



WARRIORS OF THE DARK GODS

CHARIOTS !! copy - 4 440 POINTS



1310 pts (29.00 %) 924 pts (21.00 %) 2206 pts (49.00 %) 200 pts (4.00 %)
Characters **Core** **Special** **Legendary Beasts**
 (45 Max) (20 Least) (0 NoLimit) (35 Max)


Characters




CHOSEN LORD #2

Chosen Lord - Large - Construct - 50x100mm

705 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	Great Weapon • Pride • Trophy Rack • Dark Chariot • General • Idol of Spite
Magic items	Death Cheater (Hell-Forged Armour) • Dragonfire Gem • Wyrd Stone




SORCERER #1

Sorcerer - Large - Construct - 50x100mm

605 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	1	3	4	0	3	Harnessed, Harnessed
Chassis			5	2	Inanimate, Inanimate, Impact Hits (D6+1, D6+1)	



Options	Plate Armour (Basalt Infusion) • Wizard Master • Paired Weapons (Hero's Heart) • Occultism • Dark Chariot
Magic items	Hero's Heart (Paired Weapons) • Basalt Infusion (Plate Armour) • Magical Heirloom

Core

	WARRIORS #1 Warriors x16 - Standard - Infantry - 25x25mm	497 POINTS	
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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 • Great Weapon
Magic banners	Banner of Speed (Banner Enchantment)

	WARRIORS #2 Warriors x16 - Standard - Infantry - 25x25mm	427 POINTS	
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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
Magic banners	Banner of Speed (Banner Enchantment)

Special

	FELDRAKS #1 Feldraks x5 - Large - Beast - 50x75mm	640 POINTS	
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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


Options	Halberd • Musician • Standard Bearer
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	WARRIOR KNIGHTS #1 Warrior Knights x8 - Standard - Cavalry - 25x50mm	516 POINTS	
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Global	Adv	Mar	Dis	Model Rules	
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Global	Adv	Mar	Dis	Model Rules	
	8"	14"	8	, Path of the Scoring, Fearless Favoured, Champion	
Defensive	HP	Def	Res	Arm	
	1	5	4	2	, Hell-Forged Shield Armour
Offensive	Att	Off	Str	Ap	Agi
Warrior Rider	2	5	4	1	4
Black Steed	1	3	4	0	3


Options	Musician • Standard Bearer • Great Weapon • Wrath • Champion
Magic banners	Wasteland Torch (Banner Enchantment)



BATTLESHRINE #1


Battleshrine - Large - Construct - 50x100mm

360 POINTS



Global	Adv	Mar	Dis	Model Rules	
	5"	10"	8	Wizard Apprentice, Fear, Towering Presence, Channel (1, 1), Not a Leader, War Platform, Beacon of the Dark, Battle Fever, Standard Bearer Gods, Trophy Rack	
Defensive	HP	Def	Res	Arm	
	5	4	5	4	Aegis (5+)
Offensive	Att	Off	Str	Ap	Agi
Shrine Priest	1	4	3	0	3
Wretched One (2)			4	0	1


Magic items	King Slayer
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CHIMERA #1


Chimera - Large - Beast - 50x100mm

230 POINTS



Global	Adv	Mar	Dis	Model Rules	
	8"	20"	8	Fear, Towering Presence	
Defensive	HP	Def	Res	Arm	
	4	3	5	3	
Offensive	Att	Off	Str	Ap	Agi
Chimera	5	4	5	2	4

Options	Wings
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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
Black Steed (2)	1	3	4	0	3
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)	

Magics

Racial Trait Spell

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



Occultism

The Sacrifice: When casting a non-Bound Spell from this Path, immediately after the casting roll, but before any Dispelling 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 Points 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 {}.

		Casting	Range	Type	Duration	Effect
2	Hand of Glory	6+ [8+]	Caster [12"]	[Augment], Focused	Last one Turn	[This spell may only target Characters, Champions, and single model units.] The target {and all models in its unit} gain Aegis (6+) and Aegis (+1, max 3+).
3	The Rot Within	6+	18"	Hex	Permanent	The target suffers -1 Offensive Skill and -1 Defensive Skill. {The Caster gains +1 Offensive Skill and +1 Defensive Skill.}
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.}
1	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.}
4	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".}
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.}

Magic items

Basalt Infusion: The wearer gains +1 Armour and Aegis (3+, against Flaming Attacks). The wearer automatically fails all Fortitude Saves.

