



# WARRIORS OF THE DARK GODS

## LIST WARRIORS OF THE DARK GODS (v2021 BETA 2) #3 - 3 980 POINTS



1600 pts (40.00 %) 920 pts (23.00 %) 1460 pts (37.00 %) 0 pts (0.00 %)  
**Characters** **Core** **Special** **Legendary Beasts**  
 (45 Max) (20 Least) (0 NoLimit) (35 Max)

### Characters



#### CHOSEN LORD #1

Chosen Lord - Standard - Infantry - 50x50mm

705 POINTS



Global	Adv	Mar	Dis	Model Rules		
	5"	10"	9	, Path of the Fearless 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	Hand Weapon



#### MOUNT WAR DAIS

Global	Adv	Mar	Dis	Model Rules		
	C"	C"	C	Tall		
Defensive	HP	Def	Res	Arm		
	4	C	C	C+2	Cannot be Stomped	
Offensive	Att	Off	Str	Ap	Agi	
War Dais	4	5	4	1	4	Harnessed

<b>Options</b>	Halberd (Touch of Greatness) • Pride • Trophy Rack • War Dais • General • Idol of Spite
<b>Magic items</b>	Gladiator's Spirit (Hell-Forged Armour) • Talisman of Shielding • Touch of Greatness (Halberd)
<b>Magic banners</b>	Icon of the Infinite (Banner Enchantment)



#### SORCERER #1

Sorcerer - Standard - Construct - 50x50mm

535 POINTS



Global	Adv	Mar	Dis	Model Rules		
	4"	8"	8	Wizard Apprentice, Battle Fever		
Defensive	HP	Def	Res	Arm		
	3	4	4	0	Light Armour	
Offensive	Att	Off	Str	Ap	Agi	
Sorcerer	2	4	3	0	3	Hand Weapon




#### MOUNT SCYTHED SKYWHEEL

Global	Adv	Mar	Dis	Model Rules		
	C"	C"	C	, Fly (6", 18", 6", Tall18") , Light Troops, Swiftstride		
	6"	18"				
Defensive	HP	Def	Res	Arm		
	C	C	C	C	Hard Target (1, 1), Cannot be Stomped	
Offensive	Att	Off	Str	Ap	Agi	

<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
Scythed Skywheel			3	0	3	Harnessed, Grind Attacks (D3+1, D3+1)


<b>Options</b>	Wizard Master • Evocation • Scythed Skywheel
<b>Magic items</b>	Ledger of Souls • Obsidian Rock



### DOOMLORD #1


Doomlord - Large - Infantry - 40x40mm

## 360 POINTS



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>		
	6"	12"	9	Path of the Exiled, Master of Destruction		
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>		
	4	6	5	1	Hell-Forged Shield Armour	
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
<b>Doomlord</b>	5	7	5	2	5	Hand Weapon


## Core



### WARRIORS #1


Warriors x16 - Standard - Infantry - 25x25mm

## 500 POINTS



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


<b>Options</b>	Musician • Standard Bearer • Pride • Champion
<b>Magic banners</b>	Zealots' Banner (Banner Enchantment)



### WARRIORS #2

Warriors x10 - Standard - Infantry - 25x25mm

## 420 POINTS



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

<b>Options</b>	Musician • Standard Bearer • Halberd • Envy • Champion
<b>Magic banners</b>	Zealots' Banner (Banner Enchantment)

## Special



### CHOSEN #1

Chosen x10 - Standard - Infantry - 25x25mm

770 POINTS



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

<b>Options</b>	Envy • Halberd • Champion • Musician • Standard Bearer
<b>Magic banners</b>	Wasteland Torch (Banner Enchantment)



### WARRIOR KNIGHTS #1

Warrior Knights x5 - Standard - Cavalry - 25x50mm

365 POINTS



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

<b>Options</b>	Lance • Lust • Champion
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### WARHOUNDS #1

Warhounds x5 - Standard - Beast - 25x50mm

95 POINTS



Global	Adv	Mar	Dis	Model Rules	
	8"	16"	5	, Release the Insignificant Hounds	
Defensive	HP	Def	Res	Arm	
	1	3	3	0	
Offensive	Att	Off	Str	Ap	Agi
<b>Warhound</b>	1	3	3	0	4



### WARRIOR CHARIOT #1

Warrior Chariot - Large - Construct - 50x100mm

230 POINTS



Global	Adv	Mar	Dis	Model Rules		
	8"	8"	8	, Path of the Fearless, Swiftstride Favoured		
Defensive	HP	Def	Res	Arm		
	4	5	5	1	Hell-Forged Armour	
Offensive	Att	Off	Str	Ap	Agi	
<b>Warrior Crew</b>	2	5	4	1	4	Halberd
<b>Black Steed (2)</b>	1	3	4	0	3	Harnessed

