att	Off	Str	Ap	Agi	
Wretched One			4	0	1	Grind Attacks (D6+1, D6+1)




WRETCHED TWOS

Wretched Ones **x6** - Large - Infantry - 40x40mm

500 POINTS




Global	Adv	Mar	Dis	Model Rules		
	3D6"	"	5	Unbreakable, Random Movement (3D6", 3D6"), Fearless, Irredeemable		
Defensive	HP	Def	Res	Arm		
	3	2	4	0	Fortitude (5+)	
Offensive	Att	Off	Str	Ap	Agi	
Wretched One			4	0	1	Grind Attacks (D6+1, D6+1)



FELDRAKS


Feldraks **x3** - Large - Beast - 50x75mm

396 POINTS



Global	Adv	Mar	Dis	Model Rules		
	8"	16"	9	Fear, Scoring		
Defensive	HP	Def	Res	Arm		
	4	4	5	2	Unburnt, Light Armour	
Offensive	Att	Off	Str	Ap	Agi	
Feldrak	3	4	5	2	3	Hatred


Options	Paired Weapons • Champion • Musician • Standard Bearer
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CHIMERA

Chimera - Large - Beast - 50x100mm

200 POINTS



Global	Adv	Mar	Dis	Model Rules	
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<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>	
	8"	20"	8	Fear, Towering Presence	
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	4	3	5	3	
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
Chimera	5	4	5	2	4

Legendary Beasts




FORSAKEN ONE

Forsaken One - Gigantic - Beast - 50x100mm

390 POINTS




<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>	
	3D6"	"	5	Unbreakable, Random Movement (3D6", 3D6"), Fearless, Irredeemable	
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	6	2	6	0 Fortitude (5+)	
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
Forsaken One			6	2	1 Grind Attacks (D6+3, D6+3)



FORSAKEN TOO

Forsaken One - Gigantic - Beast - 50x100mm

390 POINTS



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>	
	3D6"	"	5	Unbreakable, Random Movement (3D6", 3D6"), Fearless, Irredeemable	
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	6	2	6	0 Fortitude (5+)	
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
Forsaken One			6	2	1 Grind Attacks (D6+3, D6+3)

Magics

Racial Trait Spell

	Casting	Range	Type	Duration
<h3>Hellfire</h3>				
<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>				



Evocation

		Casting	Range	Type	Duration	Effect
5	Touch of the Reaper	7+ [9+]	(24") [18"]	Hex, Missile, Damage, Focused, Direct	Instant	The target suffers D3 hits with Strength 10, Armour Penetration 10, and Magical Attacks. When rolling to wound with this attack, use the target's Discipline instead of the target's Resilience.
3	Hasten the Hour	7+ [10+]	24" [18"]	Hex, Damage, Direct	Instant	Choose 1 {up to 3 different} models in the target unit (which may be Characters or Champions). Each of them suffers 1 hit that wounds automatically with Armour Penetration 10 and Magical Attacks.
4	Ancestral Aid	6+ [7+]	12" [18"]	Augment	Last one Turn	The target must reroll failed to-hit rolls with its Close Combat Attacks.

		<i>Casting</i>	<i>Range</i>	<i>Type</i>	<i>Duration</i>	<i>Effect</i>
6	Danse Macabre	5+ [9+]	12" [9"Aura]	Augment	Instant	The target may perform a 8" [6"] Magical Move and gains Ghost Step during this move.
1	Spectral Blades	5+ [9+]	18"	Augment	Last one Turn	The target must reroll failed to-wound rolls with its Melee Attacks [and gains Lethal Strike].
A	Evocation of Souls				Instant	If your Veil Token pool contains less than 3 Veil Tokens, you gain one Veil Token. No more than 1 Veil Token can be gained from this spell each Phase.
2	Whispers of the Veil	8+	24"	Hex	Last one Turn	The target suffers -1 Resilience. In addition, a unit with at least one model affected by one or more instances of the spell suffers -1 Discipline.

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.

