




WARRIORS OF THE DARK GODS

DROP THE SLOTH - 4 121 POINTS



1275 pts (31.00 %) **445 pts (11.00 %)** 1166 pts (28.00 %) 1435 pts (35.00 %)
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	Unholy Avatar • Abiding Spirit
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SORCERER #1


Sorcerer - Standard - Infantry - 25x25mm

220 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


Options	Alchemy • Wizard Adept • General
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BARBARIAN CHIEF #1

Barbarian Chief - Standard - Infantry - 25x25mm

225 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

Options	Warband Standard • Rending Banner x1 • Gladiator's Spirit
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Core



BARBARIANS #1

Barbarians **x20** - *Standard* - *Infantry* - 25x25mm

310 POINTS



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

Options	Great Weapon • Champion • Musician • Standard Bearer • Banner of Discipline
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WARHOUNDS #1

Warhounds **x10** - *Standard* - *Beast* - 25x50mm

135 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 KNIGHTS #1

Chosen Knights **x3** - *Large* - *Cavalry* - 50x75mm

506 POINTS



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>		
	7"	14"	8	Fear, Scoring, Fearless, Path of the Favoured		
<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>	
Chosen Rider	3	6	4	1	5	Halberd
Karkadan	2	3	5	2	2	Harnessed

Options	Champion • Standard Bearer • Sloth • Wasteland Torch
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CHIMERA #1

Chimera - *Large* - *Beast* - 50x100mm

230 POINTS



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>	
	8"	20"	8	Fear, Towering Presence	
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	4	3	5	3	
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
Chimera	5	4	5	2	4

Options	Wings
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FELDRAKS #1
Feldraks x3 - Large - Beast - 50x75mm

430 POINTS



Global	Adv	Mar	Dis	Model Rules	
	8"	16"	9	Fear, Scoring	
Defensive	HP	Def	Res	Arm	
	4	4	5	2	Unburnt, Light Armour
Offensive	Att	Off	Str	Ap	Agi
Feldrak	3	4	5	2	3 Hatred

Options | Great Weapon • Champion • Standard Bearer • Banner of Speed

Legendary Beasts



HELLMAW #1
Hellmaw - Gigantic - Construct - 150x100mm

380 POINTS



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

Options | 1 Ominous Gateway



FORSAKEN ONE #1
Forsaken One - Gigantic - Beast - 50x100mm

390 POINTS



Global	Adv	Mar	Dis	Model Rules	
	3D6"	"	5	Unbreakable, Random Movement (3D6", 3D6"), Fearless, Irredeemable	
Defensive	HP	Def	Res	Arm	
	6	2	6	0	Fortitude (5+)
Offensive	Att	Off	Str	Ap	Agi
Forsaken One			6	2	1 Grind Attacks (D6+3, D6+3)



FELDRAK ELDER #1
Feldrak Elder - Gigantic - Beast - 50x100mm

465 POINTS



Global	Adv	Mar	Dis	Model Rules	
	8"	16"	9		
Defensive	HP	Def	Res	Arm	
	6	5	6	3	Unburnt, Light Armour
Offensive	Att	Off	Str	Ap	Agi
Feldrak Elder	5	5	6	3	3 Hatred

Options | Great Weapon

Magics

Racial Trait Spell

	<i>Casting</i>	<i>Range</i>	<i>Type</i>	<i>Duration</i>
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>
5	Corruption of Tin	8+	36"	Hex	Permanent	The target suffers -1 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).
4	Alchemical Fire		18"	Hex	Last one Turn	The target gains Flammable against Melee Attacks.
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.
2	Word of Iron	5+ [9+]	24"	Augment	Last one Turn	The target gains +1[+2] to its Armour.
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

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

Magic banners

Rending Banner: One use only. May be activated at the start of a Round of Combat. Close Combat Attacks from R&F models in the bearer's unit gain +1 Armour Penetration until the bearer's unit is no longer Engaged in Combat. A model can only be affected by a single Rending Banner at the same time.

Banner of Discipline: The bearer's unit may reroll failed Panic Tests. If the Battle Standard Bearer or the General is part of the bearer's unit, it automatically passes Panic Tests instead.

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.

Deeds not Words: Attack Attribute.

The model part gains Battle Focus and Hatred while joined to one or more R&F models with Asklander Battle Fever.

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: 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.

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.

Heavy Armour: +2 Armor

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:

Irredeemable: The model cannot make Stomp Attacks and can make Grind Attacks as Supporting Attacks, ignoring the maximum number of Supporting Attacks). When a model with Irredeemable is killed by a Melee Attack, remove it as a casualty only at Initiative Step 0. A unit with at least one model with Irredeemable may never have more ranks than files.

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.

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.

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: 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.

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".

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.

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



Barbarian Chief #1



Barbarians #1



Chosen Knights #1



Warhounds #1



Chimera #1



Feldraks #1



Hellmaw #1



Forsaken One #1



Feldrak Elder #1

