



WARRIORS OF THE DARK GODS

IRREMIEDIABLES DEMONS COPY - 3 806 POINTS



780 pts (17.00 %)

1645 pts (37.00 %) **886 pts (20.00 %)** **495 pts (11.00 %)** **Legendary**
Characters **Core** **Special** **Beasts**
 (45 Max) (20 Least) (0 NoLimit) (35 Max)

Characters




EXALTED HERALD #1

Exalted Herald - Large - Infantry - 50x50mm

830 POINTS




Global	Adv	Mar	Dis	Model Rules	
	8"	16"	9	Fear, Fearless, Supernal, Manifestation, Wizard Adept	
Defensive	HP	Def	Res	Arm	
	5	8	5	3	Aegis (4+)
Offensive	Att	Off	Str	Ap	Agi
Exalted Herald	6	9	5	2	8
Hand Weapon					




CHOSEN LORD #1

Chosen Lord - Standard - Cavalry - 25x50mm

530 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 BLACK STEED

Global	Adv	Mar	Dis	Model Rules	
	8"	14"	C		
Defensive	HP	Def	Res	Arm	
	C	C	C	C+2	
Offensive	Att	Off	Str	Ap	Agi
Black Steed	1	3	4	0	3


Options	Paired Weapons (Symbol of Slaughter) • Pride • Trophy Rack • Black Steed • General
Magic items	Basalt Infusion (Hell-Forged Armour) • Symbol of Slaughter (Paired Weapons)



SORCERER #1

Sorcerer - Standard - Cavalry - 25x50mm

285 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 BLACK STEED

Global	Adv	Mar	Dis	Model Rules	
	8"	14"	C		
Defensive	HP	Def	Res	Arm	
	C	C	C	C+2	
Offensive	Att	Off	Str	Ap	Agi
Black Steed	1	3	4	0	3

Options Plate Armour • Evocation • Black Steed • Wizard Adept

Core



BARBARIAN HORSEMEN #1

Barbarian Horsemen x10 - Standard - Cavalry - 25x50mm

340 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

Options Shield • Light Lance • Champion • Musician • Standard Bearer

Magic banners Banner of Speed (Banner Enchantment)



BARBARIAN HORSEMEN #1 COPY

Barbarian Horsemen x10 - Standard - Cavalry - 25x50mm

340 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

Options Shield • Light Lance • Champion • Musician • Standard Bearer

Magic banners Banner of Speed (Banner Enchantment)



BARBARIAN HORSEMEN #4

Barbarian Horsemen x8 - Standard - Cavalry - 25x50mm

206 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

Options Shield • Great Weapon • Musician • Standard Bearer

Special



WRETCHED ONES #1

Wretched Ones x5 - Large - Infantry - 40x40mm

75 POINTS



Global	Adv	Mar	Dis			Model Rules
	3D6"	"	5			Unbreakable, Random Movement (3D6", 3D6"), Fearless, Irredeemable
Defensive	HP	Def	Res	Arm		
	3	2	4	0	Fortitude (5+)	
Offensive	Att	Off	Str	Ap	Agi	
Wretched One			4	0	1	Grind Attacks (D6+1, D6+1)



WRETCHED ONES #1 COPY

Wretched Ones x5 - Large - Infantry - 40x40mm

75 POINTS



Global	Adv	Mar	Dis			Model Rules
	3D6"	"	5			Unbreakable, Random Movement (3D6", 3D6"), Fearless, Irredeemable
Defensive	HP	Def	Res	Arm		
	3	2	4	0	Fortitude (5+)	
Offensive	Att	Off	Str	Ap	Agi	
Wretched One			4	0	1	Grind Attacks (D6+1, D6+1)



BATTLESHRINE #1

Battleshrine - Large - Construct - 50x100mm

345 POINTS



Global	Adv	Mar	Dis			Model Rules
	5"	10"	8			Wizard Apprentice, Fear, Towering Presence, Channel (1, 1), Not a Leader, War Platform, Beacon of the Dark, Battle Fever, Standard Bearer, Gods, Trophy Rack
Defensive	HP	Def	Res	Arm		
	5	4	5	4	Aegis (5+)	
Offensive	Att	Off	Str	Ap	Agi	
Shrine Priest	1	4	3	0	3	
Wretched One (2)			4	0	1	Harnessed, Grind Attacks (D6+1, D6+1)

Magic items

Lord of the Damned

Legendary Beasts



FORSAKEN ONE #1

Forsaken One - Gigantic - Beast - 50x100mm

390 POINTS



Global	Adv	Mar	Dis			Model Rules
	3D6"	"	5			Unbreakable, Random Movement (3D6", 3D6"), Fearless, Irredeemable
Defensive	HP	Def	Res	Arm		
	6	2	6	0	Fortitude (5+)	
Offensive	Att	Off	Str	Ap	Agi	
Forsaken One			6	2	1	Grind Attacks (D6+3, D6+3)



FORSAKEN ONE #1 COPY

Forsaken One - Gigantic - Beast - 50x100mm

390 POINTS



Global	Adv	Mar	Dis	Model Rules		
	3D6"	"	5	Unbreakable, Random Movement (3D6", 3D6"), Fearless, Irredeemable		
Defensive	HP	Def	Res	Arm		
	6	2	6	0	Fortitude (5+)	
Offensive	Att	Off	Str	Ap	Agi	
Forsaken One			6	2	1	Grind Attacks (D6+3, D6+3)

Magics

Racial Trait Spell

	Casting	Range	Type	Duration
Hellfire				
Mf	(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.

