



# WARRIORS OF THE DARK GODS

## LIFE EATERS GUILD - 4 660 POINTS



2290 pts (23.00 %) 2370 pts (24.00 %) 0 pts (0.00 %)  
**Characters**                      **Core**                      **Special**  
 (45 Max)                              (20 Least)                      (0 NoLimit)

### Characters

**RAGING MONITES**  
 Barbarian Chief - *Gigantic - Beast - 20x20mm*

**650 POINTS**

Global	Adv	Mar	Dis	Model Rules		
	4"	8"	9	Battle Fever		
Defensive	HP	Def	Res	Arm		
	3	5	4	0	Heavy Armour	
Offensive	Att	Off	Str	Ap	Agi	
Barbarian Chief	3	5	5	1	5	Deeds not Words, Hand Weapon

**MOUNT WASTELAND BEHEMOTH**

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

**Options** | Additional Limbs • General • Throwing Weapons (4+) • Great Weapon • Trophy Rack • Wasteland Behemoth • Wasteland Torch • Immortal Gauntlets • Wyrd Stone • Shield Breaker

**RAGING MONITES**  
 Feldrak Ancestor - *Gigantic - Beast - 75x100mm*

**775 POINTS**

Global	Adv	Mar	Dis	Model Rules		
	8"	16"	9	Legendary Beasts, 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	Breath Attack, Hatred, Hand Weapon

**Options** | Halberd • King Slayer


**RAGING MONITES**  
 Sorcerer - *Standard - Infantry - 25x25mm*

**630 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	


Offensive	Att	Off	Str	Ap	Agi	
Sorcerer	2	4	3	0	3	Hand Weapon

<b>Options</b>	Wizard Master • Occultism • Veil Walker • Plate Armour • Crown of Autocracy • Ranger's Boots • Destiny's Call
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**RAGING MONITES**  
Barbarian Chief - Standard - Infantry - 25x25mm

**235 POINTS**




Global	Adv	Mar	Dis	Model Rules
	4"	8"	9	Battle Fever

Defensive	HP	Def	Res	Arm	
	3	5	4	0	Heavy Armour

Offensive	Att	Off	Str	Ap	Agi	
Barbarian Chief	3	5	5	1	5	Deeds not Words, Hand Weapon


<b>Options</b>	Shield • Throwing Weapons (4+) • Trophy Rack • Lucky Charm • Gladiator's Spirit • Symbol of Slaughter • Willow's Ward
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**Core**



**RAGING MONITES**  
Warriors x25 - Standard - Infantry - 25x25mm

**930 POINTS**




Global	Adv	Mar	Dis	Model Rules
	4"	8"	8	Fearless, Scoring, Path of the Favoured

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	

<b>Options</b>	Greed • Paired Weapons • Great Weapon • Halberd • Champion • Musician • Standard Bearer
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**RAGING MONITES**  
Warriors x25 - Standard - Infantry - 25x25mm

**930 POINTS**




Global	Adv	Mar	Dis	Model Rules
	4"	8"	8	Fearless, Fearless, Scoring, Scoring, Path of the Favoured, Path of the Favoured

Defensive	HP	Def	Res	Arm	
	1	5	4	0	Hell-Forged Armour, Hell-Forged Armour, Spiked Shield, Spiked Shield


Offensive	Att	Off	Str	Ap	Agi	
Warrior	2	5	4	1	4	

<b>Options</b>	Greed • Paired Weapons • Great Weapon • Halberd • Champion • Musician • Standard Bearer
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**RAGING MONITES**  
Barbarians x15 - Standard - Infantry - 25x25mm

**230 POINTS**




Global	Adv	Mar	Dis	Model Rules
	4"	8"	7	Scoring, Battle Fever

Defensive	HP	Def	Res	Arm	
	1	4	3	0	Light Armour

Offensive	Att	Off	Str	Ap	Agi	

<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
<b>Barbarian</b>	<b>1</b>	<b>4</b>	<b>4</b>	<b>0</b>	<b>3</b>


<b>Options</b>	Shield • Throwing Weapons (5+) • Champion • Musician • Standard Bearer • Icon of the Infinite
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### RAGING MØNITES

Barbarians **x15** - Standard - Infantry - 25x25mm

## 135 POINTS




<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>	
	<b>4"</b>	<b>8"</b>	<b>7</b>	<b>Scoring, Battle Fever</b>	
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	<b>1</b>	<b>4</b>	<b>3</b>	<b>0</b>	<b>Light Armour</b>
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
<b>Barbarian</b>	<b>1</b>	<b>4</b>	<b>4</b>	<b>0</b>	<b>3</b>



### RAGING MØNITES

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

## 145 POINTS



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

## Magics

### Racial Trait Spell

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

	Casting	Range	Type	Duration
<i>H Hellfire</i>				
<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>				



Occultism

**The Sacrifice:** When casting a non-Bound Spell from this Path, immediately after the casting roll, but before any Dispelling Attempt, the Active Player may choose the Caster's unit or another friendly unengaged unit within 24".

A unit may only be chosen once per phase. The chosen unit suffers X hits that wound automatically with Armour Penetration 10 and Magical Attacks, and with no saves of any kind allowed, where X is determined by the Discipline value of the largest fraction of models in the unit, ignoring all Discipline modifiers. In case of a tie, use the lower value:

- 0 to 4: 3 hits
- 5 to 7: 2 hits
- 8 to 10: 1 hit

Any Health Point loss from The Sacrifice that would remove the last model of the chosen unit as a casualty is discarded. These Health Points losses never cause Panic Tests.

