



# WARRIORS OF THE DARK GODS

## CHUJE MOJE - 3 011 POINTS



1390 pts (46.00 %) 415 pts (14.00 %) 1206 pts (40.00 %) 0 pts (0.00 %)  
**Characters** **Core** **Special** **Legendary Beasts**  
 (45 Max) (20 Least) (0 NoLimit) (35 Max)

### Characters



#### KRWIOPIJCA

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	Hand Weapon

#### Options

General • Unholy Avatar • Brand of the Dragon



#### CIUL NA JEDNOROŢU

Chosen Lord - Large - Cavalry - 50x75mm

560 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	
Chosen Lord	5	8	5	2	7	Hand Weapon



#### MOUNT KARKADAN

Global	Adv	Mar	Dis	Model Rules		
	7"	14"	C	Fear		
Defensive	HP	Def	Res	Arm		
	C	C	C	C+2		
Offensive	Att	Off	Str	Ap	Agi	
Karkadan	2	3	5	2	2	Harnessed

#### Options

Wrath • Karkadan • Shield • Luck of the Dark Gods

#### Magic items

Death Cheater (Hell-Forged Armour)

### Core



#### PIESZE CIULE

Barbarians x20 - Standard - Infantry - 25x25mm

280 POINTS



Global	Adv	Mar	Dis	Model Rules	
	4"	8"	7	Scoring, Battle Fever	
Defensive	HP	Def	Res	Arm	

<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	1	4	3	0	<b>Light Armour</b>
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
<b>Barbarian</b>	1	4	4	0	3



<b>Options</b>	Paired Weapons • Throwing Weapons (5+) • Champion • Musician • Standard Bearer • Shield
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	<b>PIESY</b> Warhounds x10 - Standard - Beast - 25x50mm	<b>135 POINTS</b>	
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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 InsignificantHounds

<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

	<b>SKULLCRUSHERS</b> Chosen Knights x5 - Large - Cavalry - 50x75mm	<b>680 POINTS</b>	
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<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>
	7"	14"	8	, Path of the Fear, Scoring, Fearless Favoured

<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	3	6	4	2	<b>Hell-Forged Armour</b>

<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
<b>Chosen Rider</b>	3	6	4	1	5

<b>Karkadan</b>	2	3	5	2	2
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<b>Options</b>	Wrath • Champion • Musician • Standard Bearer
<b>Magic banners</b>	Aether Icon (Banner Enchantment)

	<b>WRATH CHUJE</b> Forsworn x6 - Large - Infantry - 40x40mm	<b>526 POINTS</b>	
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<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>
	6"	12"	8	, Path of the Scoring, Fearless Exiled, Bodyguard

<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	3	4	4	1	<b>Hell-Forged Armour</b>

<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
<b>Forsworn</b>	2	5	4	1	4

<b>Options</b>	Paired Weapons • Champion • Musician • Standard Bearer • Damnation
<b>Magic banners</b>	Banner of Speed (Banner Enchantment)

<b>Magics</b>			
Racial Trait Spell			
Casting	Range	Type	Duration

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

## Magic items

**Death Cheater:** The wearer gains +1 Armour and Fortitude (4+).

## 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 Speed:** A unit with one or more Banners of Speed gains +1" Advance Rate and +2" March Rate.

## 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.

**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 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

**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.

**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.

### Supernal:

**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

Your 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.

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