



WARRIORS OF THE DARK GODS

LIST WARRIORS OF THE DARK GODS #1 - 1 977 POINTS



845 pts (43.00%) 444 pts (22.00%) 688 pts (35.00%) 0 pts (0.00%)
Characters **Special** **Core** **Empowered**
 (25 Max) (0 NoLimit) (20 Least) (35 Max)

Characters



ANOINTED - HARBINGER OF CHAOS #1

Anointed - Harbinger of Chaos - Standard - Infantry - 50x100mm

400 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Anointed - Harbinger of Chaos	4	7	3	5	4	3	6	4	8	Infantry
Model Rules	Mark of True Chaos • Gaze of the Gods • Plate Armor									

Options	May take a Shield • Halberd
Magic items	Armour of Fortune • Talisman of Greater Shielding
Magic banners	Banner of Speed (Battle Standard Bearer)



SORCERER #1

Sorcerer - Standard - Infantry - 50x100mm

445 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Sorcerer	4	5	3	4	4	3	5	3	8	Infantry
Model Rules	Mark of True Chaos • Gaze of the Gods • Wizard Apprentice • Plate Armor									

Options	May become Wizard Master • Shamanism • 2 spells
Magic items	Sword of Strength • Armour of Fortune • Lucky Shield

Core

Core

WASTELAND WARRIORS #1

Wasteland Warriors x21 - Standard - Infantry - 50x100mm

688 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Wasteland Warriors	4	5	3	4	4	1	4	2	8	Infantry
Model Rules	Mark of True Chaos • Scoring • Plate Armor • Shield									

Options	Paired Weapons • Champion • Musician • Standard Bearer • Banner Enchantment
Magic banners	Icon of the Relentless Company (Banner Enchantment)

Special



BARBARIAN HORSEMEN #1

Barbarian Horsemen x5 - Standard - Infantry - 50x100mm

170 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Riders	4	4	3	3	3	1	3	1	7	Cavalry
Warhorse	8	3	-	3	3	1	3	1	5	
Model Rules	Mount's Protection (5+) • Light Armour									
Model Rules (Riders)	Mark of True Chaos									
Model Rules (Warhorse)	Fast Cavalry									

Options	May take Throwing Weapons
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ONCE-CHOSEN #1
Once-Chosen x3 - Standard - Infantry - 50x100mm

274 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Once-Chosen	5	5	3	4	4	3	4	3	8	Monstrous Infantry
Model Rules	Mark of True Chaos • Scoring • Chosen of the Gods • Plate Armor									

Options	Wrath • Paired Weapons • Champion
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Magics



Shamanism

		Casting	Range	Type	Duration	Effect
5	Break the Spirit	9+ [12+]	18" [36"]	Hex	Last one Turn	The target suffers a -1 modifier to hit, and treats all Terrain (including Open Terrain) as Dangerous Terrain (2).
3	Pounding Drumbeat	5+ [9+]	18" [12"Aura]	Augment	Instant	The target performs a 2D6" Magical Move straight forward (it cannot move backwards, sidestep, Reform, Pivot or Wheel during this move), but it can choose to not move at all or to move less than the full distance. [When more than one unit is affected, roll distance and move the unit before rolling distance for the next unit.]
4	Chilling Howl	6+ [9+]	18" [12"Aura]	Augment	Last one Turn	All to-wound rolls against the target from Shooting Attacks suffer a -1 modifier.
2	Savage Fury	5+ [9+]	6" [18"]	Universal	Last one Turn	The target gains Frenzy.
6	Totemic Summon	11+ [14+]	96"	Ground	Instant	Summon a Totemic Beast (statline below). It must be placed within 1" [10"] of the Board Edge. (Totemic Beast (for Totemic Summon) M: 3D6, WS: 3, BS: -, S: 5, T: 5, W: 3, I: 3, A: 4, Ld: 7, Monstrous Beast Base size 40x40mm, Special Rules: Random Movement (3D6), Immune to Psychology, Breath Weapon (Strength 3))
1	Swarm of Insects	5+ [8+]	24" [48"]	Hex, Missile, Damage	Permanent	Immediately after successfully casting this spell the target suffers 5D6 Strength 1 hits. If one or more unsaved Wounds are caused, the target suffers -1 Ballistic Skill. This spell is immediately ended when the target performs an Advance, March or Charge Move.
A	Scarification		Caster		Last one Turn	Close Combat Attacks against the target cannot wound on better than 5+.
0	Awaken the Beast	6+ [8+]	18"	Augment	Last one Turn	The target gains +1 Strength [Toughness].

Magic items

Armour of Fortune: Type: Heavy Armour. The wearer gains a Ward Save (5+)

Lucky Shield: Type: Shield. One use only. Ignore the first hit the bearer's model suffers while using the shield. If the bearer is hit by several simultaneous attacks, the bearer chooses which attack to ignore.

Sword of Strength: Type: Hand Weapon. Attacks made with this weapon gain +1 Strength.

Talisman of Greater Shielding: The bearer gains a Ward Save (5+).

Magic banners

Banner of Speed: The bearer's unit gains +1 Movement.

Icon of the Relentless Company: One use only. Activate at the start of any of your Remaining Moves sub-phases. Infantry models in the bearer's unit can triple its Movement when Marching instead of doubling it this turn. This March Move cannot be longer than 15" and cannot be used in Game Turn 1 if the unit has used Vanguard or Scout.

Model Rules

Chosen of the Gods:

Fast Cavalry: Models with this special rule have Light Troops and Vanguard. If a unit consisting solely of models with Fast Cavalry voluntarily flees as a Charge Reaction and subsequently rallies the next friendly Player Turn, then the unit may move and shoot during that Player Turn. The rallied unit may not charge and counts as having moved for the purpose of shooting. This rule cannot be applied if a unit fails to rally on the next friendly Player or involuntarily flees, such as a result of a failed Panic Test.

Gaze of the Gods: A model with this rule cannot refuse a Challenge and must issue one if no other model does so. If a model with this rule kills an enemy Character in a Challenge or slays a Monster, then the model part with Gaze of the Gods may reroll all to-hit and to-wound rolls until the end of the current player's next Magic phase. If

two or more models with this rule slay a Monster at the same Initiative, only one model (chosen by the owner) can benefit from Gaze of Gods.

Light Armour:

Mark of True Chaos: Units with more than half of their models with the Mark of True Chaos may reroll failed Panic tests.

Mount's Protection (5+):

Plate Armor:

Scoring: Units with at least one model with the Scoring special rule are considered Scoring Units and are used for capturing Secondary Objectives. Every army needs a few Scoring units to be able to complete Secondary Objectives, which is why units with the Scoring special rule are marked in the Armybooks with a special pennant icon:

The Scoring special rule can be lost during the game:

- One or more models in the unit are Light Troops.
- A unit that is Fleeing loses its Scoring special rule for as long as it is Fleeing.
- An Ambushing unit that entered the Battlefield on Game Turn 4 or later loses its Scoring Special rule.
- A unit that has performed a Post-Combat Reform loses its Scoring special rule until the end of the current Player Turn.

Shield:

Wizard Apprentice: Wizard Apprentices add +1 to their casting and dispelling rolls.

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.

Anointed - Harbinger of Chaos #1



Barbarian Horsemen #1



Once-Chosen #1



Sorcerer #1



Wasteland Warriors #1

