



# WARRIORS OF THE DARK GODS

## BARBARES - 1 450 POINTS



570 pts (13.00 %) 880 pts (20.00 %) 0 pts (0.00 %)  
**Characters**      **Core**      **Special**  
 (45 Max)            (20 Least)      (0 NoLimit)

### Characters



**BARBARIAN CHIEF #1**  
 Barbarian Chief - Standard - Cavalry - 25x50mm

190 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, 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** | Shield • Black Steed • Barbarian Chief must take Prized Stallion



**BARBARIAN CHIEF #1 COPY**  
 Barbarian Chief - Standard - Cavalry - 25x50mm

190 POINTS



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Barbarian Chief - *Standard - Cavalry - 25x50mm*

**190 POINTS**



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>	
	4"	8"	9	<b>Battle Fever</b>	
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	3	5	4	0	<b>Heavy Armour</b>
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
<b>Barbarian Chief</b>	3	5	5	1	5
<b>Deeds not Words, Hand Weapon</b>					



**MOUNT BLACK STEED**

<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>	
	8"	14"	C		
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	C	C	C	C+2	
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
<b>Black Steed</b>	1	3	4	0	3
<b>Harnessed</b>					

**Options** | Shield • Black Steed • Barbarian Chief must take Prized Stallion

**Core**



**BARBARIAN HORSEMEN #1**  
Barbarian Horsemen x8 - *Standard - Cavalry - 25x50mm*

**220 POINTS**



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

**Options** | Shield • Champion • Musician



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Barbarian Horsemen x8 - *Standard - Cavalry - 25x50mm*

**220 POINTS**



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## BARBARIAN HORSEMEN #1 COPY COPY

Barbarian Horsemen x8 - Standard - Cavalry - 25x50mm

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## 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>
<b>H Hellfire</b>				
<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>				

## Model Rules

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

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

**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

**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.

## 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.

Barbarian Horsemen #1



Barbarian Horsemen #1 copy



Barbarian Horsemen #1 copy copy



Barbarian Horsemen #1 copy copy copy



Barbarian Chief #1



Barbarian Chief #1 copy



Barbarian Chief #1 copy copy

