



# WARRIORS OF THE DARK GODS

## WARRIORS OF DOOMLORD COPY - 4 533 POINTS




1550 pts (34.00 %)

1770 pts (39.00 %) **889 pts (20.00 %)** 1004 pts (22.00 %)

**Characters** **Core** **Special** **Legendary**

(45 Max) (20 Least) (0 NoLimit) (35 Max)


### Characters



#### CHOSEN LORD #1

Chosen Lord - Standard - Infantry - 50x50mm

## 690 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		
<b>Chosen Lord</b>	5	8	5	2	7	Hand Weapon	



### MOUNT WAR DAIS

Global	Adv	Mar	Dis				Model Rules
	C"	C"	C				Tall
Defensive	HP	Def	Res	Arm			
	4	C	C	C+2	Cannot be Stomped		
Offensive	Att	Off	Str	Ap	Agi		
<b>War Dais</b>	4	5	4	1	4	Harnessed	


<b>Options</b>	Envy • War Dais • General • Shield • Idol of Spite
<b>Magic items</b>	Potion of Swiftiness • Burning Portent (Hand Weapon) • Immortal Gauntlets



#### SORCERER #1

Sorcerer - Gigantic - Beast - 150x100mm

## 540 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		
<b>Sorcerer</b>	2	4	3	0	3	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		
<b>Wasteland Behemoth</b>	6	3	6	3	3		

<b>Options</b>	Wasteland Behemoth
<b>Magic items</b>	Binding Scroll



## SORCERER #2

Sorcerer - Gigantic - Beast - 150x100mm

**540** POINTS



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



## 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
<b>Wasteland Behemoth</b>	6	3	6	3	3

<b>Options</b>	Wasteland Behemoth
<b>Magic items</b>	Binding Scroll
<b>Core</b>	



## WARRIORS WITH FAVOURED CHAMPION #1

Warriors x11 - Standard - Infantry - 25x25mm

**351** POINTS



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

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



## WARHOUNDS #1

Warhounds x8 - Standard - Beast - 25x50mm

**119** POINTS



Global	Adv	Mar	Dis	Model Rules	
	8"	16"	5	<b>InsignificantHounds, Release the</b>	
Defensive	HP	Def	Res	Arm	
	1	3	3	0	
Offensive	Att	Off	Str	Ap	Agi
<b>Warhound</b>	1	3	3	0	4



## WARHOUNDS #2

Warhounds x8 - Standard - Beast - 25x50mm

**119** POINTS



Global	Adv	Mar	Dis	Model Rules	

<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



### FALLEN #1

Fallen x5 - Standard - Infantry - 25x25mm

## 150 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, FearlessExiled	
<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>
<b>Fallen</b>	2	4	4	1	4 Paired Weapons



### FALLEN #2

Fallen x5 - Standard - Infantry - 25x25mm

## 150 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, FearlessExiled	
<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>
<b>Fallen</b>	2	4	4	1	4 Paired Weapons

## Special



### CHOSEN KNIGHTS #1

Chosen Knights x4 - Large - Cavalry - 50x75mm

## 544 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, FearlessFavoured	
<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>
<b>Chosen Rider</b>	3	6	4	1	5 Halberd
<b>Karkadan</b>	2	3	5	2	2 Harnessed

Options	Envy
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### 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)

## Legendary Beasts



### 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



### 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

<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
<b>Feldrak Elder</b>	5	5	6	3	3	<b>Hatred</b>

## Magics

Racial Trait Spell

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

**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.

**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.

**Immortal Gauntlets:** At the start of any Round of Combat, you may discard a Veil Token from your Veil Token pool. If so, choose either Divine Attacks, Flaming Attacks, or Magical Attacks. The bearer's Close Combat Attacks gain the chosen Attack Attribute. The chosen effect lasts until the end of the phase.

**Potion of Swiftmess:** One use only. May be activated at the start of any Round of Combat. Until the end of the Player Turn, the bearer gains +3 Agility.

## Magic banners

**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

**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.

**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.

**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.

**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.

Chosen Lord #1



Warriors with Favoured Champion #1



Feldrak Elder #2



Warhounds #1



Warhounds #2



Sorcerer #1



Sorcerer #2



Feldrak Elder #2



Fallen #1



Fallen #2



Chosen Knights #1



Warrior Chariot #1



Warrior Chariot #2

