



# WARRIORS OF THE DARK GODS

## TU Y - 4 416 POINTS



980 pts (22.00 %) 916 pts (20.00 %) 2520 pts (56.00 %)  
**Characters**      **Core**      **Special**  
 (45 Max)            (20 Least)            (0 NoLimit)

### Special

	<b>WARRIOR KNIGHTS #1</b> Warrior Knights x10 - Standard - Cavalry - 25x50mm	<b>635 POINTS</b>	
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<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>	
	8"	14"	8	, Path of the Fearless, Scoring Favoured	
<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>
<b>Warrior Rider</b>	2	5	4	1	4
<b>Black Steed</b>	1	3	4	0	3

<b>Options</b>	Lance • Champion • Musician • Standard Bearer • Gluttony
<b>Magic banners</b>	Banner of Speed (Banner Enchantment)

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<b>Warrior Rider</b>	2	5	4	1	4
<b>Black Steed</b>	1	3	4	0	3

<b>Options</b>	Champion • Musician • Standard Bearer • Great Weapon • Wrath
<b>Magic banners</b>	Zealots' Banner (Banner Enchantment)



### WARRIOR KNIGHTS #1

Warrior Knights x10 - Standard - Cavalry - 25x50mm

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	1	5	4	2	, Hell-Forged Shield Armour
Offensive	Att	Off	Str	Ap	Agi
<b>Warrior Rider</b>	2	5	4	1	4
<b>Black Steed</b>	1	3	4	0	3

<b>Options</b>	Champion • Musician • Standard Bearer • Great Weapon • Wrath
<b>Magic banners</b>	Zealots' Banner (Banner Enchantment)

## Characters



### SORCERER #1

Sorcerer - Large - Construct - 50x100mm

## 340 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



### 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
<b>Black Steed(2)</b>	1	3	4	0	3
<b>Chassis</b>			5	2	Impact Hits, Inanimate

<b>Options</b>	Plate Armour • Dark Chariot • Wizard Adept • Evocation • General
<b>Magic items</b>	Dragonfire Gem



### SORCERER #2

Sorcerer - Large - Construct - 50x100mm

## 320 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



### 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(2)	1	3	4	0	3
Harnessed					
Chassis				5	2
Impact Hits, Inanimate					

**Options**

Plate Armour • Dark Chariot • Wizard Adept • Alchemy



### SORCERER #2

Sorcerer - Large - Construct - 50x100mm

320 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 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(2)	1	3	4	0	3
Harnessed					
Chassis				5	2
Impact Hits, Inanimate					

**Options**

Plate Armour • Dark Chariot • Wizard Adept • Occultism

## Core



### BARBARIAN HORSEMEN #1

Barbarian Horsemen x8 - Standard - Cavalry - 25x50mm

226 POINTS



Global	Adv	Mar	Dis	Model Rules	
	8"	16"	8	Scoring, Battle Fever	
Defensive	HP	Def	Res	Arm	
	1	4	3	1	
Heavy Armour					
Offensive	Att	Off	Str	Ap	Agi
Barbarian Horseman	1	4	4	0	3
Black Steed	1	3	4	0	3
Harnessed					

**Options**

Shield • Light Lance • Musician



### BARBARIAN HORSEMEN #1


Barbarian Horsemen x8 - Standard - Cavalry - 25x50mm

226 POINTS




<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>	
	8"	16"	8	Scoring, Battle Fever	
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	1	4	3	1	Heavy Armour
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
<b>Barbarian Horseman</b>	1	4	4	0	3
<b>Black Steed</b>	1	3	4	0	3

<b>Options</b>	Shield • Light Lance • Musician
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**BARBARIAN HORSEMEN #1**  
Barbarian Horsemen x8 - Standard - Cavalry - 25x50mm

**226 POINTS**




<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>	
	8"	16"	8	Scoring, Battle Fever	
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	1	4	3	1	Heavy Armour
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
<b>Barbarian Horseman</b>	1	4	4	0	3
<b>Black Steed</b>	1	3	4	0	3

<b>Options</b>	Shield • Light Lance • Musician
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**WARHOUNDS #1**  
Warhounds x8 - Standard - Beast - 25x50mm

**119 POINTS**




<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



**WARHOUNDS #1**  
Warhounds x8 - Standard - Beast - 25x50mm

**119 POINTS**



<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

## Magics

Racial Trait Spell

\*The spell can target units Engaged and in base contact with the Caster's Front Facing.

