



# WARRIORS OF THE DARK GODS

## LA LEGION DE L'APOCALYPSE - 4 492 POINTS



1150 pts (26.00 %) 957 pts (21.00 %) 2385 pts (53.00 %)

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

### Characters



#### ZAHNARTZ

Exalted Herald - Large - Infantry - 50x50mm

**780 POINTS**



Global	Adv	Mar	Dis			Model Rules
	7"	14"	9			Manifestation, Fearless, Supernal, Legendary Beasts, Wizard Adept, Fear
Defensive	HP	Def	Res	Arm		
	5	8	5	3	Aegis	
Offensive	Att	Off	Str	Ap	Agi	
Exalted Herald	6	9	5	2	8	Hand Weapon

Options	General
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#### MUUTHAUWG

Sorcerer - Large - Construct - 50x100mm

**370 POINTS**



Global	Adv	Mar	Dis			Model Rules
	4"	8"	8			Wizard Apprentice, Battle Fever
Defensive	HP	Def	Res	Arm		
	3	4	4	0 (+3)	Light Armour, Plate Armour	
Offensive	Att	Off	Str	Ap	Agi	
Sorcerer	2	4	3	0	3	Paired Weapons, Hand Weapon



#### MOUNT DARK CHARIOT

Global	Adv	Mar	Dis			Model Rules
	8"	8"	C			Swiftstride
Defensive	HP	Def	Res	Arm		
	4	C	5	C+2		
Offensive	Att	Off	Str	Ap	Agi	
Black Steed(2)	1	3	4	0	3	Harnessed
Chassis			5	2	Impact Hits, Inanimate	

Options	Wizard Adept • Evocation • Plate Armour • Paired Weapons • Dark Chariot • Crystal Ball
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### Core



#### LES TRANCHES FROIDS

Warriors x24 - Standard - Infantry - 25x25mm



**687 POINTS**





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

<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	1	5	4	0	Spiked Shield, Hell-Forged Armour
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
Warrior	2	5	4	1	4 Paired Weapons

<b>Options</b>	Gluttony • Paired Weapons • Champion • Musician • Standard Bearer • Zealots' Banner
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	<b>LES TRANCHES FROIDS</b> Warhounds <b>x9</b> - Standard - Beast - 25x50mm	<b>130</b> POINTS	
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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>
Warhound	1	3	3	0	4

	<b>LES TRANCHES FROIDS</b> Warhounds <b>x10</b> - Standard - Beast - 25x50mm	<b>140</b> POINTS	
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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>
Warhound	1	3	3	0	4

## Special

	<b>LES TRANCHES DE PAIN</b> Chosen <b>x10</b> - Standard - Infantry - 25x25mm	<b>575</b> POINTS	
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<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>	
	5"	10"	8	Scoring, Path of the Favoured, Fearless	
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	2	6	4	0 Spiked Shield, Hell-Forged Armour	
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
Chosen	3	6	4	1	5 Paired Weapons, Extra Support (3), Halberd, Great Weapon



<b>Options</b>	Paired Weapons • Great Weapon • Halberd • Champion • Standard Bearer • Greed • Wasteland Torch
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	<b>LES DECOUPEURS</b> Chosen Knights <b>x3</b> - Large - Cavalry - 50x75mm	<b>510</b> POINTS	
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<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>	
	7"	14"	8	Scoring, Path of the Favoured, Fearless, Fear	
<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>

Offensive	Att	Off	Str	Ap	Agi	
Chosen Rider	3	6	4	1	5	Halberd
Karkadan	2	3	5	2	2	Harnessed

<b>Options</b>	Champion • Musician • Standard Bearer • Gluttony • Banner of Speed
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	<b>LA BANDE A SINOC</b> Wretched Ones <b>x6</b> - Large - Infantry - 40x40mm	<b>525</b> POINTS	
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Global	Adv	Mar	Dis	Model Rules		
	3D6"	"	5	Random Movement, Fearless, Irredeemable, Unbreakable		
Defensive	HP	Def	Res	Arm		
	3	2	4	0	Fortitude	
Offensive	Att	Off	Str	Ap	Agi	
Wretched One			4	0	1	Grind Attacks