Hero's Heart: The wielder of this enchanted weapon gains +1 Attack Value while using it. Attacks made with this enchanted weapon become Magical Attacks and always have at least Strength 5 and at least Armour Penetration 3.

Lord of the Damned: Any unit with Irredeemable within 18" of the bearer's model may reroll the distance it moves in the Movement Phase with Random Movement.

Magical Heirloom: The bearer gains the Hereditary Spell during Spell Selection, always knows it in addition to its other spells, cannot select it during Spell Selection, and cannot replace or otherwise lose it.

Potion of Swiftiness: One use only. May be activated at the start of any Round of Combat. Until the end of the Player Turn, the bearer gains +3 Agility.

Veilgate Orb: At the end of Siphon the Veil, the army may keep up to 6 Veil Tokens instead of the normal 3.

Magic banners

Aether Icon: The bearer gains Magic Resistance (1). If the unit contains a model with another instance of Magic Resistance, it increases that model's Magic Resistance value by 1 instead.

Model Rules

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

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.

Fortitude: Fortitude is a Special Save. Fortitude Saves cannot be taken against attacks with Lethal Strike that rolled a natural 6+ to wound, or against attacks with Flaming Attacks

Grind Attacks: A model part with Grind Attacks resolves these attacks at its own Agility. It must choose an enemy unit in base contact with it. The chosen enemy unit suffers a number of hits equal to the value stated in brackets (X). These hits are resolved with the model part's own 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). When several model parts in the same unit have Grind Attacks and when

X is a random number (e.g. Grind Attacks (2D3)), roll for the number of hits separately for each model part.

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.

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).

Irredeemable: The model cannot make Stomp Attacks and can make Grind Attacks as Supporting Attacks, ignoring the maximum number of Supporting Attacks). When a model with Irredeemable is killed by a Melee Attack, remove it as a casualty only at Initiative Step 0. A unit with at least one model with Irredeemable may never have more ranks than files.

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.

Master of Destruction: The bearer can use a Shield (or a Spiked Shield) simultaneously with a Great Weapon or a Halberd.

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.

Random Movement: The unit cannot Declare Charges and cannot move normally (Advance, March, Reform) in the Movement Phase (which also means they cannot perform Magical Moves). The model loses Swiftstride (and can never gain it), but always charges, Flees, Pursues and Overruns the distance stated in brackets.

In the Movement Phase, at the end of step 2 of the the it with Random Movement moves using the rules for Pursuing units, except that they can freely choose which direction to rotate towards before rolling the Pursuit Distance, cannot move off the Board Edge and only take Dangerous Terrain Tests if they actually charge an enemy unit (they still test as normal when Fleeing, Pursuing a Broken enemy or Overrunning).

Whenever a unit with Random Movement needs a March Rate (e.g. when Post-Combat Reforming), use the potential maximum value of X as its March Rate.

Characters with Random Movement can only join units with Random Movement (by moving into contact with them during the Movement Phase or by being deployed inside), and units with Random Movement can only be joined by Characters with Random Movement. Units with Random Movement cannot enter Buildings. If a unit has several sets of Random Movement, use the one with the lowest average (in case of a tie, you may choose which version to use). A model with Random Movement cannot move in the same phase as it arrives on the Battlefield as Reinforcement (Dawn Assault) or Ambusher.

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.

Towering Presence: The model gains Tall and can never be joined or join a unit (unless it is a War Platform). A model with Towering Presence increases its Rally Around the Flag and Commanding Presence ranges by 6".

Unbreakable: The model gains Fearless and its unit automatically passes all Break Tests. Characters with Unbreakable can only join units consisting entirely of models with Unbreakable. Units with one or more models with Unbreakable can only be joined by Characters with Unbreakable.

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.

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

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 profile with your phone.

Doomlord



Wretched Ones



Sorcerer



Wretched Twos



Barbarians



Fallen #1



Fallen #2



Fallen #3



Fallen #4



Feldraks



Chimera



Forsaken One



Forsaken Too



