



WARRIORS OF THE DARK GODS

CHEVZLIERS LORD PD CHIEND DRAGONS OGRES GLUTONY... - 4 345 POINTS



1875 pts (43.00 %) 889 pts (20.00 %) 1581 pts (36.00 %) 0 pts (0.00 %)
Characters **Core** **Special** **Legendary Beasts**
 (45 Max) (20 Least) (0 NoLimit) (35 Max)

Characters



EXALTED HERALD #1
 Exalted Herald - Large - Infantry - 50x50mm

820 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



SORCERER #1
 Sorcerer - Standard - Cavalry - 25x50mm

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	
Sorcerer	2	4	3	0	3	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
Black Steed	1	3	4	0	3

Options	Plate Armour (Alchemist's Alloy) • Alchemy • Black Steed • Wizard Adept
Magic items	Alchemist's Alloy (Plate Armour) • Obsidian Rock • Rod of Battle



CHOSEN LORD #1
 Chosen Lord - Standard - Cavalry - 25x50mm

695 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 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
Black Steed	1	3	4	0	3

Options	Gluttony • Trophy Rack • Black Steed • General • Shield (Dusk Forged) • Idol of Spite
Magic items	Dusk Forged (Shield) • Burning Portent (Hand Weapon)
Magic banners	Aether Icon (Banner Enchantment)

Core



WARRIORS WITH FAVOURED CHAMPION #2

Warriors x18 - Standard - Infantry - 25x25mm

651 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 • Halberd • Envy
Magic banners	Banner of Speed (Banner Enchantment)



WARHOUNDS #2

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



WARHOUNDS #2

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)



WARRIOR CHARIOT #2

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 x4 - Large - Beast - 50x75mm

570 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	Great Weapon • Champion • Musician • Standard Bearer
Magic banners	Banner of Speed (Banner Enchantment)



WARRIOR KNIGHTS WITH FAVOURED CHAMPION #1

Warrior Knights x9 - Standard - Cavalry - 25x50mm

551 POINTS



Global	Adv	Mar	Dis	Model Rules	
	8"	14"	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	2	, Hell-Forged Shield Armour
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
Warrior Rider	2	5	4	1	4
Black Steed	1	3	4	0	3 Harnessed

Options	Musician • Standard Bearer • Lance • Gluttony
Magic banners	Wasteland Torch (Banner Enchantment)

Magics

Racial Trait Spell

	<i>Casting</i>	<i>Range</i>	<i>Type</i>	<i>Duration</i>
Hellfire				
<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>
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 (1×5).
3	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.

Obsidian Rock: The bearer gains Magic Resistance (2).

Rod of Battle: The bearer can cast a Bound Spell, Power Level (4/8):

Type: Augment. Range 18". Duration: One Turn.

The target gains +1 to hit with its Close Combat Attacks.

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.

Wasteland Torch: The bearer's unit gains **Strider (Ruins)**. After determining Deployment Zones (at the end of step 6 of the Pre-Game Sequence), you may choose a single Field or Forest Terrain Feature that becomes Ruins. The bearer's unit gains **Flaming Attacks** in the First Round of Combat.

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.

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.

Hatred: During the first Round of Combat, failed to-hit rolls from attacks with Hatred must be rerolled.

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

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 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:

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.

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 #1



Sorcerer #1



Chosen Lord #1



Warriors with Favoured Champion #2



Warrior Chariot #1



Warrior Chariot #2



Feldraks #1



Warhounds #2



Warrior Knights with Favoured Champion #1



Warhounds #2

