



WARRIORS OF THE DARK GODS

CHAOS UNIVERSEL - 2 060 POINTS



400 pts (27.00 %) 630 pts (42.00 %) 1030 pts (69.00 %)
Characters **Core** **Special**
 (45 Max) (20 Least) (0 NoLimit)

Special

GUERRIERS CHEVALIERS #1
 Warrior Knights **x5** - Standard - Cavalry - 25x50mm

255 POINTS

Global	Adv	Mar	Dis	Model Rules	
	8"	14"	8	Fearless, Scoring, Path of the Favoured	
Defensive	HP	Def	Res	Arm	
	1	5	4	2	Shield, Hell-Forged Armour
Offensive	Att	Off	Str	Ap	Agi
Warrior Rider	2	5	4	1	4
Black Steed	1	3	4	0	3

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Black Steed	1	3	4	0	3

ELUS #1
 Chosen **x10** - Standard - Infantry - 25x25mm

520 POINTS

Global	Adv	Mar	Dis	Model Rules	
	5"	10"	8	Fearless, Scoring, Path of the Favoured	
Defensive	HP	Def	Res	Arm	
	2	6	4	0	Hell-Forged Armour, Spiked Shield
Offensive	Att	Off	Str	Ap	Agi
Chosen	3	6	4	1	5

Options

Lust

Characters



SEIGNEUR ELU #1

Chosen Lord - Standard - Cavalry - 25x50mm

400 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
Chosen Lord	5	8	5	2	7



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
Black Steed	1	3	4	0	3

Options

Shield • Black Steed • General • Lust

Core



GUERRIERS #1

Warriors x30 - Standard - Infantry - 25x25mm

630 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

Magics

Racial Trait Spell

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

	Casting	Range	Type	Duration
H Hellfire				
Mf	(6+) {10+}	18"	Hex, Damage, Direct	Instant

The target suffers (2D3) {2D6} hits with Strength 6, Armour Penetration 0, and Magical Attacks.

Model Rules

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.

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)

Master of Battle: The model's maximum number of Supporting Attacks is **set** to 3.

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.

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.

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.

Guerriers #1



Guerriers chevaliers #1



Guerriers chevaliers #1



Seigneur élu #1



Elus #1

