



# WARRIORS OF THE DARK GODS

## GALAHAD 5225 06.03.2024 - 4 496 POINTS



1375 pts (31.00 %) 900 pts (20.00 %) 2221 pts (49.00 %)  
**Characters**      **Core**      **Special**  
 (45 Max)      (20 Least)      (0 NoLimit)

### Characters

#### SORCERER #1

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** | Evocation • Plate Armour • Paired Weapons • Dark Chariot • Basalt Infusion • Hero's Heart • Book of Arcane Mastery

#### BARBARIAN CHIEF #1

Barbarian Chief - Standard - Cavalry - 25x50mm

## 295 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	Deeds not Words, Paired Weapons, Hand Weapon

#### MOUNT SHADOW CHASER

Global	Adv	Mar	Dis			Model Rules
	10"	20"	C			Vanguard, Strider, Light Troops
Defensive	HP	Def	Res	Arm		
	C	C	C	C+1		
Offensive	Att	Off	Str	Ap	Agi	
Shadow Chaser	1	3	3	0	4	Harnessed

**Options** | Paired Weapons • Shadow Chaser • Thrice-Forged • Shield Breaker



### CHOSEN LORD #1

Chosen Lord - Standard - Cavalry - 25x50mm

710 POINTS



Global	Adv	Mar	Dis	Model Rules		
	5"	10"	9	Path of the Favoured, Fearless		
Defensive	HP	Def	Res	Arm		
	3	7	5	0 (+1)	Hell-Forged Armour, Shield	
Offensive	Att	Off	Str	Ap	Agi	
Chosen Lord	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	
Black Steed	1	3	4	0	3	Harnessed

**Options** | General • Luck of the Dark Gods • Shield • Trophy Rack • Black Steed • Gluttony • Talisman of Shielding • Wyrld Stone • Burning Portent

## Core



### BARBARIANS #1

Barbarians x30 - Standard - Infantry - 25x25mm

325 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	Paired Weapons, Throwing Weapons

**Options** | Throwing Weapons (5+) • Champion • Musician • Standard Bearer • Paired Weapons • Banner of the Relentless Company



### FALLEN #1

Fallen x5 - Standard - Infantry - 25x25mm

145 POINTS



Global	Adv	Mar	Dis	Model Rules		
	6"	12"	8	Fearless, Path of the Exiled, Light Troops		
Defensive	HP	Def	Res	Arm		
	1	2	4	0	Hell-Forged Armour	
Offensive	Att	Off	Str	Ap	Agi	
Fallen	2	4	4	1	4	Paired Weapons



### WARHOUNDS #1

Warhounds x8 - Standard - Beast - 25x50mm

120 POINTS



Global	Adv	Mar	Dis	Model Rules	
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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



**BARBARIAN HORSEMEN #1**  
Barbarian Horsemen x11 - Standard - Cavalry - 25x50mm

310 POINTS



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>	
	8"	16"	8	Scoring, Battle Fever	
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	1	4	3	1	Heavy Armour
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
Barbarian Horseman	1	4	4	0	3 Paired Weapons
Black Steed	1	3	4	0	3 Paired Weapons, Harnessed

**Options** | Paired Weapons • Champion • Musician • Standard Bearer • Icon of the Infinite

Special



**BATTLESHRINE #1**  
Battleshrine - Large - Construct - 50x100mm

310 POINTS



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>	
	5"	10"	8	Wizard Apprentice, Beacon of the Dark Gods, Battle Fever, Trophy Rack, War Platform, Towering Presence, Channel, Fear, Not a Leader	
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	5	4	5	4	Aegis
<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 Grind Attacks, Harnessed



**MARAUDING GIANT #1**  
Marauding Giant - Gigantic - Infantry - 50x75mm

305 POINTS



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

**Options** | Monstrous Familiar



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

390 POINTS



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



### WARRIOR KNIGHTS #1


Warrior Knights x9 - Standard - Cavalry - 25x50mm

## 484 POINTS



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	Great Weapon
Black Steed	1	3	4	0	3	Great Weapon, Harnessed


<b>Options</b>	Sloth • Great Weapon • Champion • Musician
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### FLAYERS #1


Flayers x8 - Standard - Cavalry - 25x50mm

## 218 POINTS



Global	Adv	Mar	Dis	Model Rules		
	10"	20"	8	Battle Fever, Feigned Flight, Strider, Vanguard, Light Troops		
Defensive	HP	Def	Res	Arm		
	1	4	3	1	Light Armour	
Offensive	Att	Off	Str	Ap	Agi	
Flayer	1	4	4	0	4	
Shadow Chaser	1	3	3	0	4	Harnessed


<b>Options</b>	Skinning Lash
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### CHOSEN #1

Chosen x8 - Standard - Infantry - 25x25mm

## 514 POINTS



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

<b>Options</b>	Great Weapon • Champion • Musician • Wrath
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## Magics

Racial Trait Spell

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

Casting	Range	Type	Duration

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



Evocation

		Casting	Range	Type	Duration	Effect
<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>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>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>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

**Basalt Infusion:** The wearer gains +1 Armour and Aegis (3+, against Flaming Attacks). The wearer automatically fails all Fortitude Saves.