	Casting	Range	Type	Duration
<b>H Hellfire</b>				
<i>Mf</i>	(6+) {10+}	18"	Hex, Damage, Direct	Instant

	<i>Casting</i>	<i>Range</i>	<i>Type</i>	<i>Duration</i>
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The target suffers (2D3) {2D6} hits with Strength 6, Armour Penetration 0, and Magical Attacks.



### Alchemy

		<i>Casting</i>	<i>Range</i>	<i>Type</i>	<i>Duration</i>	<i>Effect</i>
<b>5</b>	Corruption of Tin	8+	36"	Hex	Permanent	The target suffers -1 Armour.
<b>3</b>	Glory of Gold	8+	18"	Augment	Last one Turn	The target gains +1 Armour Penetration, Flaming Attacks and Magical Attacks.
<b>4</b>	Silver Spike	<6+> {9+}	<18"> {36"}	Hex, Missile, Damage	Instant	The target suffers 1 hit with Strength 4 [6], Armour Penetration 10, <b>Magical Attacks</b> , [ <b>Multiple Wounds (D3)</b> ], and <b>Area Attack (1x5)</b> .
<b>2</b>	Word of Iron	<5+> {9+}	<24"> {18"}	Augment	Last one Turn	The target gains <+1> {+2} to its Armour.
<b>6</b>	Molter Copper	7+	24"	Hex, Missile, Damage	Instant	The target suffers D3+4 hits with Strength X, Armour Penetration 4, Flaming Attacks, and Magical Attacks, where X is equal to the target's Armour.
<b>1</b>	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.
<b>4</b>	Alchemical Fire		18"	Hex	Last one Turn	The target gains Flammable against Melee Attacks.



### Evocation

		<i>Casting</i>	<i>Range</i>	<i>Type</i>	<i>Duration</i>	<i>Effect</i>
<b>5</b>	Touch of the Reaper	<7+> {9+}	<24"> {18"}	Hex, Missile, Damage, Focused, Direct	Instant	The target suffers 1D3 hits with Strength 10, Armour Penetration 10, and <b>Magical Attacks</b> . When rolling to wound with this attack, use the target's Discipline instead of the target's Resilience.
<b>3</b>	Hasten the Hour	7+ [10+]	24" [18"]	Hex, Damage, Direct	Instant	Choose 1 {up to 3 different} models in the target unit (which may be Characters or Champions). Each of them suffers 1 hit that wounds automatically with Armour Penetration 10 and Magical Attacks.
<b>4</b>	Ancestral Aid	6+ [7+]	12" [18"]	Augment	Last one Turn	The target must reroll failed to-hit rolls with its Close Combat Attacks.
<b>6</b>	Danse Macabre	6+ {9+}	18" [9" Aura]	Augment	Instant	The target may perform a 12" [6"] Magical Move and gains Ghost Step during this move.
<b>1</b>	Spectral Blades	5+ [9+]	18"	Augment	Last one Turn	The target must reroll failed to-wound rolls with its Melee Attacks and gains [ <b>Lethal Strike</b> ]{[color]}.
<b>4</b>	Evocation of Souls				Instant	If your Veil Token pool contains less than 3 Veil Tokens, you gain one Veil Token. No more than 1 Veil Token can be gained from this spell each Phase.
<b>2</b>	Whispers of the Veil	8+	24"	Hex	Last one Turn	The target suffers -1 Resilience. In addition, a unit with at least one model affected by one or more instances of the spell suffers -1 Discipline.



