



WARRIORS OF THE DARK GODS

LA CROISADE ANGELEQUE - 4 459 POINTS



1315 pts (29.00 %) 900 pts (20.00 %) 2244 pts (50.00 %)
Characters **Core** **Special**
 (45 Max) (20 Least) (0 NoLimit)

Characters

HERAUT EXALTE #1

Exalted Herald - Large - Infantry - 50x50mm

780 POINTS

Global	Adv	Mar	Dis				Model Rules
	7"	14"	9				Fear, Fearless, Supernal, Wizard AdeptBeasts, Legendary , Manifestation
Defensive	HP	Def	Res	Arm			
	5	8	5	3	Aegis		
Offensive	Att	Off	Str	Ap	Agi		
Exalted Herald	6	9	5	2	8	Hand Weapon	

Options	General
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ENSORCELEUR #1

Sorcerer - Standard - Infantry - 25x25mm

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	

Options	Wizard Master • Alchemy • Paired Weapons
Magic items	Destiny's Call (Light Armour) • Binding Scroll

Core

GUERRIERS #1

Warriors x19 - Standard - Infantry - 25x25mm

555 POINTS

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

Options	Lust • Champion • Musician • Standard Bearer
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CAVALIERS BARBARES #1
Barbarian Horsemen x8 - Standard - Cavalry - 25x50mm

226 POINTS



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

Options	Shield • Light Lance • Musician
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MŒLOSSES DE GUERRE #1
Warhounds x8 - Standard - Beast - 25x50mm

119 POINTS



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

Special



FELDRAK ANCIEN #1
Feldrak Elder - Gigantic - Beast - 50x100mm

475 POINTS



Global	Adv	Mar	Dis	Model Rules	
	8"	16"	9	Legendary Beasts	
Defensive	HP	Def	Res	Arm	
	6	5	6	3	, Light UnburntArmour
Offensive	Att	Off	Str	Ap	Agi
Feldrak Elder	5	5	6	3	3
Hatred					

Options	Great Weapon
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GEANT MARAUDEUR #1
Marauding Giant - Gigantic - Infantry - 50x75mm

300 POINTS



Global	Adv	Mar	Dis	Model Rules	
	7"	14"	8	Legendary Beasts, Rage, Giant See, Giant Do	
Defensive	HP	Def	Res	Arm	
	7	3	5	1	
Offensive	Att	Off	Str	Ap	Agi
Marauding Giant	5	3	5	2	3

Options	Tribal Warspear
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FELDRAKS #1

Feldraks x4 - Large - Beast - 50x75mm

545 POINTS



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>	
	8"	16"	9	Fear, Scoring, Tall	
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	, Light
	4	4	5	2	Unburnt Armour
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
Feldrak	3	4	5	2	3 Hatred

Options	Halberd • Champion • Musician • Standard Bearer
Magic banners	Banner of Discipline (Banner Enchantment)



REPUDIÉS #1

Forsworn x6 - Large - Infantry - 40x40mm

462 POINTS



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>	
	6"	12"	8	, Path of the Bodyguard, Fearless, Scoring Exiled	
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	3	4	4	1	Hell-Forged Armour
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
Forsworn	2	5	4	1	4

Options	Damnation • Halberd • Musician
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REPUDIÉS #1

Forsworn x6 - Large - Infantry - 40x40mm

462 POINTS



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>	
	6"	12"	8	, Path of the Bodyguard, Bodyguard, Fearless, Fearless, Scoring, Scoring Exiled , Path of the Exiled	
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	3	4	4	1	Hell-Forged Armour , Hell-Forged Armour
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
Forsworn	2	5	4	1	4

Options	Damnation • Halberd • Musician
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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>
H Hellfire				
<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>				



