



WARRIORS OF THE DARK GODS

AGRAEL UBER3 - 4 444 POINTS



450 pts (10.00 %)

2025 pts (45.00 %) 1103 pts (25.00 %) 1316 pts (29.00 %)
Characters Core Special
 (45 Max) (20 Least) (0 NoLimit) **Legendary Beasts**
 (35 Max)

Characters





DOOMLORD BEHEMOTH

Doomlord - Gigantic - Beast - 150x100mm

635 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 | |
| Doomlord | 5 | 7 | 5 | 2 | 5 | Hand Weapon |

MOUNT WASTELAND BEHEMOTH

| Global | Adv | Mar | Dis | Model Rules | | |
|--------------------|-----|-----|-----|-------------|-----|--|
| | 7" | 14" | C | | | |
| Defensive | HP | Def | Res | Arm | | |
| | 7 | 3 | 6 | 4 | | |
| Offensive | Att | Off | Str | Ap | Agi | |
| Wasteland Behemoth | 6 | 3 | 6 | 3 | 3 | |

Options | Halberd • Wasteland Behemoth • General • Trophy Rack





DOOMLORD BEHEMOTH

Doomlord - Gigantic - Beast - 150x100mm

635 POINTS



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|-----------|-----|-----|-----|---|-----------------------------|-------------|
| | 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 | |
| Doomlord | 5 | 7 | 5 | 2 | 5 | Hand Weapon |

MOUNT WASTELAND BEHEMOTH

| Global | Adv | Mar | Dis | Model Rules | | |
|--------------------|-----|-----|-----|-------------|-----|--|
| | 7" | 14" | C | | | |
| Defensive | HP | Def | Res | Arm | | |
| | 7 | 3 | 6 | 4 | | |
| Offensive | Att | Off | Str | Ap | Agi | |
| Wasteland Behemoth | 6 | 3 | 6 | 3 | 3 | |

Options | Halberd • Wasteland Behemoth • Trophy Rack



SORCERER #1

Sorcerer - Large - Construct - 50x100mm

755 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 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 | |
| Wretched One | | | 4 | 0 | 1 | |

| | |
|--------------------|---|
| Options | Plate Armour (Basalt Infusion) • Wizard Master • Alchemy • Battleshrine |
| Magic items | Basalt Infusion (Plate Armour) • Binding Scroll |

Core



WARRIORS WITH FAVOURED CHAMPION ENVY

Warriors x18 - Standard - Infantry - 25x25mm

543 POINTS



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

| | |
|----------------------|--------------------------------------|
| Options | Musician • Standard Bearer • Envy |
| Magic banners | Zealots' Banner (Banner Enchantment) |



BARBARIAN HORSEMEN #1

Barbarian Horsemen x10 - Standard - Cavalry - 25x50mm

280 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 • Light Lance • Musician • Standard Bearer |
|----------------|---|



BARBARIAN HORSEMEN #2

Barbarian Horsemen x10 - Standard - Cavalry - 25x50mm

280 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 • Light Lance • Musician • Standard Bearer

Special



WARHOUNDS #1

Warhounds x5 - Standard - Beast - 25x50mm

95 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 |



WARHOUNDS #2

Warhounds x5 - Standard - Beast - 25x50mm

95 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 |



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 |
| Karkadan | 2 | 3 | 5 | 2 | 2 |
| Harnessed | | | | | |
| Chassis | | | 5 | 2 | Inanimate, Impact Hits (D6+1, D6+1) |

Options

Greed



CHOSEN CHARIOT #2

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 | Greed |
|---------|-------|



FELDRAKS #1

Feldraks x3 - Large - Beast - 50x75mm

396 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 • Musician • Standard Bearer |
| Magic banners | Aether Icon (Banner Enchantment) |

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

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.

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.

Zealots' Banner: The maximum number of Supporting Attacks that models in the second rank of the bearer's unit can perform is increased by 1.

Model Rules

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.

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

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.

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.

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.

Doomlord Behemoth



Doomlord Behemoth



Sorcerer #1



Warriors with Favoured Champion Envy



Barbarian Horsemen #1



Barbarian Horsemen #2



Warhounds #1



Warhounds #2



Chosen Chariot #1



Chosen Chariot #2



Feldraks #1

