



# WARRIORS OF THE DARK GODS

## LIST WARRIORS OF THE DARK GODS (v2021 BETA 2) #3 - 4 238 POINTS



1345 pts (30.00 %) 1423 pts (32.00 %) 600 pts (13.00 %) 1270 pts (28.00 %)  
**Characters**      **Core**      **Special**      **Legendary**  
 (45 Max)      (20 Least)      (0 NoLimit)      **Beasts**  
 (35 Max)

### Characters



**EXALTED HERALD #1**  
 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
Exalted Herald	6	9	5	2	8

<b>Options</b>	General • Emissary of Chaos • Sorcerer Immortal
<b>Notes</b>	souffle sort: H 5 6



**BARBARIAN CHIEF #1**  
 Barbarian Chief - Gigantic - Beast - 150x100mm

515 POINTS



Global	Adv	Mar	Dis	Model Rules	
	4"	8"	9	Battle Fever	
Defensive	HP	Def	Res	Arm	
	3	5	4	0	Heavy Armour
Offensive	Att	Off	Str	Ap	Agi
Barbarian Chief	3	5	5	1	5

**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

<b>Options</b>	Spear • Wasteland Behemoth • Additional Limbs
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### Core



**WARRIORS #1**  
 Warriors x10 - Standard - Infantry - 25x25mm


350 POINTS



Global	Adv	Mar	Dis	Model Rules	
	4"	8"	8	, Path of the Scoring, Fearless Favoured , Champion	
Defensive	HP	Def	Res	Arm	

<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	


<b>Options</b>	Musician • Standard Bearer • Envy • Champion
<b>Magic banners</b>	Banner of the Relentless Company (Banner Enchantment)
<b>Notes</b>	marche forcée 15' 3D6 en charge + gars 130 pts



### WARRIORS #2

Warriors x10 - Standard - Infantry - 25x25mm

## 350 POINTS



<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>	
Warrior	2	5	4	1	4	

<b>Options</b>	Musician • Standard Bearer • Envy • Champion
<b>Magic banners</b>	Banner of the Relentless Company (Banner Enchantment)



### FALLEN #1


Fallen x15 - Standard - Infantry - 25x25mm

## 310 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, 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 x14 - Standard - Infantry - 25x25mm

## 294 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, 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



### WARHOUNDS #1


Warhounds x8 - Standard - Beast - 25x50mm

## 119 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

## Special



### WARRIOR CHARIOT #1

Warrior Chariot - Large - Construct - 50x100mm

## 230 POINTS



Global	Adv	Mar	Dis	Model Rules	
	8"	8"	8	, Path of the Fearless, Swiftstride Favoured	
Defensive	HP	Def	Res	Arm	
	4	5	5	1 Hell-Forged Armour	
Offensive	Att	Off	Str	Ap	Agi
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)



### FELDRAKS #1

Feldraks x3 - Large - Beast - 50x75mm


## 370 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

<b>Options</b>	Champion • Musician • Standard Bearer
<b>Magic banners</b>	Aether Icon (Banner Enchantment)
<b>Notes</b>	res 1 magic


## Legendary Beasts



### FELDRAK ELDER #1

Feldrak Elder - Gigantic - Beast - 50x100mm

## 435 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



## FELDRAK ELDER #2

Feldrak Elder - Gigantic - Beast - 50x100mm

435 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

## Magics

Racial Trait Spell

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

## 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.

**Banner of the Relentless Company:** One use only. May be activated during the owner's Movement Phase. All Infantry models in the bearer's unit always have March Rate 15", until the end of the Player Turn. Only a single Banner of the Relentless Company may be activated during the same phase.

## Model Rules

**Aegis:**

**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 Asklander 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.

**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.

**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.

**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.

**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.

**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 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.

## 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 #1



Barbarian Chief #1



Warriors #1



Warriors #2



Fallen #1



Fallen #2



Warrior Chariot #1



Feldraks #1



Warhounds #1



Feldrak Elder #1



Feldrak Elder #2

