



WARRIORS OF THE DARK GODS


DIODOD - 4 471 POINTS



770 pts (17.00 %) 976 pts (22.00 %) 2725 pts (61.00 %)


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

Special




FELDRAK ELDER #1
 Feldrak Elder - Gigantic - Beast - 50x100mm

515 POINTS




Global	Adv	Mar	Dis	Model Rules		
	8"	16"	9	Legendary Beasts		
Defensive	HP	Def	Res	Arm		
	6	5	6	3	Unburnt, Light Armour	
Offensive	Att	Off	Str	Ap	Agi	
Feldrak Elder	5	5	6	3	3	Hatred

Options	Paired Weapons
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FELDRAK ELDER #1
 Feldrak Elder - Gigantic - Beast - 50x100mm

515 POINTS




Global	Adv	Mar	Dis	Model Rules		
	8"	16"	9	Legendary Beasts		
Defensive	HP	Def	Res	Arm		
	6	5	6	3	Unburnt, Light Armour	
Offensive	Att	Off	Str	Ap	Agi	
Feldrak Elder	5	5	6	3	3	Hatred

Options	Paired Weapons
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FELDRAKS #1
 Feldraks x3 - Large - Beast - 50x75mm

415 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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FELDRAKS #1
 Feldraks x3 - Large - Beast - 50x75mm

415 POINTS



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


Options	Paired Weapons • Champion • Musician • Standard Bearer
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FELDRAKS #1


Feldraks x3 - Large - Beast - 50x75mm

415 POINTS



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


Options	Paired Weapons • Champion • Musician • Standard Bearer
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CHOSEN KNIGHTS #1

Chosen Knights x3 - Large - Cavalry - 50x75mm


450 POINTS



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>	
	7"	14"	8	Fear, Fearless, Scoring, Path of the Favoured	
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	3	6	4	2	Hell-Forged Armour
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
Chosen Rider	3	6	4	1	5 Halberd
Karkadan	2	3	5	2	2 Harnessed

Options	Champion • Musician • Standard Bearer • Gluttony
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Characters



FELDRAK ANCESTOR #1

Feldrak Ancestor - Gigantic - Beast - 75x100mm

770 POINTS



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

Options	Paired Weapons • General • Supernatural Dexterity
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Core



BARBARIAN HORSEMEN #1
Barbarian Horsemen **x8** - Standard - Cavalry - 25x50mm

246 POINTS



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>	
	8"	16"	8	Scoring, Battle Fever	
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	1	4	3	1	Heavy Armour
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
Barbarian Horseman	1	4	4	0	3
Black Steed	1	3	4	0	3

Options	Shield • Light Lance • Champion • Musician • Standard Bearer
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BARBARIAN HORSEMEN #1
Barbarian Horsemen **x8** - Standard - Cavalry - 25x50mm

246 POINTS



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>	
	8"	16"	8	Scoring, Battle Fever	
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	1	4	3	1	Heavy Armour
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
Barbarian Horseman	1	4	4	0	3
Black Steed	1	3	4	0	3

Options	Shield • Light Lance • Champion • Musician • Standard Bearer
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BARBARIAN HORSEMEN #1
Barbarian Horsemen **x8** - Standard - Cavalry - 25x50mm

246 POINTS



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>	
	8"	16"	8	Scoring, Battle Fever	
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	1	4	3	1	Heavy Armour
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
Barbarian Horseman	1	4	4	0	3
Black Steed	1	3	4	0	3

Options	Shield • Light Lance • Champion • Musician • Standard Bearer
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WARHOUNDS #1
Warhounds **x8** - Standard - Beast - 25x50mm

119 POINTS



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



WARHOUNDS #1

Warhounds x8 - Standard - Beast - 25x50mm

119 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

Magics

Racial Trait Spell

*The spell can target units Engaged and in base contact with the Caster's Front Facing.

	Casting	Range	Type	Duration
H 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>				

Magic items

Supernatural Dexterity: The wielder gains +2 Offensive Skill and +2 Agility while using this weapon, and attacks made with it become Magical Attacks.

Model Rules

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

Breath Attack:

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.

Halberd: Attacks made with a Halberd gain +1 Strength and +1 Armour Penetration. A model using this weapon cannot simultaneously use a Shield against Melee Attacks.

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.

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

Heavy Armour: +2 Armor

Hell-Forged Armour: Armour Equipment
Plate Armour. The wearer's model gains Aegis (5+, against Toxic Attacks)

Insignificant:

Legendary Beasts: The sum of the Legendary Beasts values stated in brackets of all models in the army is restricted to 1 per 750 Army Points, rounding fractions up.

Light Armour: Armor +1

Path of the Favoured: 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 gain +1 Health Point to a maximum of 3, and their Discipline is **set** to 9.

Primal Legend: If the model is the General, the maximum sum of Legendary Beasts values in the army is increased by 1. While the model is on the board, friendly units with Fly may not use Flying Movement.

Release the Hounds: 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.

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 profile with your phone.

Feldrak Ancestor #1



Barbarian Horsemen #1



Barbarian Horsemen #1



Barbarian Horsemen #1



Feldrak Elder #1



Feldrak Elder #1



Feldraks #1



Feldraks #1



Feldraks #1



Warhounds #1



Warhounds #1



Chosen Knights #1

