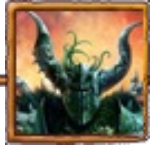




WARRIORS OF THE DARK GODS

MAYDAY - 3 681 POINTS



1195 pts (32.00 %) 396 pts (11.00 %) 1600 pts (43.00 %) 490 pts (13.00 %)
Characters **Core** **Special** **Legendary Beasts**
 (45 Max) (20 Least) (0 NoLimit) (35 Max)

Characters



CHOSEN LORD #1

Chosen Lord - Standard - Cavalry - 25x50mm

710 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 | Envy • Black Steed • General • Shield (Dusk Forged) • Idol of Spite |
| Magic items | Burning Portent (Hand Weapon) • Dusk Forged (Shield) • Potion of Swiftness |



SORCERER #1

Sorcerer - Standard - Infantry - 25x25mm

485 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 | Plate Armour (Ghostly Guard) • Wizard Master • Paired Weapons • Alchemy |
| Magic items | Ghostly Guard (Plate Armour) • Magical Heirloom • Veilgate Orb |

Core



FALLEN #1

Fallen x8 - Standard - Infantry - 25x25mm

198 POINTS



| Global | Adv | Mar | Dis | Model Rules | | |
|--------|-----|-----|-----|---|--|--|
| | 6" | 12" | 8 | , Path of the Light Troops, Fearless Exiled | | |

| <i>Defensive</i> | <i>HP</i> | <i>Def</i> | <i>Res</i> | <i>Arm</i> | |
|------------------|------------|------------|------------|------------|--------------------|
| | 1 | 2 | 4 | 0 | Hell-Forged Armour |
| <i>Offensive</i> | <i>Att</i> | <i>Off</i> | <i>Str</i> | <i>Ap</i> | <i>Agi</i> |
| Fallen | 2 | 4 | 4 | 1 | 4 Paired Weapons |



FALLEN #2


Fallen x8 - Standard - Infantry - 25x25mm

198 POINTS



| <i>Global</i> | <i>Adv</i> | <i>Mar</i> | <i>Dis</i> | <i>Model Rules</i> | |
|------------------|------------|------------|------------|--|--------------------|
| | 6" | 12" | 8 | , Path of the Light Troops, FearlessExiled | |
| <i>Defensive</i> | <i>HP</i> | <i>Def</i> | <i>Res</i> | <i>Arm</i> | |
| | 1 | 2 | 4 | 0 | Hell-Forged Armour |
| <i>Offensive</i> | <i>Att</i> | <i>Off</i> | <i>Str</i> | <i>Ap</i> | <i>Agi</i> |
| Fallen | 2 | 4 | 4 | 1 | 4 Paired Weapons |

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, SwiftstrideFavoured | |
| <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



| <i>Global</i> | <i>Adv</i> | <i>Mar</i> | <i>Dis</i> | <i>Model Rules</i> | |
|------------------------|------------|------------|------------|---|-------------------------------------|
| | 8" | 8" | 8 | , Path of the Fearless, SwiftstrideFavoured | |
| <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) |



CHOSEN #1

Chosen x6 - Standard - Infantry - 25x25mm

466 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 |
| Chosen | 3 | 6 | 4 | 1 | 5 |

| | |
|----------------------|---|
| Options | Greed • Paired Weapons • Champion • Standard Bearer |
| Magic banners | Banner of Speed (Banner Enchantment) |



FORSWORN #2

Forsworn x3 - Large - Infantry - 40x40mm

230 POINTS



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

| | |
|----------------|-----------|
| Options | Damnation |
|----------------|-----------|



FORSWORN #2

Forsworn x3 - Large - Infantry - 40x40mm

254 POINTS



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

| | |
|----------------|-------------------------|
| Options | Spiked Shield • Halberd |
|----------------|-------------------------|



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 |
| Warhound | 1 | 3 | 3 | 0 | 4 |



WARHOUNDS #2

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 |
| Warhound | 1 | 3 | 3 | 0 | 4 |

Legendary Beasts



FELDRAK ELDER #1

Feldrak Elder - Gigantic - Beast - 50x100mm

490 POINTS



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

| | |
|---------|----------------|
| Options | Paired Weapons |
|---------|----------------|

Magics

Racial Trait Spell

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



Alchemy

| | | Casting | Range | Type | Duration | Effect |
|---|-------------------|----------|------------|----------------------|---------------|---|
| 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" | 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+3 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. |
| 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 (1x5). |
| 3 | Glory of Gold | 8+ | 18" | Augment | Last one Turn | The target gains +1 Armour Penetration, Flaming Attacks and Magical Attacks. |

Magic items

Burning Portent: Attacks made with this weapon become **Flaming Attacks** and **Magical Attacks**, gain **Multiple Wounds (D3)**, and their Armour Penetration is set to 10.

Dusk Forged: The bearer may choose to reroll its failed Armour Saves while using this Shield. If it does, it automatically fails all Special Saves.

Ghostly Guard: The wearer gains +2 Armour against non-Magical Attacks.

Magical Heirloom: The bearer gains the Hereditary Spell during Spell Selection, always knows it in addition to its other spells, cannot select it during Spell Selection, and cannot replace or otherwise lose it.

Potion of Swiftess: One use only. May be activated at the start of any Round of Combat. Until the end of the Player Turn, the bearer gains +3 Agility.

Veilgate Orb: At the end of Siphon the Veil, the army may keep up to 6 Veil Tokens instead of the normal 3.

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.

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.

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 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.

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

Light Troops: Units composed entirely of models with Light Troops are allowed to make any number of Reforms when performing Advance Moves or March Moves. They are allowed to shoot even if they Marched or Reformed. No model can end its movement with its centre further away than its March Rate from its starting position, around any obstructions (including the Unit Spacing rule). This means that when checking the distance travelled by a model, check the path the model would have taken if it was alone, with the exception that the unit as a whole cannot break the Unit Spacing rule while performing the move. If a model performed any action during the movement (such as a Sweeping Attack), the distance moved is counted from its starting position to the point on the Battlefield where it performed that action and then to its final position.

If more than half the models in a unit have Light Troops, the unit always counts as having 0 Full Ranks. Characters with Light Troops that are joined to units with one or more models without Light Troops, lose this rule for as long as they remain with the unit. An Infantry Character joined to an Infantry unit with both Light Troops and the same Size as the Character gains Light Troops for as long as it remains with the unit.

Masters of Battle: Attack Attribute.

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

Paired Weapons: The wielder gains +1 Attack Value when using Paired Weapons. Attacks made with Paired Weapons gain +1 Offensive Skill and ignore Parry. A model using this weapon cannot simultaneously use a Shield against Melee Attacks.

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.

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.

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 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



Fallen #1



Fallen #2



Warrior Chariot #1



Warrior Chariot #2



Chosen #1



Forsworn #2



Forsworn #2



Warhounds #1



Warhounds #2



Feldrak Elder #1

