



WARRIORS OF THE DARK GODS

CHOSEN AND HERALD - 4 415 POINTS



1130 pts (25.00 %) **860 pts (19.00 %)** 1945 pts (43.00 %) 480 pts (11.00 %)
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
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SORCERER #1
 Sorcerer - Standard - Infantry - 50x50mm

300 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

MOUNT WAR DAIS

Global	Adv	Mar	Dis	Model Rules	
	C"	C"	C	Tall	
Defensive	HP	Def	Res	Arm	
	4	C	C	C+2	Cannot be Stomped
Offensive	Att	Off	Str	Ap	Agi
War Dais	4	5	4	1	4

Options	Plate Armour • Alchemy • Wizard Adept • War Dais • Alchemist's Alloy
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Core

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

741 POINTS

Global	Adv	Mar	Dis	Model Rules	
	4"	8"	8	Scoring, Fearless, Path of the Favoured, Champion	
Defensive	HP	Def	Res	Arm	

<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	1	5	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>
Warrior	2	5	4	1	4

Options	Musician • Standard Bearer • Halberd • Sloth • Zealots' Banner
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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


Special



CHOSEN #2


Chosen x9 - Standard - Infantry - 25x25mm

706 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	
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
Chosen	3	6	4	1	5


Options	Halberd • Musician • Standard Bearer • Sloth • Flaming Standard
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CHOSEN #1


Chosen x9 - Standard - Infantry - 25x25mm

731 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	
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
Chosen	3	6	4	1	5


Options	Halberd • Champion • Musician • Standard Bearer • Sloth • Flaming Standard
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FELDRAKS #1

Feldraks x4 - Large - Beast - 50x75mm

508 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

<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 • Musician
Legendary Beasts	



HELLMAW #1

Hellmaw - Gigantic - Construct - 150x100mm

480 POINTS



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>		
	5"	10"	5	Fearless, Supernal, Gateway		
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>		
	5	3	5	2	Aegis (5+)	
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
Hellmaw	5	3	5	2	1	

Options	2 Ominous Gateways
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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.
4	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 items

Alchemist's Alloy: The wearer gains +1 Armour and suffers -2 Offensive Skill.

Magic banners

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.

Flaming Standard: One use only. May be activated at the start of a Round of Combat or before shooting with the bearer's unit.

The bearer's unit gains Flaming Attacks. If activated when Engaged in Combat, the effect lasts until the bearer's unit is no longer Engaged in Combat. If activated before shooting with the bearer's unit, the effect lasts until the end of the phase.

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.

Gateway: Universal Rule.

At the end of each friendly Magic Phase, each Hellmaw may do one of the following:

- Open a Gateway: Mark a single point on the Battlefield with a Gateway Marker. This point must be within Line of Sight and 24" of the Hellmaw, and more than 6" away from enemy units. There can never be more than 4 friendly Gateway Markers on the Battlefield (including Ominous Gateways).
- Close a Gateway: Choose a friendly Gateway Marker with its centre within Line of Sight and 24" of the Hellmaw. All units within 6" of the centre of the marker suffer D6 hits with Toxic Attacks and Magical Attacks. Then remove the marker. If all friendly Hellmaws have been removed as casualties, immediately close all friendly Gateways as described above.

A friendly unit may choose to enter the Gateway if all the following conditions are met:

- The unit does not contain any Gigantic models.
- The unit is in contact with the centre of a friendly Gateway Marker.
- All models in the unit just performed an Advance or March Move and no other model has moved since.

Remove the unit from the Battlefield. The unit:

1. Is then placed back on the Battlefield within 3" of the centre of any other friendly Gateway Marker. No model can end up with its centre farther away than its March Rate from the centre of the chosen marker.
2. Must have the same formation, but may face any direction.
3. Must follow the Unit Spacing rule.
4. Suffers D6 + X hits with Toxic Attacks and Magical Attacks, distributed by the owner, where X is equal to the number of ranks in the unit. Hits distributed onto models with Hell-Forged Armour or Supernal automatically fail to wound.
5. Loses Scoring until its next Player Turn.

Only a single unit may exit the same Gateway Marker in each Player Turn

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).

Insignificant:

Light Armour: Armor +1

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.

Supernal:

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 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

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.

Exalted Herald #1



Sorcerer #1



Warriors with Favoured Champion #1



Chosen #2



Chosen #1



Warhounds #1



Feldraks #1



Hellmaw #1