### Occultism

**The Sacrifice:** When casting a non-Bound Spell from this Path, immediately after the casting roll, but before any Dispel Attempt, the Active Player may choose the Caster's unit or another friendly unengaged unit within 24".

A unit may only be chosen once per phase. The chosen unit suffers X hits that wound automatically with Armour Penetration 10 and Magical Attacks, and with no saves of any kind allowed, where X is determined by the Discipline value of the largest fraction of models in the unit, ignoring all Discipline modifiers. In case of a tie, use the

- lower value:
- 0 to 4: 3 hits
  - 5 to 7: 2 hits
  - 8 to 10: 1 hit

Any Health Point loss from The Sacrifice that would remove the last model of the chosen unit as a casualty is discarded.

These Health Point losses never cause Panic Tests.

If at least one Health Point loss was caused, the spell is cast with the {amplified} version. In that case, use any text marked with {}.

		<i>Casting</i>	<i>Range</i>	<i>Type</i>	<i>Duration</i>	<i>Effect</i>
<b>2</b>	Hand of Glory	6+ [8+]	Caster [12"]	[Augment], Focused	Last one Turn	The target <<, all models in its unit when the spell is cast, and Raised models in the unit>> gain Aegis (6+) and Aegis (+1, max 3+). {This spell may only target Characters, Champions, and single model units.}
<b>3</b>	The Rot Within	6+	24"	Hex	Permanent	The target suffers -1 Offensive Skill and -1 Defensive Skill. {The Caster gains +1 Offensive Skill and +1 Defensive Skill.}

		<i> Casting </i>	<i> Range </i>	<i> Type </i>	<i> Duration </i>	<i> Effect </i>
1	Breath of Corruption	6+ [9+]	Caster [12"]	[Augment], Focused	Last one Turn	The target gains Breath Attack (Magical Attacks, Toxic Attacks). [This spell may only target Characters, Champions, and single model units.] {If the Breath Attack is used as a Shooting Attack, its range is increased to 18".}
4	Pentagram of Pain	5+[6+]	24"[12"Aura]	[Hex], [Direct], [Universal], [Damage]	Instant	The target suffers D6 hits with Strength 4, Armour Penetration 1, and Magical Attacks. [The Caster's unit is unaffected.] {If one or more unsaved wounds are caused with this spell, the Caster Recovers 1 Health Point.}
5	Marked for Doom	9+	24"	Hex, Damage, Direct	Instant	The target suffers 1 hit with Strength 10, Armour Penetration 10, Multiple Wounds (D3), and Magical Attacks. {If the target is within 12" of the Caster, the spell targets a single Character or Champion joined to the target unit.}
6	The Grave Calls	11+	12"	Hex, Damage, Direct	Instant	The target suffers 2D6 hits with Strength 5, Armour penetration 2, and Magical Attacks. {The hits gain +1 Strength and +1 Armour Penetration.}

### Magic items

**Dragonfire Gem:** The bearer gains Aegis (2+, against Flaming Attacks). The bearer automatically fails all Fortitude Saves.

### 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.

**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.

**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.

**Heavy Armour:** +2 Armor

**Hell-Forged Armour:** Armour Equipment  
Plate Armour. The wearer's model gains Aegis (5+, against Toxic Attacks)

**Insignificant:**

**Light Armour:** Armor +1

**Path of the Favoured:** 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 gain +1 Health Point to a maximum of 3, and their Discipline is **set** to 9.

**Release the Hounds:** 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.

**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.

Sorcerer #1



Sorcerer #2



Sorcerer #2



Barbarian Horsemen #1



Barbarian Horsemen #1



Barbarian Horsemen #1



Warhounds #1



Warhounds #1



Warrior Knights #1



Warrior Knights #1



Warrior Knights #1



Warrior Knights #1