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

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

Hero's Heart: The wielder of this enchanted weapon gains +1 Attack Value while using it. Attacks made with this enchanted weapon become Magical Attacks and always have at least Strength 5 and at least Armour Penetration 3.

King Slayer: The wielder of this enchanted weapon gains +X Strength, +X Armour Penetration, +X Attack Value, and Magical Attacks while using it, where X is equal to the number of enemy Characters in base contact with the wielder's unit. This bonus is calculated at the Initiative Step when the attacks are made.

Magical Heirloom: The bearer gains the Hereditary Spell during Spell Selection, always knows it in addition to its other spells, cannot select it during Spell Selection, and cannot replace or otherwise lose it.

Wyrd Stone: One use only. **Must** be activated when the bearer's model suffers the first hit in the game. This hit is ignored. If the bearer is hit by several simultaneous attacks, the bearer chooses which attack to ignore.

Magic banners

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.

Beacon of the Dark Gods: Instead of selecting spells as normal, the Wizard must select one of the following spells during Spell Selection:

- Whispers of the Veil (Evocation)
- The Grave Calls (Occultism)
- Hellfire (Hereditary Spell)

Champion:

Channel: During step 3 of the Magic Phase Sequence, each of the Active Player's models with Channel may add X Veil Tokens to the owner's Veil Token Pool. This Universal Rule is cumulative, adding X Veil Tokens of each independent instance of Channel to the model's total Channel value (so e.g. a model with Channel (1) and Channel (2) is treated like a model with Channel (3)).

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.

Grind Attacks: A model part with Grind Attacks resolves these attacks at its own Agility. It must choose an enemy unit in base contact with it. The chosen enemy unit suffers a number of hits equal to the value stated in brackets (X). These hits are resolved with the model part's own 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). When several model parts in the same unit have Grind Attacks and when

X is a random number (e.g. Grind Attacks (2D3)), roll for the number of hits separately for each model part.

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).

Light Armour: Armor +1

Not a Leader: The model cannot be the General.

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.

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.

Standard Bearer:

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.

Towering Presence: The model gains Tall and can never be joined or join a unit (unless it is a War Platform). A model with Towering Presence increases its Rally Around the Flag and Commanding Presence ranges by 6".

Trophy Rack: The bearer's unit may reroll failed Discipline Tests unless Fleeing. Each time attacks made by the bearer's model kill an enemy model that it is fighting a Duel with, the bearer's model gains a +1 Combat Score modifier for the rest of the game (this also applies to attacks made outside the Melee Phase). In addition, the bearer's model may take a single Banner Enchantment (using the bearer's Special Item allowance as normal).

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.

War Platform: Unless selected as a mount for a Character, a model with War Platform gains Not a Leader and Character, with the following exceptions:

- It does not count towards the Character category (for Army List creation). - It cannot Issue Duels, Accept Duels or Make Way.
- It can perform Swirling Melee.
- It does not count as a Character regarding Bodyguard and Multiple Wounds.

The model can join units even if it has Towering Presence, and having Chariot does not prevent it from joining units without Chariot. When joined to a unit, it must always be placed in the centre of the front rank, possibly pushing back other models with Front Rank, and must keep its position in the centre of the front rank at all times (as long as it is joined to the unit). If two positions are equally central (e.g. in a unit with an even number of models in the first rank and a War Platform replacing an uneven number of models per rank), the War Platform can be placed in either of these positions. If the War Platform cannot be placed in the centre of the front rank (e.g. due to Mismatching Bases or the front rank being too narrow), the model cannot join the unit. This means that a War Platform can never join a unit with Mismatching Bases and that only a single War Platform can be in the same unit unless noted otherwise.

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 #2



Feldraks #1



Sorcerer #1



Warrior Knights #1



Warriors #1



Battleshrine #1



Warriors #2



Chimera #1



Warrior Chariot #1



Warrior Chariot #2

