



WARRIORS OF THE DARK GODS

MAX POINT TIL CHAOS - 8 433 POINTS



1785 pts (21.00%)
Legendary Beasts
(35 Max)

2845 pts (34.00%) 2415 pts (29.00%) 1613 pts (19.00%)
Characters **Core** **Special**
(45 Max) (20 Least) (0 NoLimit)

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



CHOSEN LORD #1
Chosen Lord - Large - Construct - 50x100mm

680 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 DARK CHARIOT

Global	Adv	Mar	Dis			Model Rules
	8"	8"	C			Swiftstride
Defensive	HP	Def	Res	Arm		
	4	C	5	C+2		
Offensive	Att	Off	Str	Ap	Agi	
Black Steed	1	3	4	0	3	Harnessed, Harnessed
Chassis			5	2	Inanimate, Inanimate, Impact Hits (D6+1, D6+1)	

Options

Paired Weapons (Symbol of Slaughter) • Gluttony • Trophy Rack • Dark Chariot • Shield • Idol of Spite

Magic items

Symbol of Slaughter (Paired Weapons) • Death Cheater (Hell-Forged Armour)



DOOMLORD #1
Doomlord - Gigantic - Beast - 150x100mm

770 POINTS



Global	Adv	Mar	Dis			Model Rules
	6"	12"	9			Path of the Exiled, Master of Destruction
Defensive	HP	Def	Res	Arm		

<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	4	6	5	1	, Hell-Forged Shield Armour
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
Doomlord	5	7	5	2	5 Hand Weapon



MOUNT WASTELAND BEHEMOTH

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

Options	Halberd • Wasteland Behemoth • Spiked Shield • Trophy Rack
Magic items	Gladiator's Spirit (Hell-Forged Armour)
Magic banners	Banner of Speed (Banner Enchantment)



SORCERER #1

Sorcerer - Standard - Infantry - 25x25mm

575 POINTS



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>	
	4"	8"	8	Wizard Apprentice, Battle Fever	
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	3	4	4	0	Light Armour
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
Sorcerer	2	4	3	0	3 Hand Weapon

Options	Plate Armour • Wizard Master • Paired Weapons • Alchemy • Veil Walker
Magic items	Book of Arcane Mastery • Veilgate Orb

Core



WARRIORS WITH FAVOURED CHAMPION #1

Warriors x20 - Standard - Infantry - 25x25mm

805 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

Options	Standard Bearer • Halberd • Sloth
Magic banners	Zealots' Banner (Banner Enchantment)



WARRIORS WITH FAVOURED CHAMPION #2

Warriors x20 - Standard - Infantry - 25x25mm


805 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>	

<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


Options	Standard Bearer • Halberd • Sloth
Magic banners	Zealots' Banner (Banner Enchantment)



WARRIORS WITH FAVOURED CHAMPION #3

Warriors x20 - Standard - Infantry - 25x25mm

805 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

Options	Standard Bearer • Halberd • Sloth
Magic banners	Zealots' Banner (Banner Enchantment)

Special



CHOSEN KNIGHTS #1

Chosen Knights x3 - Large - Cavalry - 50x75mm

449 POINTS



<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	Hell-Forged Armour
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
Chosen Rider	3	6	4	1	5 Halberd
Karkadan	2	3	5	2	2 Harnessed

Options	Greed • Champion • Standard Bearer
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CHOSEN KNIGHTS #2

Chosen Knights x3 - Large - Cavalry - 50x75mm

449 POINTS



<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	Hell-Forged Armour
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
Chosen Rider	3	6	4	1	5 Halberd
Karkadan	2	3	5	2	2 Harnessed

Options	Greed • Champion • Standard Bearer
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FORSWORN #1

Forsworn x9 - Large - Infantry - 40x40mm

715 POINTS



Global	Adv	Mar	Dis	Model Rules		
	6"	12"	8	, Path of the Scoring, FearlessExiled , Bodyguard		
Defensive	HP	Def	Res	Arm	Hell-Forged Armour	
	3	4	4	1		
Offensive	Att	Off	Str	Ap	Agi	
Forsworn	2	5	4	1	4	

Options	Spiked Shield • Champion • Standard Bearer
Legendary Beasts	



MARAUDING GIANT #1

Marauding Giant - Gigantic - Infantry - 50x75mm

290 POINTS



Global	Adv	Mar	Dis	Model Rules		
	7"	14"	8	Giant See, Giant do		
Defensive	HP	Def	Res	Arm		
	7	3	5	1		
Offensive	Att	Off	Str	Ap	Agi	
Marauding Giant	5	3	5	2	3	Rage

Options	Giant Club
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MARAUDING GIANT #2

Marauding Giant - Gigantic - Infantry - 50x75mm

290 POINTS



Global	Adv	Mar	Dis	Model Rules		
	7"	14"	8	Giant See, Giant do		
Defensive	HP	Def	Res	Arm		
	7	3	5	1		
Offensive	Att	Off	Str	Ap	Agi	
Marauding Giant	5	3	5	2	3	Rage

Options	Giant Club
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FELDRAK ELDER #1

Feldrak Elder - Gigantic - Beast - 50x100mm

490 POINTS



Global	Adv	Mar	Dis	Model Rules		
	8"	16"	9			
Defensive	HP	Def	Res	Arm	, Light UnburntArmour	
	6	5	6	3		
Offensive	Att	Off	Str	Ap	Agi	Hatred
Feldrak Elder	5	5	6	3	3	

Options	Paired Weapons
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FELDRAK ELDER #2

Feldrak Elder - Gigantic - Beast - 50x100mm

490 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

Options	Paired Weapons
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Magics

Racial Trait Spell

	Casting	Range	Type	Duration
Hellfire				
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>				



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.
4	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

Book of Arcane Mastery: The bearer's first Casting Attempt in each Magic Phase gains a +2 Casting Modifier. When using a single Magic Dice for this Casting Attempt, a natural roll of '1' or '2' on the Magic Dice is always a failed Casting Attempt, regardless of any modifiers.

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

Gladiator's Spirit: The wearer gains +1 Armour and Parry.

Symbol of Slaughter: While using this weapon, the wielder gains +2 Attack Value, +2 Agility, and **Magical Attacks**. Close Combat Attacks made against the wielder's model gain +1 to hit.

Veilgate Orb: At the end of Siphon the Veil, the army may keep up to 6 Veil Tokens instead of the normal 3.

Magic banners

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

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

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.

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.

Giant See, Giant do: Universal Rule.
The model gains Asklander Battle Fever and Shield.

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).

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.

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.

Rage: Attack Attribute - Close Combat.
Whenever the model loses a Health Point, it gains +1 Attack Value. Whenever it gains a Health Point, it suffers -1 Attack Value.

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:

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

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



Chosen Lord #1



Doomlord #1



Sorcerer #1



Warriors with Favoured Champion #1



Warriors with Favoured Champion #2



Warriors with Favoured Champion #3



Chosen Knights #1



Chosen Knights #2



Forsworn #1



Marauding Giant #1



Marauding Giant #2



Feldrak Elder #1



Feldrak Elder #2

