



WARRIORS OF THE DARK GODS

LIST WARRIORS OF THE DARK GODS (v2020) #1 - 3 001 POINTS



1900 pts (42.00 %) 1101 pts (24.00 %) 0 pts (0.00 %) 370 pts (8.00 %)
Characters **Core** **Special** **Legendary**
 (45 Max) (20 Least) (0 NoLimit) **Beasts**
 (35 Max)

Characters



CHOSEN LORD #1

Chosen Lord - Gigantic - Beast - 50x100mm

1 000 POINTS



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



MOUNT WASTELAND DRAGON

Global	Adv	Mar	Dis	Model Rules		
8"	16"	C	Fly (6",12", 6",12") , Light Troops			
6"	12"					
Defensive	HP	Def	Res	Arm		
6	5	6	4			
Offensive	Att	Off	Str	Ap	Agi	Breath Attack, Harnessed
Wasteland Dragon	5	5	6	3	3	

Options	Great Weapon • Sloth • Trophy Rack • Wasteland Dragon • General • Shield • Luck of the Dark Gods
Magic items	Thrice-Forged (Hell-Forged Armour) • Ledger of Souls
Magic banners	Banner of Speed (Banner Enchantment)



SORCERER #1

Sorcerer - Large - Construct - 50x100mm

900 POINTS



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



MOUNT BATTLESHRINE

Global	Adv	Mar	Dis	Model Rules		
5"	10"	C	Channel (1, 1), Fear, Towering Presence, War Platform , Keeper of the Beacon (mount) , Trophy Rack			
Defensive	HP	Def	Res	Arm	Aegis (5+)	
5	C	5	C+1			
Offensive	Att	Off	Str	Ap	Agi	

<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
Wretched One			4	0	1


Options	Plate Armour (Destiny's Call) • Wizard Master • Paired Weapons (Hero's Heart) • Occultism • Veil Walker • Battleshrine
Magic items	Hero's Heart (Paired Weapons) • Destiny's Call (Plate Armour)

Core

	BARBARIANS #1 Barbarians x36 - Standard - Infantry - 25x25mm	388 POINTS	
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<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>	
	4"	8"	7	Scoring, Battle Fever	
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	1	4	3	0	Light Armour
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
Barbarian	1	4	4	0	3

Options	Paired Weapons • Champion • Standard Bearer
Magic banners	Zealots' Banner (Banner Enchantment)

	WARRIORS WITH FAVOURED CHAMPION #1 Warriors x18 - Standard - Infantry - 25x25mm	713 POINTS	
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<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>	
	4"	8"	8	Scoring, Fearless Favoured, Path of the 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>
Warrior	2	5	4	1	4

Options	Standard Bearer • Great Weapon • Sloth
Magic banners	Zealots' Banner (Banner Enchantment)

Magics

Racial Trait Spell

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



Occultism

The Sacrifice: When casting a non-Bound Spell from this Path, immediately after the casting roll, but before any Dispel Attempt, the Active Player may choose the Caster's unit or another friendly unengaged unit within 24".

A unit may only be chosen once per phase. The chosen unit suffers X hits that wound automatically with Armour Penetration 10 and Magical Attacks, and with no saves of any kind allowed, where X is determined by the Discipline value of the largest fraction of models in the unit, ignoring all Discipline modifiers. In case of a tie, use the lower value:

- 0 to 4: 3 hits
- 5 to 7: 2 hits
- 8 to 10: 1 hit

Any Health Point loss from The Sacrifice that would remove the last model of the chosen unit as a casualty is discarded. These Health Points losses never cause Panic Tests.

If at least one Health Point loss was caused, the spell is cast with the {amplified} version. In that case, use any text marked with {}.

		Casting	Range	Type	Duration	Effect
2	Hand of Glory	6+ [8+]	Caster [12"]	[Augment], Focused	Last one Turn	[This spell may only target Characters, Champions, and single model units.] The target {and all models in its unit} gain Aegis (6+) and Aegis (+1, max 3+).
3	The Rot Within	6+	18"	Hex	Permanent	The target suffers -1 Offensive Skill and -1 Defensive Skill. {The Caster gains +1 Offensive Skill and +1 Defensive Skill.}
6	The Grave Calls	11+	12"	Hex, Damage, Direct	Instant	The target suffers 2D6 hits with Strength 5, Armour penetration 2, and Magical Attacks. {The hits gain +1 Strength and +1 Armour Penetration.}
1	Pentagram of Pain	5+[6+]	24"[12"Aura]	[Hex], [Direct], [Universal], [Damage]	Instant	The target suffers D6 hits with Strength 4, Armour Penetration 1, and Magical Attacks. [The Caster's unit is unaffected.] {If one or more unsaved wounds are caused with this spell, the Caster Recovers 1 Health Point.}
4	Breath of Corruption	6+ [9+]	Caster [12"]	[Augment], Focused	Last one Turn	The target gains Breath Attack (Magical Attacks, Toxic Attacks). [This spell may only target Characters, Champions, and single model units.] {If the Breath Attack is used as a Shooting Attack, its range is increased to 18".}
5	Marked for Doom	9+	24"	Hex, Damage, Direct	Instant	The target suffers 1 hit with Strength 10, Armour Penetration 10, Multiple Wounds (D3), and Magical Attacks. {If the target is within 12" of the Caster, the spell targets a single Character or Champion joined to the target unit.}

Magic items

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

Hero's Heart: The wielder of this enchanted weapon gains +1 Attack Value while using it. Attacks made with this enchanted weapon become Magical Attacks and always have at least Strength 5 and at least Armour Penetration 3.

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.

Thrice-Forged: The wearer gains +3 Armour. If the wearer's model has Towering Presence, its Armour cannot be improved beyond 5.

Magic banners

Banner of Speed: A unit with one or more Banners of Speed gains +1" Advance Rate and +2" March Rate.

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.

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.

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).

Light Armour: Armor +1

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.

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: 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.

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

Your 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



Barbarians #1



Warriors with Favoured Champion #1

