



WARRIORS OF THE DARK GODS

09/10/20 MSU TEST - 5 105 POINTS



1545 pts (34.00 %)

1800 pts (40.00 %) **879 pts (20.00 %)** 876 pts (19.00 %) **Legendary**
Characters **Core** **Special** **Beasts**
 (45 Max) (20 Least) (0 NoLimit) (35 Max)

Characters





CHOSEN LORD #1

Chosen Lord - Gigantic - Beast - 50x100mm

790 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 | Paired Weapons • Lust • Trophy Rack • Wasteland Dragon • General • Shield |
| Magic items | Obsidian Rock • Binding Scroll |
| Magic banners | Aether Icon (Banner Enchantment) |





CHOSEN LORD #2

Chosen Lord - Large - Cavalry - 50x100mm

735 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 CHIMERA

| Global | Adv | Mar | Dis | Model Rules | | |
|-----------|-----|-----|-----|-------------------------|-----|-----------|
| | 8" | 20" | C | Fear, Towering Presence | | |
| Defensive | HP | Def | Res | Arm | | |
| | 4 | C | 5 | C | | |
| Offensive | Att | Off | Str | Ap | Agi | Harnessed |
| Chimera | 5 | 4 | 5 | 2 | 4 | |

| | |
|--------------------|---|
| Options | Lance (Blessed Inscriptions) • Trophy Rack • Chimera • Wings • Shield • Luck of the Dark Gods |
| Magic items | Blessed Inscriptions (Lance) • Basalt Infusion (Hell-Forged Armour) • Talisman of Shielding |



BARBARIAN CHIEF #1
Barbarian Chief - Large - Construct - 50x100mm

275 POINTS



| <i>Global</i> | <i>Adv</i> | <i>Mar</i> | <i>Dis</i> | | | <i>Model Rules</i> |
|------------------------|------------|------------|------------|------------|---------------------|-------------------------------------|
| | 4" | 8" | 9 | | | Battle Fever |
| <i>Defensive</i> | <i>HP</i> | <i>Def</i> | <i>Res</i> | <i>Arm</i> | | |
| | 3 | 5 | 4 | 0 | Heavy Armour | |
| <i>Offensive</i> | <i>Att</i> | <i>Off</i> | <i>Str</i> | <i>Ap</i> | <i>Agi</i> | |
| Barbarian Chief | 3 | 5 | 5 | 1 | 5 | Deeds not Words, 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 | Shield • Light Lance • Dark Chariot |
| Magic items | Alchemist's Alloy • Dragonfire Gem |

Core



WARRIORS WITH FAVOURED CHAMPION #1
Warriors x10 - Standard - Infantry - 25x25mm

275 POINTS



| <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 Favoured , 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 | Musician • Lust |
|----------------|-----------------|



WARRIORS WITH FAVOURED CHAMPION #2
Warriors x10 - Standard - Infantry - 25x25mm

275 POINTS



| <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 Favoured , 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 | Musician • Lust |
|----------------|-----------------|



BARBARIAN HORSEMEN #1

Barbarian Horsemen x8 - Standard - Cavalry - 25x50mm

210 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 • Musician |
|---------|-------------------|



WARHOUNDS #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



FELDRAKS #1

Feldraks x3 - Large - Beast - 50x75mm

366 POINTS



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

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



FLAYERS #1

Flayers x5 - Standard - Cavalry - 25x50mm

145 POINTS



| Global | Adv | Mar | Dis | Model Rules | |
|---------------|-----|-----|-----|--|--------------|
| | 10" | 20" | 8 | Strider, Feigned Flight, Vanguard (6", 6"), Light Troops, Battle Fever | |
| Defensive | HP | Def | Res | Arm | |
| | 1 | 4 | 3 | 1 | Light Armour |
| Offensive | Att | Off | Str | Ap | Agi |
| Flayer | 1 | 4 | 4 | 0 | 4 |
| Shadow Chaser | 1 | 3 | 3 | 0 | 4 |
| Harnessed | | | | | |



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

Options

Lust

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



FELDRAK ELDER #2

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. | | | | |



Occultism

The Sacrifice: When casting a non-Bound Spell from this Path, immediately after the casting roll, but before any Dispelling 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 {}.

| | | <i>Casting</i> | <i>Range</i> | <i>Type</i> | <i>Duration</i> | <i>Effect</i> |
|----------|----------------------|----------------|--------------|---|-----------------|--|
| 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

Alchemist's Alloy: The wearer gains +1 Armour and suffers -2 Offensive Skill.

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

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.

Blessed Inscriptions: Attacks made with this enchanted weapon become Divine Attacks and Magical Attacks, and failed to wound rolls must be rerolled.

Dragonfire Gem: The bearer gains Aegis (2+, against Flaming Attacks). The bearer automatically fails all Fortitude Saves.

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.

Obsidian Rock: The bearer gains Magic Resistance (2).

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

Magic banners

Aether Icon: The bearer gains Magic Resistance (1). If the unit contains a model with another instance of Magic Resistance, it increases that model's Magic Resistance value by 1 instead.

Model Rules

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

Champion:

Deeds not Words: Attack Attribute.

The model part gains Battle Focus and Hatred while joined to one or more R&F models with Åsklander Battle Fever.

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.

Feigned Flight: A unit consisting solely of models with Feigned Flight that voluntarily chooses to Flee as a Charge Reaction, and subsequently passes a Rally Test in its next Player Turn, doesn't become Shaken. Furthermore, the Reform that is made after Rallying in this case doesn't prevent the unit from moving nor from shooting (but it still counts as having moved for shooting purposes). This rule cannot be applied if a unit fails to rally on the next friendly Player Turn or involuntarily Flees, such as a result of a failed Panic Test or if it was already Fleeing when being charged.

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.

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).

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.

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.

Strider: The model automatically passes Dangerous Terrain Tests taken due to Terrain.

If more than half of a unit's models have Strider, the unit never loses their Steadfast or Rank Bonus due to Terrain.

Sometimes Strider is linked to a specific type of Terrain, stated in brackets.

In this case, models with Strider are considered Striders only when interacting with such type of Terrain.

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.

Vanguard: After Deployment (including units with Scout), models with Vanguard may perform a 12" move. The move is performed as an Advance Move in the Movement Phase, including any actions and restrictions the unit would normally have (such as Wheeling, Reforming, joining units, leaving units and so on). The 12" distance is used instead of the unit's Advance Rate and March Rate. This move cannot be used to move within 12" of enemy units. This is decreased to 6" for enemy units which have either Scouted or Vanguarded. Units that have moved in this way may not Declare Charges in the first Player Turn (if their side has the first turn). If both

players have units with Vanguard, alternate moving units one at a time, starting with the player that finished deploying last. Instead of moving a unit, a player may declare to not move any more Vanguarding units.

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



Chosen Lord #2



Sorcerer #1



Barbarian Chief #1



Warriors with Favoured Champion #1



Warriors with Favoured Champion #2



Barbarian Horsemen #1



Warhounds #1



Feldraks #1



Flayers #1



Chosen Chariot #1



Feldrak Elder #1



Feldrak Elder #2