**Book of Arcane Mastery:** Unless the bearer has Protean Magic, it knows one additional Learned Spell that it selects from the Learned Spells 1, 2, 3, and 4 of its chosen Path. In addition, the bearer cannot cast the Hereditary Spell.

**Hero's Heart:** The wielder gains +1 Attack Value while using this weapon. Attacks made with this weapon become Magical Attacks and always have at least Strength 5 and at least Armour Penetration 2.

**Shield Breaker:** Attacks made with this weapon gain +6 Armour Penetration, become Magical Attacks, and can never wound on to-wound rolls better than 3+.

**Thrice-Forged:** The wearer gains +3 Armour. If the wearer's model has Towering Presence, its Armour can **never** be improved beyond 5.

**Burning Portent:** Attacks made with this weapon become **Flaming Attacks** and **Magical Attacks**, gain **Multiple Wounds (D3)**, and their Armour Penetration is **set** to 10.

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

**Wyrd Stone:** One use only. **Must** be activated when the bearer's model suffers the first hit in the game. This hit is ignored. If the bearer is hit by several simultaneous attacks, the bearer chooses which attack to ignore.

## Magic banners

**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.

**Icon of the Infinite:** The bearer can cast Hellfire (Hereditary Spell) as a Bound Spell with Power Level (4/8).

## Model Rules

**Aegis:**

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

**Beacon of the Dark Gods:** Universal Rule.

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)

**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)).

**Deeds not Words:** The model part gains **Battle Focus** and **Hatred** while joined to one or more R&F models with Battle Fever.

**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.

**Feigned Flight:** A unit consisting solely of models with Feigned Flight that voluntarily chooses to Flee as a Charge Reaction, and subsequently passes a Rally Test in its next Player Turn, doesn't become Shaken. Furthermore, the Reform that is made after Rallying in this case doesn't prevent the unit from moving nor from shooting (but it still counts as having moved for shooting purposes). This rule cannot be applied if a unit fails to rally on the next friendly Player Turn or involuntarily Flees, such as a result of a failed Panic Test or if it was already Fleeing when being charged.

**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

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

**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.

**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.

**Heavy Armour:** +2 Armor

**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

**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.

**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:** 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

**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.

**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" 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.

**Strider:** The model automatically passes Dangerous Terrain Tests taken due to Terrain.

If more than half of a unit's models have Strider, the unit never loses their Steadfast or Rank Bonus due to Terrain.

Sometimes Strider is linked to a specific type of Terrain, stated in brackets.

In this case, models with Strider are considered Striders only when interacting with such type of Terrain.

**Throwing Weapons:** Range 8", Shots 2, FO Same as user, AP Same as user, Accurate, Quick to Fire

**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 model's unit may reroll failed Discipline Tests unless Fleeing. Each time attacks made by the model kill an enemy model that it is fighting a Duel with, the 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 model may take a single Banner Enchantment (using the bearer's Special Item allowance as normal).

**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.

**Vanguard:** After Deployment (including units with Scout), models with Vanguard may perform a 12" move. The move is performed as an Advance Move in the Movement Phase, including any actions and restrictions the unit would normally have (such as Wheeling, Reforming, joining units, leaving units and so on). The 12" distance is used instead of the unit's Advance Rate and March Rate. This move cannot be used to move within 12" of enemy units. This is decreased to 6" for enemy units which have either Scouted or Vanguarded. Units that have moved in this way may not Declare Charges in the first Player Turn (if their side has the first turn). If both players have units with Vanguard, alternate moving units one at a time, starting with the player that finished deploying last. Instead of moving a unit, a player may declare to not move any more Vanguarding units.

**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 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



Battleshrine #1



Marauding Giant #1



Forsaken One #1



Warrior Knights #1



Flayers #1



Barbarian Chief #1



Chosen Lord #1



Barbarians #1



Fallen #1





Warhounds #1



Barbarian Horsemen #1



Chosen #1

