



# WARRIORS OF THE DARK GODS

## FROM WDG UBT5 - 4 480 POINTS



1800 pts (40.00 %) 915 pts (20.00 %) 1465 pts (33.00 %) 300 pts (7.00 %)  
**Characters**      **Core**      **Special**      **Legendary Beasts**  
 (45 Max)      (20 Least)      (0 NoLimit)      (35 Max)

### Characters



#### EXALTED HERALD

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	
<b>Exalted Herald</b>	6	9	5	2	8	<b>Hand Weapon</b>



#### DOOMLORD GG


Doomlord - Large - Infantry - 40x40mm

## 610 POINTS



Global	Adv	Mar	Dis			Model Rules
	6"	12"	9			Path of the Exiled, Master of Destruction
Defensive	HP	Def	Res	Arm		
	4	6	5	1	Hell-Forged Shield Armour	
Offensive	Att	Off	Str	Ap	Agi	
<b>Doomlord</b>	5	7	5	2	5	<b>Hand Weapon</b>


<b>Options</b>	Great Weapon (Blessed Inscriptions) • General • Shield (Dusk Forged) • Trophy Rack
<b>Magic items</b>	Alchemist's Alloy • Talisman of the Void • Dusk Forged (Shield) • Blessed Inscriptions (Great Weapon)




#### SORCERER ON WAR DAIS, ADEPT OF ALCHEMY

Sorcerer - Standard - Infantry - 50x50mm

## 360 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	
<b>Sorcerer</b>	2	4	3	0	3	<b>Hand Weapon</b>



#### MOUNT WAR DAIS

Global	Adv	Mar	Dis			Model Rules
	C"	C"	C			Tall
Defensive	HP	Def	Res	Arm		
	4	C	C	C+2	Cannot be Stomped	



<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
<b>War Dais</b>	4	5	4	1	4	<b>Harnessed</b>

<b>Options</b>	Plate Armour (Gladiator's Spirit) • Paired Weapons (Shield Breaker) • Alchemy • Wizard Adept • War Dais
<b>Magic items</b>	Gladiator's Spirit (Plate Armour) • Shield Breaker (Paired Weapons)
<b>Core</b>	

	<b>WARRIORS OF SLOTH</b> Warriors x20 - Standard - Infantry - 25x25mm	<b>705 POINTS</b>	
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<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>		
	4"	8"	8	, Path of the Scoring, Fearless 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>	
<b>Warrior</b>	2	5	4	1	4	

<b>Options</b>	Musician • Standard Bearer • Sloth • Champion
<b>Magic banners</b>	Flaming Standard (Banner Enchantment)

	<b>BARBARIAN HORSEMEN</b> Barbarian Horsemen x8 - Standard - Cavalry - 25x50mm	<b>210 POINTS</b>	
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<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>	
<b>Barbarian Horseman</b>	1	4	4	0	3	
<b>Black Steed</b>	1	3	4	0	3	<b>Harnessed</b>

<b>Options</b>	Shield • Musician
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**Special**

	<b>CHOSEN CHARIOT OF GLUTTONY</b> Chosen Chariot - Large - Construct - 50x100mm	<b>350 POINTS</b>	
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<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	Hell-Forged Armour	
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
<b>Chosen Crew</b>	3	6	4	1	5	<b>Halberd</b>
<b>Karkadan</b>	2	3	5	2	2	<b>Harnessed</b>
<b>Chassis</b>			5	2	<b>Inanimate, Impact Hits (D6+1, D6+1)</b>	

<b>Options</b>	Gluttony
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### CHOSEN CHARIOT OF GLUTTONY

Chosen Chariot - Large - Construct - 50x100mm

350 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	Gluttony
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### FORSWORN

Forsworn x6 - Large - Infantry - 40x40mm

535 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 • Champion • Musician • Standard Bearer
Magic banners	Flaming Standard (Banner Enchantment)



### FORSWORN - DAMNATION

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
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## Legendary Beasts



### MARAUDING GIANT - TRIBAL WARSPEAR

Marauding Giant - Gigantic - Infantry - 50x75mm

300 POINTS



Global	Adv	Mar	Dis	Model Rules	
	7"	14"	8	Giant See, Giant do	
Defensive	HP	Def	Res	Arm	
	7	3	5	1	

<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
<b>Marauding Giant</b>	<b>5</b>	<b>3</b>	<b>5</b>	<b>2</b>	<b>3</b>	<b>Rage</b>

<b>Options</b>	Tribal Warspear
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## Magics

Racial Trait Spell

	<i>Casting</i>	<i>Range</i>	<i>Type</i>	<i>Duration</i>
<b><i>Hellfire</i></b>				
<i>Mf</i>	<b>(6+)</b> <b>{10+}</b>	<b>18"</b>	<b>Hex, Damage, Direct</b>	<b>Instant</b>
<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>
<b>1</b>	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.
<b>2</b>	Word of Iron	<b>5+ [9+]</b>	24"	Augment	Last one Turn	The target gains <b>+1 [+2]</b> to its Armour.
<b>6</b>	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.
<b>A</b>	Alchemical Fire		18"	Hex	Last one Turn	The target gains Flammable against Melee Attacks.
<b>5</b>	Corruption of Tin	8+	36"	Hex	Permanent	The target suffers -1 Armour.
<b>4</b>	Silver Spike	<b>(6+){9+}</b> <b>(18") {36"}</b>		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).
<b>3</b>	Glory of Gold	8+	18"	Augment	Last one Turn	The target gains +1 Armour Penetration, Flaming Attacks and Magical Attacks.

## Magic items

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

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

**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.

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

**Shield Breaker:** Attacks made with this enchanted weapon gain +6 Armour Penetration, become Magical Attacks, and can never wound on to-wound rolls better than 3+.

**Talisman of the Void:** The bearer gains Channel (1).

## Magic banners

**Flaming Standard:** One use only. May be activated at the start of a Round of Combat or before shooting with the bearer's unit. The bearer's unit gains Flaming Attacks. If activated when Engaged in Combat, the effect lasts until the bearer's unit is no longer Engaged in Combat. If activated before shooting with the bearer's unit, the effect lasts until the end of the phase.

## 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.

**Champion:**

**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 Asklander Battle Fever and Shield.

**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

**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.

**Master of Destruction:** The bearer can use a Shield (or a Spiked Shield) simultaneously with a Great Weapon or a Halberd.

**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.

**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.

**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.

**Shield:** +1 Armour Hand Weapons wielded by models on foot can be used alongside a Shield, then giving Parry.

**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.

**Supernal:**

**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 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.

Exalted Herald



Doomlord GG



Sorcerer on War Dais, Adept of Alchemy



Warriors of Sloth



Barbarian Horsemen



Chosen Chariot of Gluttony



Chosen Chariot of Gluttony



Forsworn



Forsworn - Damnation



Marauding Giant - Tribal Warspear