Lord of the Damned: Any unit with Irredeemable within 18" of the bearer's model may reroll the distance it moves in the Movement Phase with Random Movement.

Symbol of Slaughter: While using this weapon, the wielder gains +2 Attack Value, +2 Agility, and **Magical Attacks**. Close Combat Attacks made against the wielder's model gain +1 to hit.

Magic banners

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

Model Rules

Aegis:

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

Beacon of the Dark Gods: Instead of selecting spells as normal, the Wizard must select one of the following spells during Spell Selection:

- Whispers of the Veil (Evocation)
- The Grave Calls (Occultism)

• Hellfire (Hereditary Spell)

Channel: During step 3 of the Magic Phase Sequence, each of the Active Player's models with Channel may add X Veil Tokens to the owner's Veil Token Pool. This Universal Rule is cumulative, adding X Veil Tokens of each independent instance of Channel to the model's total Channel value (so e.g. a model with Channel (1) and Channel (2) is treated like a model with Channel (3)).

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.

Fortitude: Fortitude is a Special Save. Fortitude Saves cannot be taken against attacks with Lethal Strike that rolled a natural 6+ to wound, or against attacks with Flaming Attacks

Grind Attacks: A model part with Grind Attacks resolves these attacks at its own Agility. It must choose an enemy unit in base contact with it. The chosen enemy unit suffers a number of hits equal to the value stated in brackets (X). These hits are resolved with the model part's own 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). When several model parts in the same unit have Grind Attacks and when

X is a random number (e.g. Grind Attacks (2D3)), roll for the number of hits separately for each model part.

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).

Irredeemable: The model cannot make Stomp Attacks and can make Grind Attacks as Supporting Attacks, ignoring the maximum number of Supporting Attacks). When a model with Irredeemable is killed by a Melee Attack, remove it as a casualty only at Initiative Step 0. A unit with at least one model with Irredeemable may never have more ranks than files.

Light Armour: Armor +1

Manifestation: Universal Rule.

During Spell Selection, each Exalted Herald must choose two different Manifestations from the list below and apply the effects during the game. The model knows the spells indicated on the chosen Manifestations. 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, replacing the spells' corresponding Attribute where applicable.

Not a Leader: The model cannot be the General.

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.

Random Movement: The unit cannot Declare Charges and cannot move normally (Advance, March, Reform) in the Movement Phase (which also means they cannot perform Magical Moves). The model loses Swiftstride (and can never gain it), but always charges, Flees, Pursues and Overruns the distance stated in brackets.

In the Movement Phase, at the end of step 2 of the the it with Random Movement moves using the rules for Pursuing units, except that they can freely choose which direction to rotate towards before rolling the Pursuit Distance, cannot move off the Board Edge and only take Dangerous Terrain Tests if they actually charge an enemy unit (they still test as normal when Fleeing, Pursuing a Broken enemy or Overrunning).

Whenever a unit with Random Movement needs a March Rate (e.g. when Post-Combat Reforming), use the potential maximum value of X as its March Rate.

Characters with Random Movement can only join units with Random Movement (by moving into contact with them during the Movement Phase or by being deployed inside), and units with Random Movement can only be joined by Characters with Random Movement. Units with Random Movement cannot enter Buildings. If a unit has several sets of Random Movement, use the one with the lowest average (in case of a tie, you may choose which version to use). A model with Random Movement cannot move in the same phase as it arrives on the Battlefield as Reinforcement (Dawn Assault) or Ambusher.

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.

Standard Bearer:

Supernal:

Towering Presence: The model gains Tall and can never be joined or join a unit (unless it is a War Platform). A model with Towering Presence increases its Rally Around the Flag and Commanding Presence ranges by 6".

Trophy Rack: The bearer's unit may reroll failed Discipline Tests unless Fleeing. Each time attacks made by the bearer's model kill an enemy model that it is fighting a Duel with, the bearer's model gains a +1 Combat Score modifier for the rest of the game (this also applies to attacks made outside the Melee Phase). In addition, the bearer's model may take a single Banner Enchantment (using the bearer's Special Item allowance as normal).

Unbreakable: The model gains Fearless and its unit automatically passes all Break Tests. Characters with Unbreakable can only join units consisting entirely of models with Unbreakable. Units with one or more models with Unbreakable can only be joined by Characters with Unbreakable.

War Platform: Unless selected as a mount for a Character, a model with War Platform gains Not a Leader and Character, with the following exceptions:

- It does not count towards the Characters category (for Army List creation). - It cannot Issue Duels, Accept Duels or Make Way.
- It can perform Swirling Melee.
- It does not count as a Character regarding Bodyguard and Multiple Wounds.

The model can join units even if it has Towering Presence, and having Chariot does not prevent it from joining units without Chariot. When joined to a unit, it must always be placed in the centre of the front rank, possibly pushing back other models with Front Rank, and must keep its position in the centre of the front rank at all times (as long as it is joined to the unit). If two positions are equally central (e.g. in a unit with an even number of models in the first rank and a War Platform replacing an uneven number of models per rank), the War Platform can be placed in either of these positions. If the War Platform cannot be placed in the centre of the front rank (e.g. due to Mismatching Bases or the front rank being too narrow), the model cannot join the unit. This means that a War Platform can never join a unit with Mismatching Bases and that only a single War Platform can be in the same unit unless noted otherwise.

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.

Forsaken One #1



Exalted Herald #1



Forsaken One #1 copy



Chosen Lord #1



Wretched Ones #1



Sorcerer #1



Wretched Ones #1 copy



Barbarian Horsemen #1



Barbarian Horsemen #1 copy



Barbarian Horsemen #4



Battlehrine #1

