



# WARRIORS OF THE DARK GODS

## LIST WARRIORS OF THE DARK GODS (2.2) #2 - 4 138 POINTS



925 pts (21.00 %) 1095 pts (24.00 %) 2118 pts (47.00 %) 0 pts (0.00 %)  
**Characters**      **Core**      **Special**      **Legendary**  
 (45 Max)      (20 Least)      (0 NoLimit)      **Beasts**  
 (35 Max)

### Characters



#### CHOSEN LORD #1

Chosen Lord - Standard - Cavalry - 25x50mm

690 POINTS



Global	Adv	Mar	Dis	Model Rules		
	5"	10"	9	, Path of the Fearless Favoured		
Defensive	HP	Def	Res	Arm	Hell-Forged Armour	
	3	7	5	0		
Offensive	Att	Off	Str	Ap	Agi	Hand Weapon
Chosen Lord	5	8	5	2	7	



#### MOUNT BLACK STEED

Global	Adv	Mar	Dis	Model Rules		
	8"	14"	C			
Defensive	HP	Def	Res	Arm	Hell-Forged Armour	
	C	C	C	C+2		
Offensive	Att	Off	Str	Ap	Agi	Hand Weapon
Black Steed	1	3	4	0	3	

<b>Options</b>	Lance • Pride • Trophy Rack • Black Steed • General • Spiked Shield
<b>Magic items</b>	Burning Portent (Hand Weapon) • Thrice-Forged (Hell-Forged Armour)
<b>Magic banners</b>	Wasteland Torch (Banner Enchantment)



#### SORCERER #1

Sorcerer - Standard - Infantry - 25x25mm

235 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	

<b>Options</b>	Wizard Adept
<b>Magic items</b>	Wyrd Stone

### Core



#### WARRIORS WITH FAVOURED CHAMPION #1

Warriors x15 - Standard - Infantry - 25x25mm

480 POINTS



Global	Adv	Mar	Dis	Model Rules		

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

<b>Options</b>	Standard Bearer • Paired Weapons • Sloth
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### BARBARIANS #1


Barbarians x20 - Standard - Infantry - 25x25mm

## 280 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


<b>Options</b>	Great Weapon • Standard Bearer • Shield
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### WARRIORS WITH FAVOURED CHAMPION #2

Warriors x10 - Standard - Infantry - 25x25mm


## 335 POINTS



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

<b>Options</b>	Standard Bearer • Halberd • Envy
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## Special



### CHOSEN #1

Chosen x10 - Standard - Infantry - 25x25mm

## 690 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

<b>Options</b>	Paired Weapons • Champion • Standard Bearer • Sloth
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### WARRIOR KNIGHTS WITH FAVOURED CHAMPION #1

Warrior Knights x5 - Standard - Cavalry - 25x50mm

315 POINTS



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

<b>Options</b>	Standard Bearer • Lance • Envy
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### WARRIOR KNIGHTS WITH FAVOURED CHAMPION #2

Warrior Knights x5 - Standard - Cavalry - 25x50mm

315 POINTS



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

<b>Options</b>	Standard Bearer • Lance • Envy
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### WARRIOR KNIGHTS WITH FAVOURED CHAMPION #3

Warrior Knights x5 - Standard - Cavalry - 25x50mm

315 POINTS



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

<b>Options</b>	Standard Bearer • Lance • Envy
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### WARRIOR KNIGHTS WITH FAVOURED CHAMPION #4

Warrior Knights x5 - Standard - Cavalry - 25x50mm

315 POINTS



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

<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
<b>Warrior Rider</b>	<b>2</b>	<b>5</b>	<b>4</b>	<b>1</b>	<b>4</b>	
<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>	Standard Bearer • Lance • Envy
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## BARBARIAN HORSEMEN #1

Barbarian Horsemen x6 - Standard - Cavalry - 25x50mm

# 168 POINTS



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>
	<b>8"</b>	<b>16"</b>	<b>8</b>	<b>Scoring, Battle Fever</b>

<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	<b>1</b>	<b>4</b>	<b>3</b>	<b>1</b>	<b>Heavy Armour</b>

<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
<b>Barbarian Horseman</b>	<b>1</b>	<b>4</b>	<b>4</b>	<b>0</b>	<b>3</b>	
<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>	Paired Weapons • Champion • Standard Bearer
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## 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>				

## 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.

**Thrice-Forged:** The wearer gains +3 Armour. If the wearer's model has Towering Presence, its Armour cannot be improved beyond 5.

**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

**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

**Battle Fever:** Units with more than half of their models with Battle Fever must reroll failed Panic and Break Tests.

**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.

**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.

**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).

**Light Armour:** Armor +1

**Masters of Battle:** Attack Attribute.

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

**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.

**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 #1



Sorcerer #1



Warriors with Favoured Champion #1



Barbarians #1



Warriors with Favoured Champion #2



Chosen #1



Warrior Knights with Favoured Champion #1



Warrior Knights with Favoured Champion #2



Warrior Knights with Favoured Champion #3



Warrior Knights with Favoured Champion #4



Barbarian Horsemen #1