

0 Pts - Warriors of the Dark Gods Ro	Inncon 2024
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Unit Name	##	Adv	Mar	Dis	HP	Def	Res	Arm	Spe	Att	Off	Str	AP	Agi	Type	Cost
Exalted Herald	1	7	14	9	5	8	5	4+	4+	6	9	5	2	8	LI	780
Large Infantry; Fear; Fearless; Supernal; Aegis (4+); Magical Attacks; Legendary Beasts (2); General; Commanding Presence: Units within 12" (18" if TP) borrow General's Discipline.; Wizard Adept; Plate Armour; Legendary Beasts (X); Manifestation																
Warriors	14	4	8	8	1	5	4	3+		2	5	4/5	1/2	4	SI	480
Standard Infantry; Fearless; Scoring; Path of the Favoured; Halberd; Hell-Forged Armour; Spiked Shield; Standard; Musician																
Flaming Standard	One use only. May be activated at the start of a Round of Combat or before shooting with the bearer's unit. The bearer's unit gains Flaming Attacks. If activated when Engaged in Combat, effects lasts until the bearer's unit is no longer Engaged in Combat. If activated before Shooting with the bearer's unit, this effect lasts until end of the Phase.															[40]
Warrior Champion	1	4	8	9	2	5	4	3+		3	5	4/5	1/2	4	SI	[30]
Warhounds	8	8	16	5	1	3	3			1	3	3	0	4	SB	120
Standard Beast; Insignificant; Release the Hounds																
Players	6	10	20	8	1	4	3	5+		1	4	4	0	4	SC	196
Standard Cavalry; Light Troops; Strider; Feigned Flight; Skinning lash; Light Armour; Musician; Battle Fever; Vanguard (6")																
Player Steed	6									1	3	3	0	4	SC	[0]
Harnessed																
Forsworn	6	6	12	8	3	4	4	2+		2	5	4	1	4	LI	555
Large Infantry; Fearless; Scoring; Bodyguard (Doomlord); Path of the Exiled; Hell-Forged Armour; Spiked Shield; Standard; Musician																
Forsworn Champion	1	6	12	8	3	4	4	2+		3	5	4	1	4		[10]
Warrior Chariot	1	8	8	8	4	5	5	3+		D6+1		5	2		LCo	210
Large Construct; Fearless; Swiftstride; Inanimate; Impact Hits (D6+1); Path of the Favoured; Hell-Forged Armour																
Warrior Crew	2									2	5	4/5	1/2	4		[0]
Halberd																
Black Steed	2									1	3	4	0	3		[0]
Harnessed																
Chosen Chariot of Nukuja, Sloth	1	7	7	8	5	6	5	2+		D6+1		5	2		LCo	340
Large Construct; Swiftstride; Fear; Fearless; Inanimate; Impact Hits (D6+1); Favour of Sloth (Nukuja); Path of the Favoured; Hell-Forged Armour; Chosen Crew																
Chosen Crew	2									3	6	4/5	1/2	5		[0]
Halberd																
Karkadan	1									2	3	5	2	2	LC	[0]
Harnessed																
Marauding Giant	1	7	14	8	8	3	5	6+		5	3	5/6	2/3	3	GI	315
Gigantic Infantry; Giant See, Giant Do; Legendary Beasts (1) Big Brother; Giant Club; Battle Fever; Legendary Beasts (X); Rage ;																
Option Footnotes:																
Battle Fever	Units with more than half of their models with Battle Fever must reroll failed Panic and Break Tests.															
Big Brother	The model Health Points are set to 8 and its Base Size changes to 75x100mm. The model gains Maximised (Stomp Attacks).															
Favour of Sloth (Nukuja)	Universal Rule. Attacks against the model suffer -1 to wound. When the model's unit declares a Charge or performs a March Move, the effect is lost until the start of the Melee Phase in the next Player Turn.															
Giant Club	The wielder gains +1 Strength and +1 Armour Penetration.															
Halberd	Attacks with +1 Strength and +1 AP. Cannot be used with Shield against Melee attacks															
Hell-Forged Armour	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).															
Legendary Beasts (X)	The sum of the Legendary Beasts values stated in brackets of all models in the army is restricted to 1 per 750 Army Points, rounding fractions up.															
Light Armour	Armour Save (+1)															
Manifestation	When Selecting Spells, each Exalted Herald must choose two Manifestations from the list below and apply the effects during the game. The model must select 2 spells out of the spells indicated for the chosen Manifestations, Wrath of God (Thaumaturgy), and Hellfire (Hereditary Spell). This replaces the normal rules for Spell Selection connected to being a Wizard Adept. In addition, Guiding Light (Divination) becomes the Attribute Spell for all non-Bound Spells cast by the model, replacing the spells' corresponding Attribute where applicable.															
Musician	Allows swift reforms. Enemy march tests within 8" suffer -1 to Ld.															

Option Footnotes:		
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	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 gain +1 Health Point (to a maximum of 3) and +1 Discipline.	
Plate Armour	Armour Save (+3)	
Rage	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	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 Attack Value, +1 Strength) during this Player Turn.	
Skinning lash	A unit with at least one model with Skinning lash can make a Sweeping Attack against a single unengaged enemy unit when passing within 1" (it does not need to and cannot move through or over that unit). The enemy unit suffers 1 hit with Str 4 and AP 0 for each model with Skinning lash in the unit. A unit that loses one or more Health Points due to the Skinning lash Sweeping Attack suffers -1 Discipline until the end of its next Player Turn.	
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 wearer against a Melee Attack, the model that caused the wound suffers 1 hit with the wearer's Strength and Armour Penetration. This is considered a Special Attack.	
Standard	+1CR	
Wizard Adept	The Wizard gains Channel (1) and knows 2 spells. During Spell Selection the Wizard must choose between the Learned Spells 1, 2, 3 and 4 of its chosen Path and its Hereditary Spell.	

Total

2996

by DeBelial

Models in Army: 38

Validation Results for Army List 'Standard Army' using Rule-Set 'Primary Rule Set':

Roster satisfies all enforced validation rules

Troop Type	Count	Unused	Points	Unused	Percent
Characters (<=45%)	1	n/a	780	570	26%
Core (>=20%)	2	n/a	600	2400	20%
Special (<=100%)	5	n/a	1616	1384	53%
Magic Item Summary	1	n/a	40	n/a	1%