



# WARRIORS OF THE DARK GODS

## WDG 4500 - KNIGHTS - 4 129 POINTS



1475 pts (36.00 %)   859 pts (21.00 %)   1315 pts (32.00 %)   480 pts (12.00 %)

**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	
<b>Exalted Herald</b>	6	9	5	2	8	Hand Weapon

<b>Options</b>	General • Unholy Avatar • Sorcerer Immortal
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**CHOSEN LORD #1**  
Chosen Lord - Standard - Cavalry - 25x50mm

**645 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	
<b>Chosen Lord</b>	5	8	5	2	7	Hand Weapon

### MOUNT BLACK STEED

Global	Adv	Mar	Dis			Model Rules
	8"	14"	C			
Defensive	HP	Def	Res	Arm		
	C	C	C	C+2		
Offensive	Att	Off	Str	Ap	Agi	
<b>Black Steed</b>	1	3	4	0	3	

<b>Options</b>	Great Weapon • Wrath • Trophy Rack • Black Steed • General • Shield • Entropic Aura • Stalker's Standard • Talisman of Shielding • Immortal Gauntlets
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### Core



**WARRIORS WITH FAVOURED CHAMPION #1**  
Warriors x15 - Standard - Infantry - 25x25mm


**590 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	

<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
<b>Warrior</b>	2	5	4	1	4

<b>Options</b>	Musician • Standard Bearer • Great Weapon • Wrath • Banner of the Relentless Company
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	<b>FALLEN #1</b> Fallen <b>x5</b> - <i>Standard - Infantry - 25x25mm</i>	<b>150 POINTS</b>	
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<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>
<b>Fallen</b>	2	4	4	1	4

	<b>WARHOUNDS #1</b> Warhounds <b>x8</b> - <i>Standard - Beast - 25x50mm</i>	<b>119 POINTS</b>	
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<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>
<b>Warhound</b>	1	3	3	0	4

## Special

	<b>CHOSEN #1</b> Chosen <b>x5</b> - <i>Standard - Infantry - 25x25mm</i>	<b>395 POINTS</b>	
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<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>
<b>Chosen</b>	3	6	4	1	5

<b>Options</b>	Great Weapon • Champion • Musician • Wrath
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	<b>WARRIOR KNIGHTS WITH FAVOURED CHAMPION #1</b> Warrior Knights <b>x10</b> - <i>Standard - Cavalry - 25x50mm</i>	<b>600 POINTS</b>	
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<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>	
	8"	14"	8	Scoring, Fearless, Path of the Favoured, Champion	
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	1	5	4	2	Shield, Hell-Forged Armour
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
<b>Warrior Rider</b>	2	5	4	1	4
<b>Black Steed</b>	1	3	4	0	3

<b>Options</b>	Musician • Standard Bearer • Great Weapon • Wrath • Zealots' Banner
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### BATTLESHRINE #1

Battleshrine - Large - Construct - 50x100mm


## 320 POINTS



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>	
	5"	10"	8	Wizard Apprentice, Fear, Towering Presence, Channel (1, 1), Not a Leader, War Platform, Battle Fever, Standard Bearer, Beacon of the Dark Gods, Trophy Rack	
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	5	4	5	4	Aegis (5+)
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
Shrine Priest	1	4	3	0	3
Wretched One (2)			4	0	1
Harnessed, Grind Attacks (D6+1, D6+1)					

<b>Options</b>	Veilgate Orb
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## 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

<b>Options</b>	2 Ominous Gateways
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### Magics

Racial Trait Spell

	Casting	Range	Type	Duration
<h2 style="color: gold;">Hellfire</h2>				
<i>Mf</i>	(6+) {10+}	18"	Hex, Damage, Direct	Instant
The target suffers (2D3) {2D6} hits with Strength 6, Armour Penetration 0, and Magical Attacks.				

### Magic items

**Immortal Gauntlets:** At the start of any Round of Combat, 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.

**Talisman of Shielding:** The bearer gains Aegis (5+).

**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

**Stalker's Standard:** The bearer's unit gains Strider.

**Banner of the Relentless Company:** One use only. May be activated during the owner's Movement Phase. All Infantry models in the bearer's unit always have March Rate 15", until the end of the Player Turn. Only a single Banner of the Relentless Company may be activated during the same phase.

**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 re-roll failed Panic and Break Tests.

**Beacon of the Dark Gods:** Instead of selecting spells as normal, the Wizard must select one of the following spells during Spell Selection:

- Whispers of the Veil (Evocation)
- The Grave Calls (Occultism)
- Hellfire (Hereditary Spell)

### Champion:

**Channel:** During step 3 of the Magic Phase Sequence, each of the Active Player's models with Channel may add X Veil Tokens to the owner's Veil Token Pool. This Universal Rule is cumulative, adding X Veil Tokens of each independent instance of Channel to the model's total Channel value (so e.g. a model with Channel (1) and Channel (2) is treated like a model with Channel (3)).

**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

**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

**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 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.

**Not a Leader:** The model cannot be the General.

**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:** 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.

**Shield:** +1 Armour Hand Weapons wielded by models on foot can be used alongside a Shield, then giving Parry.

**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.

**Standard Bearer:**

**Supernal:**

**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".

**Trophy Rack:** The bearer's unit may reroll failed Discipline Tests unless Fleeing. Each time attacks made by the bearer's model kill an enemy model that it is fighting a Duel with, the bearer's model gains a +1 Combat Score modifier for the rest of the game (this also applies to attacks made outside the Melee Phase). In addition, the bearer's model may take a single Banner Enchantment (using the bearer's Special Item allowance as normal).

**War Platform:** Unless selected as a mount for a Character, a model with War Platform gains Not a Leader and Character, with the following exceptions:

- It does not count towards the Characters category (for Army List creation). - It cannot issue Duels, Accept Duels or Make Way.

- It can perform Swirling Melee.

- It does not count as a Character regarding Bodyguard and Multiple Wounds.

The model can join units even if it has Towering Presence, and having Chariot does not prevent it from joining units without Chariot. When joined to a unit, it must always be placed in the centre of the front rank, possibly pushing back other models with Front Rank, and must keep its position in the centre of the front rank at all times (as long as it is joined to the unit). If two positions are equally central (e.g. in a unit with an even number of models in the first rank and a War Platform replacing an uneven number of models per rank), the War Platform can be placed in either of these positions. If the War Platform cannot be placed in the centre of the front rank (e.g. due to Mismatching Bases or the front rank being too narrow), the model cannot join the unit.

This means that a War Platform can never join a unit with Mismatching Bases and that only a single War Platform can be in the same unit unless noted otherwise.

**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

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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.

Exalted Herald #1



Chosen Lord #1



Warriors with Favoured Champion #1



Fallen #1



Chosen #1



Warhounds #1



Hellmaw #1



Warrior Knights with Favoured Champion  
#1



Battleshrine #1

