



WARRIORS OF THE DARK GODS

WODG KOČIJE - 4 380 POINTS



1900 pts (42.00 %) 830 pts (18.00 %) 1650 pts (37.00 %) 0 pts (0.00 %)
Characters **Core** **Special** **Legendary Beasts**
 (45 Max) (20 Least) (0 NoLimit) (35 Max)

Characters



CHOSEN LORD #2

Chosen Lord - Large - Construct - 50x100mm

620 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 DARK CHARIOT

Global	Adv	Mar	Dis	Model Rules		
	8"	8"	C	Swiftstride		
Defensive	HP	Def	Res	Arm	Hell-Forged Armour	
	4	C	5	C+2		
Offensive	Att	Off	Str	Ap	Agi	Harnessed, Harnessed
Black Steed	1	3	4	0	3	
Chassis			5	2	Inanimate, Inanimate, Impact Hits (D6+1, D6+1)	

Options	Great Weapon • Lust • Trophy Rack • Dark Chariot
Magic items	Death Cheater (Hell-Forged Armour)
Magic banners	Banner of Speed (Banner Enchantment)



CHOSEN LORD #1

Chosen Lord - Large - Construct - 50x100mm

725 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 DARK CHARIOT

Global	Adv	Mar	Dis	Model Rules		
	8"	8"	C	Swiftstride		
Defensive	HP	Def	Res	Arm	Hell-Forged Armour	
	4	C	5	C+2		
Offensive	Att	Off	Str	Ap	Agi	Harnessed, Harnessed
Black Steed	1	3	4	0	3	

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

Options	Great Weapon • Sloth • Trophy Rack • Dark Chariot • General • Luck of the Dark Gods
Magic items	Basalt Infusion (Hell-Forged Armour) • Talisman of Shielding • Wyrd Stone
Magic banners	Banner of Speed (Banner Enchantment)




SORCERER #1

Sorcerer - Large - Construct - 50x100mm

555 POINTS



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




MOUNT DARK CHARIOT

<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>		
	8"	8"	C	Swiftstride		
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>		
	4	C	5	C+2		
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
Black Steed	1	3	4	0	3	Harnessed, Harnessed
Chassis			5	2	Inanimate, Inanimate, Impact Hits (D6+1, D6+1)	

Options	Plate Armour (Gladiator's Spirit) • Wizard Master • Paired Weapons (Hero's Heart) • Evocation • Dark Chariot
Magic items	Hero's Heart (Paired Weapons) • Gladiator's Spirit (Plate Armour)


Core



BARBARIAN HORSEMEN #4


Barbarian Horsemen x8 - Standard - Cavalry - 25x50mm

200 POINTS



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


Options	Shield
----------------	--------



BARBARIAN HORSEMEN #1

Barbarian Horsemen x8 - Standard - Cavalry - 25x50mm


210 POINTS



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>		
	8"	16"	8	Scoring, Battle Fever		
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>		
	1	4	3	1	Heavy Armour	

<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
Barbarian Horseman	1	4	4	0	3	
Black Steed	1	3	4	0	3	Harnessed


Options	Shield • Musician
----------------	-------------------



BARBARIAN HORSEMEN #2

Barbarian Horsemen x8 - Standard - Cavalry - 25x50mm

210 POINTS




<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>
	8"	16"	8	Scoring, Battle Fever

<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	1	4	3	1	Heavy Armour

<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
Barbarian Horseman	1	4	4	0	3	
Black Steed	1	3	4	0	3	Harnessed


Options	Shield • Musician
----------------	-------------------



BARBARIAN HORSEMEN #3

Barbarian Horsemen x8 - Standard - Cavalry - 25x50mm

210 POINTS



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>
	8"	16"	8	Scoring, Battle Fever

<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	1	4	3	1	Heavy Armour

<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
Barbarian Horseman	1	4	4	0	3	
Black Steed	1	3	4	0	3	Harnessed

Options	Shield • Musician
----------------	-------------------


Special



WARRIOR CHARIOT #1

Warrior Chariot - Large - Construct - 50x100mm

230 POINTS



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>
	8"	8"	8	, Path of the Fearless, Swiftstride Favoured

<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	4	5	5	1	Hell-Forged Armour

<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
Warrior Crew	2	5	4	1	4	Halberd

Black Steed (2)	1	3	4	0	3	Harnessed
------------------------	---	---	---	---	---	------------------

Chassis			5	2		Inanimate, Impact Hits (D6+1, D6+1)
----------------	--	--	---	---	--	--



WARRIOR CHARIOT #2
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	
Warrior Crew	2	5	4	1	4	Halberd
Black Steed (2)	1	3	4	0	3	Harnessed
Chassis			5	2		Inanimate, Impact Hits (D6+1, D6+1)



WARRIOR CHARIOT #3
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	
Warrior Crew	2	5	4	1	4	Halberd
Black Steed (2)	1	3	4	0	3	Harnessed
Chassis			5	2		Inanimate, Impact Hits (D6+1, D6+1)



WARRIOR CHARIOT #4
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	
Warrior Crew	2	5	4	1	4	Halberd
Black Steed (2)	1	3	4	0	3	Harnessed
Chassis			5	2		Inanimate, Impact Hits (D6+1, D6+1)



CHOSEN CHARIOT #1
Chosen Chariot - Large - Construct - 50x100mm

365 POINTS



Global	Adv	Mar	Dis	Model Rules	
	7"	7"	8	, Path of the Fear, Fearless, Swiftstride Favoured	

<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	5	6	5	2	Hell-Forged Armour
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
Chosen Crew	3	6	4	1	5
Karkadan	2	3	5	2	2
Chassis			5	2	Inanimate, Impact Hits (D6+1, D6+1)

Options	Greed
---------	-------



CHOSEN CHARIOT #2

Chosen Chariot - Large - Construct - 50x100mm

365 POINTS



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>	
	7"	7"	8	, Path of the Fear, Fearless, Swiftstride Favoured	
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	5	6	5	2	
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
Chosen Crew	3	6	4	1	5
Karkadan	2	3	5	2	2
Chassis			5	2	Inanimate, Impact Hits (D6+1, D6+1)

Options	Greed
---------	-------

Magics

Racial Trait Spell

	Casting	Range	Type	Duration
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>				



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.
4	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

Basalt Infusion: The wearer gains +1 Armour and Aegis (3+, against Flaming Attacks). The wearer automatically fails all Fortitude Saves.

Death Cheater: The wearer gains +1 Armour and Fortitude (4+).

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

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.

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

Wyrd Stone: One use only. **Must** be activated when the bearer's model suffers the first hit in the game. This hit is ignored. If the bearer is hit by several simultaneous attacks, the bearer chooses which attack to ignore.

Magic banners

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

Model Rules

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

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.

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.

Heavy Armour: +2 Armor

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).

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.

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 QR code and cut them to stick them on your units, with them you can directly access to the unit's profile with your phone.

Chosen Lord #2



Chosen Lord #1



Sorcerer #1



Warrior Chariot #1



Warrior Chariot #2



Warrior Chariot #3



Warrior Chariot #4



Chosen Chariot #1



Chosen Chariot #2



Barbarian Horsemen #4



Barbarian Horsemen #1



Barbarian Horsemen #2



Barbarian Horsemen #3

