



# WARRIORS OF THE DARK GODS

## WOCH DLA ROGERA - 4 228 POINTS



1390 pts (33.00 %) 959 pts (23.00 %) 1399 pts (33.00 %) 480 pts (11.00 %)  
**Characters**      **Core**      **Special**      **Legendary Beasts**  
 (45 Max)      (20 Least)      (0 NoLimit)      (35 Max)

### Characters

#### CHOSEN LORD #1

Chosen Lord - Standard - Cavalry - 25x50mm

## 675 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		
<b>Chosen Lord</b>	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		
<b>Black Steed</b>	1	3	4	0	3		

<b>Options</b>	Sloth • Black Steed • General • Dark Prelate
<b>Magic items</b>	Burning Portent (Hand Weapon) • Dusk Forged (Shield)

#### SORCERER #1

Sorcerer - Large - Construct - 50x100mm

## 715 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	Hand Weapon	

#### MOUNT BATTLESHRINE

Global	Adv	Mar	Dis				Model Rules
	5"	10"	C				Channel (1, 1), Fear, Towering Presence, War Platform, Keeper of the Beacon (mount), Trophy Rack
Defensive	HP	Def	Res	Arm			
	5	C	5	C+1	Aegis (5+)		
Offensive	Att	Off	Str	Ap	Agi		
<b>Wretched One</b>			4	0	1		



<b>Options</b>	Plate Armour (Alchemist's Alloy) • Wizard Master • Alchemy • Battleshrine
<b>Magic items</b>	Alchemist's Alloy (Plate Armour)
<b>Magic banners</b>	Flaming Standard (Banner Enchantment)

## Core



	<b>WARRIORS WITH FAVOURED CHAMPION #1</b> Warriors x17 - Standard - Infantry - 25x25mm	<b>602</b> POINTS	
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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
<b>Magic banners</b>	Rending Banner (Banner Enchantment)

	<b>WARHOUNDS #1</b> Warhounds x8 - Standard - Beast - 25x50mm	<b>119</b> POINTS	
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<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>		
	8"	16"	5	, Release the Insignificant Hounds		
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>		
	1	3	3	0		
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
<b>Warhound</b>	1	3	3	0	4	

	<b>WARHOUNDS #2</b> Warhounds x8 - Standard - Beast - 25x50mm	<b>119</b> POINTS	
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<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>		
	8"	16"	5	, Release the Insignificant Hounds		
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>		
	1	3	3	0		
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
<b>Warhound</b>	1	3	3	0	4	

	<b>WARHOUNDS #3</b> Warhounds x8 - Standard - Beast - 25x50mm	<b>119</b> POINTS	
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<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>		
	8"	16"	5	, Release the Insignificant Hounds		
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>		
	1	3	3	0		
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
<b>Warhound</b>	1	3	3	0	4	

## Special



### WARRIOR KNIGHTS WITH FAVOURED CHAMPION #1

Warrior Knights x8 - Standard - Cavalry - 25x50mm

531 POINTS



Global	Adv	Mar	Dis	Model Rules		
	8"	14"	8	, Path of the Scoring, Fearless Favoured, Champion		
Defensive	HP	Def	Res	Arm		
	1	5	4	2	, Hell-Forged Shield Armour	
Offensive	Att	Off	Str	Ap	Agi	
Warrior Rider	2	5	4	1	4	
Black Steed	1	3	4	0	3	Harnessed

Options	Musician • Standard Bearer • Lance • Sloth
Magic banners	Flaming Standard (Banner Enchantment)



### CHOSEN KNIGHTS #1

Chosen Knights x3 - Large - Cavalry - 50x75mm

434 POINTS



Global	Adv	Mar	Dis	Model Rules		
	7"	14"	8	, Path of the Fear, Scoring, Fearless Favoured		
Defensive	HP	Def	Res	Arm		
	3	6	4	2	Hell-Forged Armour	
Offensive	Att	Off	Str	Ap	Agi	
Chosen Rider	3	6	4	1	5	Halberd
Karkadan	2	3	5	2	2	Harnessed

Options	Lust
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### CHOSEN KNIGHTS #2

Chosen Knights x3 - Large - Cavalry - 50x75mm

434 POINTS



Global	Adv	Mar	Dis	Model Rules		
	7"	14"	8	, Path of the Fear, Scoring, Fearless Favoured		
Defensive	HP	Def	Res	Arm		
	3	6	4	2	Hell-Forged Armour	
Offensive	Att	Off	Str	Ap	Agi	
Chosen Rider	3	6	4	1	5	Halberd
Karkadan	2	3	5	2	2	Harnessed

Options	Lust
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## Legendary Beasts



### HELLMAW #1

Hellmaw - Gigantic - Construct - 150x100mm

480 POINTS



Global	Adv	Mar	Dis	Model Rules		
	5"	10"	5	Fearless, Supernal, Gateway		

<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	5	3	5	2	Aegis (5+)
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
<b>Hellmaw</b>	5	3	5	2	1

<b>Options</b>	2 Ominous Gateways
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## Magics

### Racial Trait Spell

	<i>Casting</i>	<i>Range</i>	<i>Type</i>	<i>Duration</i>
<b>Hellfire</b>				
<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>				



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	5+ [9+]	24"	Augment	Last one Turn	The target gains +1 [+2] 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>4</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	(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 (1×5).
<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.

**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.

## 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.

**Rending Banner:** One use only. May be activated at the start of a Round of Combat. Close Combat Attacks from R&F models in the bearer's unit gain +1 Armour Penetration until the bearer's unit is no longer Engaged in Combat. A model can only be affected by a single Rending Banner at the same time.

## Model Rules

**Aegis:**

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

**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.

**Gateway:** Universal Rule.

At the end of each friendly Magic Phase, each Hellmaw may do one of the following:

- **Open a Gateway:** Mark a single point on the Battlefield with a Gateway Marker. This point must be within Line of Sight and 24" of the Hellmaw, and more than 6" away from enemy units. There can never be more than 4 friendly Gateway Markers on the Battlefield (including Ominous Gateways).
- **Close a Gateway:** Choose a friendly Gateway Marker with its centre within Line of Sight and 24" of the Hellmaw. All units within 6" of the centre of the marker suffer D6 hits with Toxic Attacks and Magical Attacks. Then remove the marker. If all friendly Hellmaws have been removed as casualties, immediately close all friendly Gateways as described above.

A friendly unit may choose to enter the Gateway if all the following conditions are met:

- The unit does not contain any Gigantic models.
- The unit is in contact with the centre of a friendly Gateway Marker.
- All models in the unit just performed an Advance or March Move and no other model has moved since.

Remove the unit from the Battlefield. The unit:

1. Is then placed back on the Battlefield within 3" of the centre of any other friendly Gateway Marker. No model can end up with its centre farther away than its March Rate from the centre of the chosen marker.
2. Must have the same formation, but may face any direction.
3. Must follow the Unit Spacing rule.
4. Suffers D6 + X hits with Toxic Attacks and Magical Attacks, distributed by the owner, where X is equal to the number of ranks in the unit. Hits distributed onto models with Hell-Forged Armour or Supernal automatically fail to wound.
5. Loses Scoring until its next Player Turn.

Only a single unit may exit the same Gateway Marker in each Player Turn

**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.

**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).

**Insignificant:**

**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.

**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.

**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:**

**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



Warriors with Favoured Champion #1



Warrior Knights with Favoured Champion #1



Chosen Knights #1



Chosen Knights #2



Warhounds #1



Warhounds #2



Warhounds #3



Hellmaw #1

