



WARRIORS OF THE DARK GODS

LIST GUERRIERS DES DIEUX SOMBRES #1 - 4 077 POINTS



1405 pts (31.00 %) 805 pts (18.00 %) 1567 pts (35.00 %) 495 pts (11.00 %)
Characters **Core** **Special** **Legendary Beasts**
 (45 Max) (20 Least) (0 NoLimit) (35 Max)

Characters



SEIGNEUR ELU #1

Chosen Lord - Large - Cavalry - 50x100mm

640 POINTS



Global	Adv	Mar	Dis	Model Rules		
	5"	10"	9	, Path of the Fearless Favoured		
Defensive	HP	Def	Res	Arm	Hell-Forged Armour	
	3	7	5	0		
Offensive	Att	Off	Str	Ap	Agi	Hand Weapon
Chosen Lord	5	8	5	2	7	



MOUNT CHIMERA

Global	Adv	Mar	Dis	Model Rules		
	8"	20"	C	Fear, Towering Presence		
Defensive	HP	Def	Res	Arm		
	4	C	5	C		
Offensive	Att	Off	Str	Ap	Agi	Harnessed
Chimera	5	4	5	2	4	

Options	Chimera • Wings • General • Luck of the Dark Gods
Magic items	Destiny's Call (Hell-Forged Armour) • Potion of Swiftiness



ENSORCELEUR #1

Sorcerer - Large - Construct - 50x100mm

765 POINTS



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



MOUNT BATTLESHRINE

Global	Adv	Mar	Dis	Model Rules		
	5"	10"	C	Channel (1, 1), Fear, Towering Presence, War Platform, Keeper of the Beacon (mount), Trophy Rack		
Defensive	HP	Def	Res	Arm	Aegis (5+)	
	5	C	5	C+1		
Offensive	Att	Off	Str	Ap	Agi	Wretched One
			4	0	1	



Options	Plate Armour (Gladiator's Spirit) • Wizard Master • Paired Weapons (Hero's Heart) • Alchemy • Battleshrine
Magic items	Hero's Heart (Paired Weapons) • Gladiator's Spirit (Plate Armour)

Core

	WARRIORS WITH FAVOURED CHAMPION #1 Warriors x14 - Standard - Infantry - 25x25mm	499 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	Standard Bearer • Sloth
Magic banners	Zealots' Banner (Banner Enchantment)

	BARBARES #1 Barbarians x32 - Standard - Infantry - 25x25mm	306 POINTS	
--	--	-------------------	---

Global	Adv	Mar	Dis	Model Rules		
	4"	8"	7	Scoring, Battle Fever		
Defensive	HP	Def	Res	Arm		
	1	4	3	0	Light Armour	
Offensive	Att	Off	Str	Ap	Agi	
Barbarian	1	4	4	0	3	

Options	Musician • Standard Bearer • Shield
----------------	-------------------------------------

Special

	ELUS #1 Chosen x10 - Standard - Infantry - 25x25mm	735 POINTS	
--	--	-------------------	---

Global	Adv	Mar	Dis	Model Rules		
	5"	10"	8	, Path of the Scoring, Fearless Favoured		
Defensive	HP	Def	Res	Arm		
	2	6	4	0	Hell-Forged Armour, Spiked Shield	
Offensive	Att	Off	Str	Ap	Agi	
Chosen	3	6	4	1	5	Masters of Battle

Options	Halberd • Musician • Sloth
----------------	----------------------------

	DRACS DECHUS #1 Feldraks x6 - Large - Beast - 50x75mm	832 POINTS	
--	---	-------------------	---

Global	Adv	Mar	Dis	Model Rules		
	8"	16"	9	Fear, Scoring		
Defensive	HP	Def	Res	Arm		

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

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.

Giant See, Giant do: Universal Rule.

The model gains Asklander Battle Fever and Shield.

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

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

Masters of Battle: Attack Attribute.

The model's maximum number of Supporting Attacks is set to 3.

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.

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.

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.

Seigneur élu #1



Ensorceleur #1



Warriors with Favoured Champion #1



Barbares #1



Elus #1



Dracs déchus #1



Géant maraudeur #1

