



WARRIORS OF THE DARK GODS

3.5K - 895 POINTS



450 pts (13.00 %) **445 pts (13.00 %)** 0 pts (0.00 %)
Characters **Core** **Special**
 (45 Max) (20 Least) (0 NoLimit)

Characters



CHOSEN LORD #1

Chosen Lord - Standard - Infantry - 25x25mm

450 POINTS



Global	Adv	Mar	Dis	Model Rules		
	5"	10"	9	Fearless, Path of the Favoured		
Defensive	HP	Def	Res	Arm	Hell-Forged Armour	
	3	7	5	0		
Offensive	Att	Off	Str	Ap	Agi	Hand Weapon
Chosen Lord	5	8	5	2	7	

Options Trophy Rack • Shield • Paired Weapons • General • Sloth • Destiny's Call

Core



WARRIORS #1

Warriors x10 - Standard - Infantry - 25x25mm

230 POINTS



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



BARBARIANS #1

Barbarians x20 - Standard - Infantry - 25x25mm

215 POINTS



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

Options Shield • Champion • Musician • Standard Bearer

Magics

Racial Trait Spell

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

Casting	Range	Type	Duration
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	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.				

Magic items

Destiny's Call: The wearer gains Aegis (4+). In addition, its Armour is set to 3 and can never be improved beyond this.

Model Rules

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

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

Hell-Forged Armour: Armour Equipment
Plate Armour. The wearer's model gains Aegis (5+, against Toxic Attacks)

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.

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.

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.

Chosen Lord #1	
Warriors #1	
Barbarians #1	

