



WARRIORS OF THE DARK GODS

MIECHU - 3 875 POINTS



1865 pts (41.00 %) 959 pts (21.00 %) 1051 pts (23.00 %)

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

Characters



SORCERER #1

Sorcerer - Standard - Infantry - 25x25mm

585 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
Hand Weapon					

Options

General • Wizard Master • Alchemy • Veil Walker • Talisman of the Void • Magical Heirloom



FELDRAK ANCESTOR #1

Feldrak Ancestor - Gigantic - Beast - 75x100mm

640 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					



FELDRAK ANCESTOR #2

Feldrak Ancestor - Gigantic - Beast - 75x100mm

640 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					

Core



WARRIORS #1


Warriors x22 - Standard - Infantry - 25x25mm

768 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

Options	Wrath • Halberd • Champion • Musician • Standard Bearer • Zealots' Banner
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BARBARIANS #1
Barbarians x21 - Standard - Infantry - 25x25mm

191 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
Barbarian	1	4	4	0	3


Options	Champion • Musician • Paired Weapons
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Special




CHOSEN KNIGHTS #1
Chosen Knights x4 - Large - Cavalry - 50x75mm

623 POINTS




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

Options	Champion • Musician • Standard Bearer • Wrath • Flaming Standard
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MARAUDING GIANT #1
Marauding Giant - Gigantic - Infantry - 50x75mm

325 POINTS




Global	Adv	Mar	Dis	Model Rules	
	7"	14"	8	Legendary Beasts (1), Rage, Giant See, Giant Do	
Defensive	HP	Def	Res	Arm	
	7	3	5	1	
Offensive	Att	Off	Str	Ap	Agi
Marauding Giant	5	3	5	2	3

Options	Big Brother • Tribal Warspear
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WARHOUNDS #1
Warhounds x6 - Standard - Beast - 25x50mm

103 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

Magics

Racial Trait Spell

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

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



		<i>Casting</i>	<i>Range</i>	<i>Type</i>	<i>Duration</i>	<i>Effect</i>
A	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.
2	Word of Iron	<5+> {9+}	<24"> {18"}	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).
5	Corruption of Tin	8+	36"	Hex	Permanent	The target suffers -1 Armour.
6	Molter Copper	7+	24"	Hex, Missile, Damage	Instant	The target suffers D3+4 hits with Strength X, Armour Penetration 4, Flaming Attacks, and Magical Attacks, where X is equal to the target's Armour.

Magic items

Magical Heirloom: The bearer gains the Hereditary Spell during Spell Selection, always knows it in addition to its other spells, cannot select it during Spell Selection, and cannot replace or otherwise lose it.

Talisman of the Void: The bearer gains Channel (1).

Magic banners

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

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

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.

Giant See, Giant Do: Universal Rule.
The model gains Battle Fever.

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.

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.

Rage: Attack Attribute – Close Combat.
Whenever the model loses a Health Point, it gains +1 Attack Value. Whenever it gains a Health Point, it suffers –1 Attack Value.

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.

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

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.

Sorcerer #1



Feldrak Ancestor #1



Feldrak Ancestor #2



Warriors #1



Barbarians #1



Chosen Knights #1



Marauding Giant #1



Warhounds #1