	<b>LES PIETINEURS</b> Warrior Knights <b>x10</b> - Standard - Cavalry - 25x50mm	<b>465</b> POINTS	
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Global	Adv	Mar	Dis	Model Rules		
	8"	14"	8	Scoring, Path of the Favoured, Fearless		
Defensive	HP	Def	Res	Arm		
	1	5	4	2	Hell-Forged Armour, Shield	
Offensive	Att	Off	Str	Ap	Agi	
Warrior Rider	2	5	4	1	4	
Black Steed	1	3	4	0	3	Harnessed

<b>Options</b>	Gluttony • Standard Bearer
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	<b>LE GOUFFRE DE L'ENFER</b> Hellmaw - Gigantic - Construct - 20x20mm	<b>310</b> POINTS	
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Global	Adv	Mar	Dis	Model Rules		
	5"	10"	5	Fearless, Supernal, Gateway		
Defensive	HP	Def	Res	Arm		
	5	3	5	2	Aegis	
Offensive	Att	Off	Str	Ap	Agi	
Hellmaw	5	3	5	2	1	

## Magics

Racial Trait Spell

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

Casting	Range	Type	Duration
<b>H Hellfire</b>			
Mf	(5+) {10+}	18"	Hex, Damage, Direct Instant
The target suffers (2D3) {2D6} hits with Strength 6, Armour Penetration 0, and Magical Attacks.			



## Evocation

		<i>Casting</i>	<i>Range</i>	<i>Type</i>	<i>Duration</i>	<i>Effect</i>
<b>6</b>	Danse Macabre	6+ {9+}	18" [9"Aura]	Augment	Instant	The target may perform a 12" [6"] Magical Move and gains Ghost Step during this move.
<b>4</b>	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}.
<b>5</b>	Touch of the Reaper	<7+> {9+}	<24"> {18"}	Hex, Missile, Damage, Focused, Direct	Instant	The target suffers 1D3 hits with Strength 10, Armour Penetration 10, and <b>Magical Attacks</b> . When rolling to wound with this attack, use the target's Discipline instead of the target's Resilience.
<b>A</b>	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.
<b>2</b>	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.
<b>1</b>	Ancestral Aid	6+ {7+}	12" [18"]	Augment	Last one Turn	The target must reroll failed to-hit rolls with its Close Combat Attacks.
<b>3</b>	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.

## Magic items

**Crystal Ball:** The firsts Dispelling Attempt in each enemy Magic Phase gains a +2 Dispelling Modifier, provided the bearer is on the Battlefield. When using a single Magic Dice for this Dispelling Attempt, a natural roll of '1' or '2' on the Magic Dice is always a failed Dispelling Attempt, regardless of any modifiers.

## Magic banners

**Zealots' Banner:** Models in the second rank of the bearer's unit gain Extra Support (2).

**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.

**Banner of Speed:** A unit with one or more Banners of Speed gains +1" Advance Rate and +2" March Rate.

## Model Rules

### Aegis:

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

### Extra Support:

**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

**Gateway:** 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.

**Great Weapon:** Attacks made with a Great Weapon gain +2 Strength, +2 Armour Penetration and always strike at Initiative Step 0 (regardless of the wielder's Agility). A model using this weapon cannot simultaneously use a Shield against Melee 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.

**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.

**Hell-Forged Armour:** Armour Equipment

Plate Armour. The wearer's model gains Aegis (5+, against Toxic Attacks)

**Insignificant:**

**Irredeemable:** The model cannot make Stomp Attacks and, when in the second rank and not in base contact with any enemy models, can make Grind Attacks across models in the first rank directly in front of it. When a model with Irredeemable is killed by a Melee Attack, remove it as a casualty only at the end of Initiative Step 0. A unit with at least one model with Irredeemable may never have more ranks than files.

**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

**Manifestation:** During Spell Selection, each Exalted Herald **must** choose two different Manifestations from the list below and apply the effects during the game. The model **must** select 3 spells out of the spells indicated for the chosen Manifestations, Wrath of God (Thaumaturgy), and Hellfire (Hereditary Spell). 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.

**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 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.

**Plate Armour:** +3 Armor

**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.

**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"quote; 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:** 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.

**Supernal:**

**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.

**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

Your 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.

Zahnartz



Les Tranches froids



Les Tranches froids



Les Tranches froids



Muuthauwg



Les Tranches de Pain



Les Découpeurs



La Bande à Sinoc



Les Piétineurs



Le gouffre de l'enfer

