




WARRIORS OF THE DARK GODS

LIST WARRIORS OF THE DARK GODS (v2021 BETA 2) #22 - 3 637 POINTS



945 pts (21.00 %) 1082 pts (24.00 %) 1610 pts (36.00 %) 0 pts (0.00 %)
Characters **Core** **Special** **Legendary Beasts**
 (45 Max) (20 Least) (0 NoLimit) (35 Max)


Characters



DOOMLORD #1

Doomlord - Large - Infantry - 40x40mm

575 POINTS



Global	Adv	Mar	Dis	Model Rules		
	6"	12"	9	Path of the Exiled, Master of Destruction		
Defensive	HP	Def	Res	Arm	, Hell-Forged Shield Armour	
	4	6	5	1		
Offensive	Att	Off	Str	Ap	Agi	Hand Weapon
Doomlord	5	7	5	2	5	

Options	Great Weapon (Blessed Inscriptions) • General • Spiked Shield
Magic items	Basalt Infusion • Obsidian Rock • Blessed Inscriptions (Great Weapon)



SORCERER #1

Sorcerer - Standard - Infantry - 25x25mm


370 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	

Options	Wizard Master • Evocation
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Core



WARRIORS #1

Warriors x22 - Standard - Infantry - 25x25mm

782 POINTS



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

Options	Musician • Standard Bearer • Sloth • Champion
Magic banners	Zealots' Banner (Banner Enchantment)



FALLEN #1

Fallen x5 - Standard - Infantry - 25x25mm

150 POINTS



Global	Adv	Mar	Dis	Model Rules		
	6"	12"	8	, Path of the Light Troops, FearlessExiled		
Defensive	HP	Def	Res	Arm		
	1	2	4	0	Hell-Forged Armour	
Offensive	Att	Off	Str	Ap	Agi	
Fallen	2	4	4	1	4	Paired Weapons



FALLEN #2

Fallen x5 - Standard - Infantry - 25x25mm

150 POINTS



Global	Adv	Mar	Dis	Model Rules		
	6"	12"	8	, Path of the Light Troops, FearlessExiled		
Defensive	HP	Def	Res	Arm		
	1	2	4	0	Hell-Forged Armour	
Offensive	Att	Off	Str	Ap	Agi	
Fallen	2	4	4	1	4	Paired Weapons

Special



WRETCHED ONES #1

Wretched Ones - Large - Infantry - 40x40mm

75 POINTS



Global	Adv	Mar	Dis	Model Rules		
	3D6"	"	5	Unbreakable, Random Movement (3D6", 3D6"), Fearless, Irredeemable		
Defensive	HP	Def	Res	Arm		
	3	2	4	0	Fortitude (5+)	
Offensive	Att	Off	Str	Ap	Agi	
Wretched One			4	0	1	Grind Attacks (D6+1, D6+1)



WRETCHED ONES #2

Wretched Ones - Large - Infantry - 40x40mm

75 POINTS



Global	Adv	Mar	Dis	Model Rules		
	3D6"	"	5	Unbreakable, Random Movement (3D6", 3D6"), Fearless, Irredeemable		
Defensive	HP	Def	Res	Arm		
	3	2	4	0	Fortitude (5+)	
Offensive	Att	Off	Str	Ap	Agi	
Wretched One			4	0	1	Grind Attacks (D6+1, D6+1)



FLAYERS #1

Flayers x5 - Standard - Cavalry - 25x50mm

150 POINTS



Global	Adv	Mar	Dis	Model Rules	
	10"	20"	8	Strider, Feigned Flight, Vanguard (6", 6"), Light Troops, Battle Fever	
Defensive	HP	Def	Res	Arm	
	1	4	3	1	Light Armour
Offensive	Att	Off	Str	Ap	Agi
Flayer	1	4	4	0	4
Shadow Chaser	1	3	3	0	4

Options	Bow (4+)
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FLAYERS #2

Flayers x5 - Standard - Cavalry - 25x50mm

150 POINTS



Global	Adv	Mar	Dis	Model Rules	
	10"	20"	8	Strider, Feigned Flight, Vanguard (6", 6"), Light Troops, Battle Fever	
Defensive	HP	Def	Res	Arm	
	1	4	3	1	Light Armour
Offensive	Att	Off	Str	Ap	Agi
Flayer	1	4	4	0	4
Shadow Chaser	1	3	3	0	4