If at least one Health Point loss was caused, the spell is cast with the {**amplified**} version. In that case, use any text marked with {}.

	Casting	Range	Type	Duration	Effect
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		Casting	Range	Type	Duration	Effect
4	Pentagram of Pain	5+[6+]	24"[12"Aura]	[Hex], [Direct], [Universal], [Damage]	Instant	The target suffers D6 hits with Strength 4, Armour Penetration 1, and Magical Attacks. [The Caster's unit is unaffected.] {If one or more unsaved wounds are caused with this spell, the Caster Recovers 1 Health Point.}
2	Hand of Glory	6+ [8+]	Caster [12"]	[Augment], Focused	Last one Turn	The target <<, all models in its unit when the spell is cast, and Raised models in the unit>> gain Aegis (6+) and Aegis (+1, max 3+). {This spell may only target Characters, Champions, and single model units.}
3	The Rot Within	6+	24"	Hex	Permanent	The target suffers -1 Offensive Skill and -1 Defensive Skill. {The Caster gains +1 Offensive Skill and +1 Defensive Skill.}
1	Breath of Corruption	6+ [9+]	Caster [12"]	[Augment], Focused	Last one Turn	The target gains Breath Attack (Magical Attacks, Toxic Attacks). [This spell may only target Characters, Champions, and single model units.] {If the Breath Attack is used as a Shooting Attack, its range is increased to 18".}
5	Marked for Doom	9+	24"	Hex, Damage, Direct	Instant	The target suffers 1 hit with Strength 10, Armour Penetration 10, Multiple Wounds (D3), and Magical Attacks. {If the target is within 12" of the Caster, the spell targets a single Character or Champion joined to the target unit.}
6	The Grave Calls	11+	18"	Hex, Damage, Direct	Instant	The target suffers 2D6 hits with Strength 5, Armour penetration 2, and Magical Attacks. {If the target is within 12" of the Caster, the hits gain +1 Strength and +1 Armour Penetration.}

## Magic items

**Immortal Gauntlets:** At the start of any Round of Combat that the bearer is fighting, you may discard a Veil Token from your Veil Token pool. If so, choose either Divine Attacks, Flaming Attacks, or Magical Attacks. The bearer's Close Combat Attacks gain the chosen Attack Attribute. The chosen effect lasts until the end of the phase.

**Shield Breaker:** Attacks made with this weapon gain +6 Armour Penetration, become Magical Attacks, and can never wound on to-wound rolls better than 3+.

**Wyrd Stone:** One use only. **Must** be activated when the bearer's model suffers the first hit in the game. This hit is ignored. If the bearer is hit by several simultaneous attacks, the bearer chooses which attack to ignore.

**King Slayer:** The wielder gains +X Attack Value while using this weapon, and attacks made with this weapon gain +X Strength, +X Armour Penetration, and Magical Attacks, where X is equal to the number of enemy Characters in base contact with the wielder's unit. This bonus is calculated at the Initiative Step when the attacks are made.

**Crown of Autocracy:** The model's range of Commanding Presence (if available) is increased by 3", up to a maximum of 18". If the model does not have Commanding Presence, it gains Commanding Presence whose range is always set to 3".

**Destiny's Call:** The wearer gains Aegis (4+). In addition, its Armour is set to 3 and can never be improved beyond this.

**Ranger's Boots:** The bearer gains Strider and, unless using Flying Movement, +2" Advance Rate up to a maximum of 10", and +4" March Rate up to a maximum of 20".

**Gladiator's Spirit:** The wearer gains +1 Armour and **Parry**.

**Lucky Charm:** One use only. May be activated when the bearer's model fails an Armour Save. This failed Armour Save may be rerolled.

**Symbol of Slaughter:** While using this weapon, the wielder gains +2 Attack Value, +2 Agility, and **Magical Attacks**. Close Combat Attacks made against the wielder's model gain +1 to hit.

**Willow's Ward:** While using this Shield, the bearer cannot use Parry, gains +1 Armour, and Impact Hits distributed onto the bearer suffer -2 Armour Penetration.

## Magic banners

**Wasteland Torch:** The bearer's unit gains **Strider (Ruins)**. After determining Deployment Zones (at the end of step 6 of the Pre-Game Sequence), you may choose a single Field or Forest Terrain Feature that becomes Ruins. The bearer's unit gains **Flaming Attacks** in the First Round of Combat.

**Icon of the Infinite:** The bearer can cast Hellfire (Hereditary Spell) as a Bound Spell with Power Level (4/8).

## Model Rules

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

**Breath Attack:**

**Deeds not Words:** The model part gains **Battle Focus** and **Hatred** while joined to one or more R&F models with Battle Fever.

**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.

**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.

**Heavy Armour:** +2 Armor

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

**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

**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.

**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:** 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.

**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:** Armour Equipment

Models on foot only.

Shield. For each successful Armour Save roll of 4+ made by the model part against an enemy Melee Attack while using a Spiked Shield, the model part immediately inflicts 1 hit with its Strength and Armour Penetration on the model that caused the wound, before any casualties are removed, distributed onto the model's Health Pool. This is considered a Special Attack.

**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

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## 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.

Raging Monites



Raging Monites



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