



WARRIORS OF THE DARK GODS

CHAOS 2000 - 780 POINTS



370 pts (19.00%) 0 pts (0.00%) 410 pts (21.00%) 0 pts (0.00%)
Characters **Core** **Special** **Legendary**
 (45 Max) (20 Least) (0 NoLimit) **Beasts**
 (35 Max)

Characters



CHOSEN LORD #1

Chosen Lord - Standard - Infantry - 25x25mm

370 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	

Options	Great Weapon • Wrath • General • Shield
Magic items	Gladiator's Spirit (Hell-Forged Armour)

Special



CHOSEN KNIGHTS #1

Chosen Knights x3 - Large - Cavalry - 50x75mm

410 POINTS



Global	Adv	Mar	Dis				Model Rules
	7"	14"	8				, Path of the Fear, Scoring, Fearless Favoured
Defensive	HP	Def	Res	Arm			
	3	6	4	2	Hell-Forged Armour		
Offensive	Att	Off	Str	Ap	Agi		
Chosen Rider	3	6	4	1	5	Halberd	
Karkadan	2	3	5	2	2	Harnessed	

Magics

Racial Trait Spell

	Casting	Range	Type	Duration
	Hellfire			
<i>Mf</i>	(6+) {10+}	18"	Hex, Damage, Direct	Instant
The target suffers (2D3) {2D6} hits with Strength 6, Armour Penetration 0, and Magical Attacks.				

Magic items

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

Model Rules

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 with at least one model part with Harnessed is considered to be mounted.

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).

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.

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



Chosen Knights #1