Options	Bow (4+)
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CHOSEN #3

Chosen x8 - Standard - Infantry - 25x25mm

480 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

Options	Lust • Champion • Musician • Standard Bearer
Magic banners	Aether Icon (Banner Enchantment)



CHOSEN #4

Chosen x8 - Standard - Infantry - 25x25mm

480 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

<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
Chosen	3	6	4	1	5	Masters of Battle

Options	Lust • Champion • Musician • Standard Bearer
Magic banners	Aether Icon (Banner Enchantment)



FORSWORN #1

Forsworn x3 - Large - Infantry - 40x40mm

200 POINTS



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>		
	6"	12"	8	, Path of the Scoring, Fearless Exiled, Bodyguard		
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>		
	3	4	4	1	Hell-Forged Armour	
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
Forsworn	2	5	4	1	4	

Magics

Racial Trait Spell

	Casting	Range	Type	Duration
Hellfire				
<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>				



Evocation

		Casting	Range	Type	Duration	Effect
1	Spectral Blades	5+ [9+]	18"	Augment	Last one Turn	The target must reroll failed to-wound rolls with its Melee Attacks [and gains Lethal Strike] .
3	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.
2	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.
A	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.
5	Touch of the Reaper	7+ [9+]	(24") [18"]	Hex, Missile, Damage, Focused, Direct	Instant	The target suffers D3 hits with Strength 10, Armour Penetration 10, and Magical Attacks. When rolling to wound with this attack, use the target's Discipline instead of the target's Resilience.
6	Danse Macabre	5+ {9+}	12" [9" Aura]	Augment	Instant	The target may perform a 8" [6"] Magical Move and gains Ghost Step during this move.
4	Ancestral Aid	6+ [7+]	12" [18"]	Augment	Last one Turn	The target must reroll failed to-hit rolls with its Close Combat Attacks.

Magic items

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

Blessed Inscriptions: Attacks made with this enchanted weapon become Divine Attacks and Magical Attacks, and failed to wound rolls must be rerolled.

Obsidian Rock: The bearer gains Magic Resistance (2).

Magic banners

Aether Icon: The bearer gains Magic Resistance (1). If the unit contains a model with another instance of Magic Resistance, it increases that model's Magic Resistance value by 1 instead.

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.

Bodyguard: When a Character is joined to a unit in which at least one model has Bodyguard, that Character gains Stubborn. When Characters or Character types are stated in brackets, Bodyguard only works for the specified Characters or Character types.

Champion:

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.

Feigned Flight: A unit consisting solely of models with Feigned Flight that voluntarily chooses to Flee as a Charge Reaction, and subsequently passes a Rally Test in its next Player Turn, doesn't become Shaken. Furthermore, the Reform that is made after Rallying in this case doesn't prevent the unit from moving nor from shooting (but it still counts as having moved for shooting purposes). This rule cannot be applied if a unit fails to rally on the next friendly Player Turn or involuntarily Flees, such as a result of a failed Panic Test or if it was already Fleeing when being charged.

Fortitude: Fortitude is a Special Save. Fortitude Saves cannot be taken against attacks with Lethal Strike that rolled a natural 6+ to wound, or against attacks with Flaming Attacks

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.

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.

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).

Irredeemable: The model cannot make Stomp Attacks and can make Grind Attacks as Supporting Attacks, ignoring the maximum number of Supporting Attacks). When a model with Irredeemable is killed by a Melee Attack, remove it as a casualty only at Initiative Step 0. A unit with at least one model with Irredeemable may never have more ranks than files.

Light Armour: Armor +1

Light Troops: Units composed entirely of models with Light Troops are allowed to make any number of Reforms when performing Advance Moves or March Moves. They are allowed to shoot even if they Marched or Reformed. No model can end its movement with its centre further away than its March Rate from its starting position, around any obstructions (including the Unit Spacing rule). This means that when checking the distance travelled by a model, check the path the model would have taken if it was alone, with the exception that the unit as a whole cannot break the Unit Spacing rule while performing the move. If a model performed any action during the movement (such as a Sweeping Attack), the distance moved is counted from its starting position to the point on the Battlefield where it performed that action and then to its final position.