Offensive	Att	Off	Str	Ap	Agi	
Chassis			5	2		Inanimate, Impact Hits (D6+1, D6+1)

## Magics

Racial Trait Spell

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



Evocation

		Casting	Range	Type	Duration	Effect
1	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].
3	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.
2	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.
A	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.
5	Touch of the Reaper	7+ [9+]	(24") {18"}	Hex, Missile, Damage, Focused, Direct	Instant	The target suffers D3 hits with Strength 10, Armour Penetration 10, and Magical Attacks. When rolling to wound with this attack, use the target's Discipline instead of the target's Resilience.
6	Danse Macabre	5+ {9+}	12" [9"Aura]	Augment	Instant	The target may perform a 8" [6"] Magical Move and gains Ghost Step during this move.
4	Ancestral Aid	6+ [7+]	12" [18"]	Augment	Last one Turn	The target must reroll failed to-hit rolls with its Close Combat Attacks.

## Magic items

**Gladiator's Spirit:** The wearer gains +1 Armour and Parry.

**Ledger of Souls:** Immediately before removing a friendly model without Insignificant in a unit within 9" of the bearer's model due to enemy attacks, you gain one Veil Token for each Health Point that model had the first time it entered the Battlefield.

**Obsidian Rock:** The bearer gains Magic Resistance (2).

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

**Touch of Greatness:** Attacks made with this enchanted weapon gain +1 Strength, +1 Armour Penetration, and become Magical Attacks. Strength modifiers from this weapon (combining both mundane and Weapon Enchantment modifiers) cannot exceed +2 (but can exceed +2 through modifiers from other sources, such as spells).

## Magic banners

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

**Wasteland Torch:** The bearer's unit gains **Strider (Ruins)**. After determining Deployment Zones (at the end of step 6 of the Pre-Game Sequence), you may choose a single Field or Forest Terrain Feature that becomes Ruins. The bearer's unit gains **Flaming Attacks** in the First Round of Combat.

**Zealots' Banner:** The maximum number of Supporting Attacks that models in the second rank of the bearer's unit can perform is increased by 1.

## Model Rules

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

**Champion:**

**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.

**Halberd:** Attacks made with a Halberd gain +1 Strength and +1 Armour Penetration. A model using this weapon cannot simultaneously use a Shield against Melee Attacks.

**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.

Follows the rules for Plate Armour (can be enchanted as if it was Plate Armour). The wearer's model gains Aegis (5+, against Toxic Attacks).

**Impact Hits:** At Initiative Step 10, a charging model part with Impact Hits must choose an enemy unit that is in base contact with the attacking model's Front Facing. This unit suffers a number of hits equal to the value stated in brackets (X). These hits are resolved with the attacking model part's 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). In multipart models, only model parts that also have Harnessed or Inanimate can use their Impact Hits. When several models in the same unit have Impact Hits, and when X is a random number (e.g. Impact Hits (D6)), roll for the number of hits separately for each model part.

**Inanimate:** Inanimate - Melee

Model parts with Inanimate cannot make Close Combat Attacks and cannot use Shooting Weapons. Shooting Weapons carried by model parts with Inanimate can be used by other model parts of the same model (as long as they do not have Harnessed or Inanimate).

**Insignificant:**

**Light Armour:** Armor +1

**Master of Destruction:** The bearer can use a Shield (or a Spiked Shield) simultaneously with a Great Weapon or a Halberd.

**Masters of Battle:** Attack Attribute.

The model's maximum number of Supporting Attacks is set to 3.

**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:** Universal Rule.

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 additionally gain +1 Health Point to a maximum of 3, and their Discipline is set to 9.

**Release the Hounds:** Universal Rule.

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:** Models on foot only.

Follows the rules for Shields (can be enchanted as if it was a Shield). For each successful Armour Save roll of 4+ made by the bearer against a Melee Attack while using a Spiked Shield, the bearer immediately inflicts 1 hit with the bearer's Strength and Armour Penetration against the model that caused the wound, before any casualties are removed, distributed onto the model's Health Pool. This is considered a Special Attack.

**Swiftstride:** When a unit composed entirely of models with Swiftstride rolls Charge Range, Flee Distance, Pursuit Distance or Overrun Distance, it rolls an additional D6 (normally this will lead to rolling 3D6) and discards the lowest D6 rolled.

**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.

Chosen Lord #1



Sorcerer #1



Warriors #1



Warriors #2



Chosen #1



Warrior Knights #1



Doomlord #1



Warhounds #1



Warrior Chariot #1

