



WARRIORS OF THE DARK GODS

LIST GUERREROS DE LOS DIOS OSCUROS #1 - 710 POINTS



710 pts (28.00 %) 0 pts (0.00 %) 0 pts (0.00 %) 710 pts (28.00 %)
Characters **Special** **Core** **Empowered**
 (25 Max) (0 NoLimit) (20 Least) (35 Max)

Characters



DAEMON PRINCE #1
 Daemon Prince - Standard - Infantry - 50x100mm

710 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Daemon Prince	8	9	5	6	5	4	8	5	9	Monster
Model Rules	Otherworldly • Daemonic Instability • Stubborn • Daemon of True Chaos • Plate Armor									

Options	Pestilence • Wizard Apprentice (A Daemon of Wrath cannot be upgraded to a Wizard) • Thaumaturgy • 2 spells • Wildling Blood
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Magics



Judgement on High : When casting Spells from this Path, all Magic Dice that result in '1' must be rerolled. If a caster Miscast when casting a spell from Thaumaturgy, it counts as having used one additional Magic Dice for the Casting Attempt.

		Casting	Range	Type	Duration	Effect
5	Smite the Unbeliever	11+	24"	Hex	Last one Turn	Immediately after successfully casting this spell, roll a D6. If 4-6 is rolled, the target suffers -1 Strength. If 1-3 is rolled, the target suffers -1 Toughness.
4	Speaking in Tongues	8+	24"	Hex	Last one Turn	The target cannot benefit from Inspiring Presence.
6	Wrath of God	13+	96"	Ground	Permanent	Choose a point within range on the table and place a counter there. At the end of each subsequent Magic Phase roll a D6; if 1-3 is rolled, add another counter on the same spot. If 4-6 is rolled, each unit within (2D6+X)" suffers 2D6 Strength (4+X) hits, where X is equal to the number of counters. The spell then ends, remove all counters.
2	Cleansing Fire	6+ [10+]	Caster [24"]	[Augment], Focused	Last one Turn	The target gains Breath Weapon (Strength D3+2). (Roll this D3 immediately after successfully casting this spell.) [This spell may only target Characters, Champions and single model units.]
1	Hand of Heaven	5+ [9+]	24"	Hex, Missile, Damage	Instant	The target suffers D6 [D6+1] hits with Strength D6[D6+1].
3	Trial of Faith	7+ [11+]	12" [24"]	Hex, Damage, Focused, Direct	Instant	Both the Caster and target roll a D6. If the Caster's roll is higher, the target suffers a number of Wounds with Armour Piercing (6) equal to the difference between their respective rolls.

Magic items

Wildling Blood: Bearer gains Inspiring Presence, but only units with Troop Type: War Beast, Monstrous Infantry, Monstrous Beast or Monster may benefit from it (unless the bearer is the General). If the bearer is a Wizard, he must generate his spells from Shamanism, even if it otherwise would randomly chooses a Path.

Model Rules

Daemon of True Chaos: No Additional Effect

Daemonic Instability: When a unit with this Special Rule fails a Break Test, it does not flee from combat. Instead, it suffers a number of Wounds equal to the amount by which the test was failed (Simplified formula: 2D6+CSLd), ignoring the usual minimum 0 for its Leadership Characteristic. These Wounds are distributed following the rules for Unstable, with no saves of any kind allowed. Only characters with Daemonic Instability can join units with Daemonic Instability, and Characters with Daemonic Instability cannot join units without Daemonic Instability. If a model has both Daemonic Instability and Unstable, disregard the latter.

Otherworldly: Models with this special rule have Magical Attacks, are Immune to Psychology and have a Ward Save (5+). Units with the Otherworldly

special rule can only be joined by Otherworldly Characters. Similarly, Otherworldly Characters can only join Otherworldly units.

Plate Armor:

Stubborn: A unit with at least one model with this special rule ignores any Combat Score penalties to its Leadership when taking Break Tests or Combat Reform Leadership Tests.

Qr codes of your army

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Daemon Prince #1