If more than half the models in a unit have Light Troops, the unit always counts as having 0 Full Ranks. Characters with Light Troops that are joined to units with one or more models without Light Troops, lose this rule for as long as they remain with the unit. An Infantry Character joined to an Infantry unit with both Light Troops and the same Size as the Character gains Light Troops for as long as it remains with the unit.

Master of Destruction: The bearer can use a Shield (or a Spiked Shield) simultaneously with a Great Weapon or a Halberd.

Masters of Battle: Attack Attribute.

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

Paired Weapons: The wielder gains +1 Attack Value when using Paired Weapons. Attacks made with Paired Weapons gain +1 Offensive Skill and ignore Parry. A model using this weapon cannot simultaneously use a Shield against Melee Attacks.

Path of the Exiled: Units with more than half of their models with Path of the Exiled must reroll failed Break Tests. At the end of step 7 of a Round of Combat (after taking Break Tests), models with Path of the Exiled in a unit that failed a Break Test simultaneously perform Close Combat Attacks (ignoring the rules for Initiative Order, but otherwise following the normal rules such as Supporting Attacks and Allocating Attacks). Afterwards, they are removed as casualties. Models with Path of the Exiled cannot join or be joined by models with Path of the Favoured.

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.

Random Movement: The unit cannot Declare Charges and cannot move normally (Advance, March, Reform) in the Movement Phase (which also means they cannot perform Magical Moves). The model loses Swiftstride (and can never gain it), but always charges, Flees, Pursues and Overruns the distance stated in brackets.

In the Movement Phase, at the end of step 2 of the the it with Random Movement moves using the rules for Pursuing units, except that they can freely choose which direction to rotate towards before rolling the Pursuit Distance, cannot move off the Board Edge and only take Dangerous Terrain Tests if they actually charge an enemy unit (they still test as normal when Fleeing, Pursuing a Broken enemy or Overrunning).

Whenever a unit with Random Movement needs a March Rate (e.g. when Post-Combat Reforming), use the potential maximum value of X as its March Rate.

Characters with Random Movement can only join units with Random Movement (by moving into contact with them during the Movement Phase or by being deployed inside), and units with Random Movement can only be joined by Characters with Random Movement. Units with Random Movement cannot enter Buildings. If a unit has several sets of Random Movement, use the one with the lowest average (in case of a tie, you may choose which version to use). A model with Random Movement cannot move in the same phase as it arrives on the Battlefield as Reinforcement (Dawn Assault) or Ambusher.

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.

Strider: The model automatically passes Dangerous Terrain Tests taken due to Terrain.

If more than half of a unit's models have Strider, the unit never loses their Steadfast or Rank Bonus due to Terrain.

Sometimes Strider is linked to a specific type of Terrain, stated in brackets.

In this case, models with Strider are considered Striders only when interacting with such type of Terrain.

Unbreakable: The model gains Fearless and its unit automatically passes all Break Tests. Characters with Unbreakable can only join units consisting entirely of models with Unbreakable. Units with one or more models with Unbreakable can only be joined by Characters with Unbreakable.

Vanguard: After Deployment (including units with Scout), models with Vanguard may perform a 12" move. The move is performed as an Advance Move in the Movement Phase, including any actions and restrictions the unit would normally have (such as Wheeling, Reforming, joining units, leaving units and so on). The 12" distance is used instead of the unit's Advance Rate and March Rate. This move cannot be used to move within 12" of enemy units. This is decreased to 6" for enemy units which have either Scouted or Vanguarded. Units that have moved in this way may not Declare Charges in the first Player Turn (if their side has the first turn). If both players have units with Vanguard, alternate moving units one at a time, starting with the player that finished deploying last. Instead of moving a unit, a player may declare to not move any more Vanguarding units.

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.

Doomlord #1



Sorcerer #1



Warriors #1



Fallen #1



Fallen #2



Wretched Ones #1



Wretched Ones #2



Flayers #1



Flayers #2



Chosen #3



Chosen #4



Forsworn #1

