




# WARRIORS OF THE DARK GODS

## ETC 2019 AUSTRALIA WDG GLEN - 4 509 POINTS



1965 pts (44.00 %)   869 pts (19.00 %)   795 pts (18.00 %)   1980 pts (44.00 %)  
**Characters**   **Core**   **Special**   **Legendary**  
 (45 Max)   (20 Least)   (0 NoLimit)   **Beasts**  
 (45 Max)


### Characters





#### DOOMLORD #2

Doomlord - Gigantic - Beast - 150x100mm

## 590 POINTS



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

#### MOUNT WASTELAND BEHEMOTH

Global	Adv	Mar	Dis	Model Rules		
	7"	14"	C			
Defensive	HP	Def	Res	Arm		
	7	3	6	4		
Offensive	Att	Off	Str	Ap	Agi	
Wasteland Behemoth	6	3	6	3	3	

**Options** | Paired Weapons • Wasteland Behemoth • General





#### DOOMLORD #1

Doomlord - Gigantic - Beast - 150x100mm

## 725 POINTS



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

#### MOUNT WASTELAND BEHEMOTH

Global	Adv	Mar	Dis	Model Rules		
	7"	14"	C			
Defensive	HP	Def	Res	Arm		
	7	3	6	4		
Offensive	Att	Off	Str	Ap	Agi	
Wasteland Behemoth	6	3	6	3	3	

**Options** | Wasteland Behemoth

**Magic items** | Burning Portent • Wyrd Stone



### FELDRAK ANCESTOR #1

Feldrak Ancestor - Gigantic - Beast - 75x100mm

650 POINTS



Global	Adv	Mar	Dis	Model Rules		
	8"	16"	9	Primal Legend		
Defensive	HP	Def	Res	Arm		
	8	6	6	3	, Light Unburnt Armour	
Offensive	Att	Off	Str	Ap	Agi	
Feldrak Ancestor	6	6	7	4	3	Hatred, Breath Attack, Hand Weapon

Options	General
<b>Core</b>	



### BARBARIANS #1

Barbarians x24 - Standard - Infantry - 25x25mm

330 POINTS



Global	Adv	Mar	Dis	Model Rules	
	4"	8"	7	Scoring, Battle Fever	
Defensive	HP	Def	Res	Arm	
	1	4	3	0	Light Armour
Offensive	Att	Off	Str	Ap	Agi
Barbarian	1	4	4	0	3

Options	Shield and Spear • Musician • Standard Bearer
Magic banners	Banner of the Relentless Company (Banner Enchantment)



### BARBARIAN HORSEMEN #1

Barbarian Horsemen x8 - Standard - Cavalry - 25x50mm

210 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 • Musician
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### BARBARIAN HORSEMEN #2

Barbarian Horsemen x8 - Standard - Cavalry - 25x50mm

210 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


<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
<b>Black Steed</b>	<b>1</b>	<b>3</b>	<b>4</b>	<b>0</b>	<b>3</b>	<b>Harnessed</b>

<b>Options</b>	Shield • Musician
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	<b>WARHOUNDS #1</b> Warhounds x8 - Standard - Beast - 25x50mm	<b>119 POINTS</b>	
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<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>		
	<b>8"</b>	<b>16"</b>	<b>5</b>	, Release the InsignificantHounds		
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>		
	<b>1</b>	<b>3</b>	<b>3</b>	<b>0</b>		
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
<b>Warhound</b>	<b>1</b>	<b>3</b>	<b>3</b>	<b>0</b>	<b>4</b>	

## Special

	<b>BATTLESHRINE #1</b> Battle Shrine - Large - Construct - 50x100mm	<b>350 POINTS</b>	
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<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>		
	<b>5"</b>	<b>10"</b>	<b>8</b>	Wizard Apprentice, Fear, Towering Presence, Channel (1, 1), Not a Leader, War Platform, Beacon of the Dark, Battle Fever, Standard BearerGods, Trophy Rack		
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>		
	<b>5</b>	<b>4</b>	<b>5</b>	<b>4</b>	Aegis (5+)	
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
<b>Shrine Priest</b>	<b>1</b>	<b>4</b>	<b>3</b>	<b>0</b>	<b>3</b>	
<b>Wretched One (2)</b>			<b>4</b>	<b>0</b>	<b>1</b>	<b>Harnessed, Grind Attacks (D6+1, D6+1)</b>