Alchemy

		<i> Casting </i>	<i> Range </i>	<i> Type </i>	<i> Duration </i>	<i> Effect </i>
1	Quicksilver Lash	7+	24"	Hex, Missile, Damage	Instant	The target suffers D3+1 hits with Flaming Attacks, Magical Attacks, and Armour Penetration 10. These hits always wound on a roll equal to or greater than "7 minus the target's Armour". An unmodified '6' always wounds and an unmodified '1' always fails to wound.
2	Word of Iron	<5+> {9+}	<24"> {18"}	Augment	Last one Turn	The target gains <+1> {+2} to its Armour.
6	Molter Copper	7+	24"	Hex, Missile, Damage	Instant	The target suffers D3+4 hits with Strength X, Armour Penetration 4, Flaming Attacks, and Magical Attacks, where X is equal to the target's Armour.
A	Alchemical Fire		18"	Hex	Last one Turn	The target gains Flammable against Melee Attacks.
3	Glory of Gold	8+	18"	Augment	Last one Turn	The target gains +1 Armour Penetration, Flaming Attacks and Magical Attacks.
5	Corruption of Tin	8+	36"	Hex	Permanent	The target suffers -1 Armour.
4	Silver Spike	<6+> {9+}	<18"> {36"}	Hex, Missile, Damage	Instant	The target suffers 1 hit with Strength 4 [6], Armour Penetration 10, Magical Attacks , [Multiple Wounds (D3)], and Area Attack (1×5) .

Magic items

Binding Scroll: One use only. May be activated after Siphon the Veil (at the end of step 3 of the Magic Phase Sequence).

When activated, pick an enemy model and select one of its Attribute, Bound, or Learned Spells. The selected model cannot cast the chosen instance of the spell during this Magic Phase. Only a single Binding Scroll may be activated during the same phase.

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

Magic banners

Banner of Discipline: The bearer's unit may reroll failed Panic Tests. If the Battle Standard Bearer or the General is part of the bearer's unit, it automatically passes Panic Tests instead.

Model Rules

Aegis:

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

Bodyguard: When a Character is joined to a unit in which at least one model has Bodyguard, that Character gains Stubborn. When Characters or Character types are stated in brackets, Bodyguard only works for the specified Characters or Character types.

Fear: Units in base contact with one or more enemy models with Fear suffer -1 Discipline. At the start of each Round of Combat, such units must take a Discipline Test, called a Fear Test. If this test is failed, the models in the unit are Shaken until the end of the Round of Combat. Models that have Fear themselves are immune to the effects of Fear.

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.

Giant See, Giant Do: Universal Rule.
The model gains 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.

Hatred: During the first Round of Combat, failed to-hit rolls from attacks with Hatred must be rerolled.

Heavy Armour: +2 Armor

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

Insignificant:

Legendary Beasts: The sum of the Legendary Beasts values stated in brackets of all models in the army is restricted to 1 per 750 Army Points, rounding fractions up.

Light Armour: Armor +1

Manifestation: During Spell Selection, each Exalted Herald **must** choose two different Manifestations from the list below and apply the effects during the game. The model **must** select 3 spells out of the spells indicated for the chosen Manifestations, Wrath of God (Thaumaturgy), and Hellfire (Hereditary Spell). This replaces the normal rules for Spell Selection connected to being a Wizard Adept. In addition, Guiding Light (Divination) becomes the Attribute Spell for all non-Bound Spells cast by

the model.

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: 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.

Rage: Attack Attribute – Close Combat.

Whenever the model loses a Health Point, it gains +1 Attack Value. Whenever it gains a Health Point, it suffers –1 Attack Value.

Release the Hounds: 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.

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.

Supernal:

Tall:

Unburnt: Successful to-wound rolls of attacks that are Flaming Attacks made against the model **must** be rerolled. In addition, the model considers all units consisting entirely of models without Unburnt as Insignificant.

Wizard Adept: - Knows 2 spells.

- Can select from the Learned Spells 1, 2, 3, and 4 of its chosen Path and the Hereditary Spell of its army.
- The Wizard gains Channel (1) and selects its spells as described in Spell Selection.

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.

Héraut exalté #1



Guerriers #1



Ensorceleur #1



Cavaliers barbares #1



Molosses de guerre #1



Feldrak ancien #1



Géant maraudeur #1



Feldraks #1



Répudiés #1



Répudiés #1