<b>Magic banners</b>	Icon of the Infinite (Banner Enchantment)
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	<b>BATTLESHRINE #2</b> Battle Shrine - Large - Construct - 50x100mm	<b>350 POINTS</b>	
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<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>		
	<b>5"</b>	<b>10"</b>	<b>8</b>	Wizard Apprentice, Fear, Towering Presence, Channel (1, 1), Not a Leader, War Platform, Beacon of the Dark, Battle Fever, Standard BearerGods, Trophy Rack		
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>		
	<b>5</b>	<b>4</b>	<b>5</b>	<b>4</b>	Aegis (5+)	
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
<b>Shrine Priest</b>	<b>1</b>	<b>4</b>	<b>3</b>	<b>0</b>	<b>3</b>	
<b>Wretched One (2)</b>			<b>4</b>	<b>0</b>	<b>1</b>	<b>Harnessed, Grind Attacks (D6+1, D6+1)</b>

<b>Magic banners</b>	Icon of the Infinite (Banner Enchantment)
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	<b>WARHOUNDS #2</b> Warhounds x5 - Standard - Beast - 25x50mm	<b>95 POINTS</b>	
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<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>		
	<b>8"</b>	<b>16"</b>	<b>5</b>	, Release the InsignificantHounds		
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>		

<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

## Legendary Beasts



### MARAUDING GIANT #1

Marauding Giant - *Gigantic* - *Infantry* - 50x75mm

290 POINTS



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>	
	7"	14"	8	<b>Giant See, Giant do</b>	
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	7	3	5	1	
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
<b>Marauding Giant</b>	5	3	5	2	3 <b>Rage</b>

<b>Options</b>	Giant Club
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### MARAUDING GIANT #2

Marauding Giant - *Gigantic* - *Infantry* - 50x75mm

290 POINTS



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>	
	7"	14"	8	<b>Giant See, Giant do</b>	
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	7	3	5	1	
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
<b>Marauding Giant</b>	5	3	5	2	3 <b>Rage</b>

<b>Options</b>	Giant Club
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### MARAUDING GIANT #3

Marauding Giant - *Gigantic* - *Infantry* - 50x75mm

300 POINTS



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>	
	7"	14"	8	<b>Giant See, Giant do</b>	
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	7	3	5	1	
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
<b>Marauding Giant</b>	5	3	5	2	3 <b>Rage</b>

<b>Options</b>	Tribal Warspear
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## Magics

Racial Trait Spell

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

## Magic items

**Burning Portent:** Attacks made with this weapon become **Flaming Attacks** and **Magical Attacks**, gain **Multiple Wounds (D3)**, and their **Armour Penetration** is set to 10.

**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 the Relentless Company:** One use only. May be activated during the owner's Movement Phase. All Infantry models in the bearer's unit always have March Rate 15", until the end of the Player Turn. Only a single Banner of the Relentless Company may be activated during the same phase.

**Icon of the Infinite:** The bearer can cast Hellfire (Hereditary Spell) as a Bound Spell with Power Level (4/8).

## 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)

**Breath Attack:**

**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.

**Giant See, Giant do:** Universal Rule.

The model gains Asklander Battle Fever and Shield.

**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.

**Hatred:** During the first Round of Combat, failed to-hit rolls from attacks with Hatred must be rerolled.

**Heavy Armour:** +2 Armor

**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).

**Insignificant:**

**Light Armour:** Armor +1

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

**Not a Leader:** The model cannot be the General.

**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.

**Primal Legend:** Universal Rule.

The limit of Legendary Beasts is increased to "Max. 45%". A model with this rule counts all units of Standard Height as Insignificant, and while it is on the board, friendly units with Fly may not use Flying Movement.

**Rage:** Attack Attribute - Close Combat.

Whenever the model loses a Health Point, it gains +1 Attack Value. Whenever it gains a Health Point, it suffers -1 Attack Value.

**Release the Hounds:** Universal Rule.

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.

**Standard Bearer:**

**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.

Doomlord #2



Doomlord #1



Feldrak Ancestor #1



Barbarians #1



Battleshrine #1



Battleshrine #2



Barbarian Horsemen #1



Barbarian Horsemen #2



Warhounds #2



Warhounds #1



Marauding Giant #1



Marauding Giant #2



Marauding Giant #3