4500 Pts - Warriors of the Dark Gods - Noble Diven RRR 2019

Name	#	Size	Type	Adv	Mar	Dis	HP	Def	Res	Arm	Spe	Att	Off	Str	AP	Agi	Cost
Feldrak Ancestor (1 ⚔, 1025 pts)																	
Feldrak Ancestor	1	Gig	Bst	8"	16"	9	8	6	6	3+		6	6	7	4/10	3	1025
Composition: Characters, Class 1																	
Base: 75×100																	
General; Paired Weapons; Light Armour; Breath Attack (Strength 4, AP 1, Flaming Attacks); Commanding Presence; Dying Embers; Hatred (against Fly); Primal Legend; Stomp (D6); Terror; Towering Presence; Unburnt: Attacks with Flaming Attacks made against the model must reroll successful to-wound rolls.																	
Burning Portent	1	Hand Weapon enchantment. Attacks made with this weapon have their Armour Penetration set to 10 and gain Flaming Attacks, Magical Attacks, and Multiple Wounds (D3).																[240]
Feldrak Ancestor (1 ⚔, 835 pts)																	
Feldrak Ancestor	1	Gig	Bst	8"	16"	9	8	6	6	3+		6	6/8	7/8	4/5	3/5	835
Composition: Characters, Class 1																	
Base: 75×100																	
Halberd; Light Armour; Breath Attack (Strength 4, AP 1, Flaming Attacks); Dying Embers; Hatred (against Fly); Primal Legend; Stomp (D6); Terror; Towering Presence; Unburnt: Attacks with Flaming Attacks made against the model must reroll successful to-wound rolls.																	
Supernatural Dexterity	1	Close Combat Weapon enchantment. The wielder of this enchanted weapon gains +2 Offensive Skill and +2 Agility while using it, and attacks made with it become Magical Attacks.																[60]
Enchanted Halberd																	
Warriors (20 ⚔, 775 pts)																	
Warriors of Sloth	19	Std	Inf	4"	8"	8	1	5	4*	3+		2	5	4	1	4	775
Composition: Core																	
Base: 25×25																	
Musician; Standard Bearer; Favour of Sloth; Hell-Forged Armour; Spiked Shield; Path of the Favoured; Scoring																	
Favoured Champion	1	Std	Inf	4"	8"	8	2	5	4*	3+		3	6	4	1	5	[68]
Favour of Sloth; Favoured Champion; Hell-Forged Armour; Spiked Shield; Path of the Favoured																	
Zealots Banner	1	The maximum number of Supporting Attacks that models in the second rank of the bearer's unit can perform is increased by 1.																[50]
Fallen (5 ⚔, 160 pts)																	
Fallen	5	Std	Inf	6"	12"	8	1	2	4	4+		2/3	4/5	4	1	4	160
Composition: Core																	
Base: 25×25																	
Paired Weapons; Hell-Forged Armour; Light Troops; Path of the Exiled																	
Barbarian Horsemen (5 ⚔, 250 pts)																	
Barbarian Horsemen	5	Std	Cav			8	1	4	3	3+		1	4	4	0	3	250
Composition: Special																	
Base: 25×50																	
Champion; Musician; Standard Bearer; Heavy Armour; Shield; Battle Fever; Scoring																	
Black Steed	5			8"	16"							1	3	4	0	3	[0]
Cannot be Stomped; Harnessed; Swiftstride; Tall																	
Icon of the Infinite	1	The bearer can cast Hellfire (Hereditary Spell) as a Bound Spell with Power Level (4/8).																[50]
Feldraks (6 ⚔, 887 pts)																	
Feldraks	6	Lg	Bst	8"/9"	16"/18"	8	4	4	5	4+		3	4	5/6	2/3	3	887
Composition: Special																	
Base: 50×75																	
Champion; Musician; Standard Bearer; Halberd; Light Armour; Fear; Hatred (against Fly); Scoring; Stomp (1); Swiftstride; Unburnt: Attacks with Flaming Attacks made against the model must reroll successful to-wound rolls.																	
Banner of Speed	1	A unit with one or more Banners of Speed gains +1 Advance Rate and +2 March Rate.																[50]
Chimera (1 ⚔, 220 pts)																	
Chimera	1	Lg	Bst	8"	20"	8	4	3	5	4+		5	4	5	2	4	220
Composition: Special																	
Base: 50×100																	
Fear; Stomp (1); Swiftstride; Towering Presence																	
Battle Shrine (1 ⚔, 340 pts)																	
Battleshrine	1	Lg	Con				5		5	3+	5+			0	0		340
Composition: Special																	
Base: 50×100																	
Not a Leader; Standard Bearer; Wizard Apprentice; Beacon of the Gods; Channel (1); Chariot; Fearless; Towering Presence; War Platform; Aegis (5+)																	
Shrine Priest	1						8		4				1	4	3	0	3	[0]
Wretched One	2			5"	10"								2	4	0	1	[0]
Fear; Grinding Attacks (D6+1)																	
Wasteland Torch	1	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																[25]
Spells of the Battleshrine	1																	[0]
H. Hellfire; 2. Whispers of Veil; 6. The Grave Calls																	
														Total Cost:			4492

Option Footnotes

	Options
Champion	A Champion gains Front Rank. **First Among Equals** : A Champion gains +1 Attack Value. If it is a multipart model, the Characteristics increase only affects a single model part, which must be a model part without Restraints or Inanimate. **Ordering the Charge** : When a unit with a Champion rolls for their Charge Range, they always count as rolling at least a '4'. If the charge is still failed, ignore this rule and use the rolled dice to determine the Failed Charge Move.
Halberd	Close Combat Weapon. Attacks made with a Halberd gain +1 Strength and +1 Armour Penetration. A model using this weapon cannot simultaneously use a Shield against Melee Attacks.
Hand Weapon	Close Combat 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 the Parry Personal Protection.
Heavy Armour	+2 Armour
Hell-Forged Armour	Follows the rules for Plate Armour (can be enchanted as if it was Plate Armour). The wearer's model gains Fearless and Aegis (5+, against Toxic Attacks).
Light Armour	+1 Armour
Musician	A Musician gains Front Rank and Stand Behind. **Swift Reform** : A unit with a Musician can make a Swift Reform: the unit makes a Reform with the following exceptions. - The unit is not prohibited from shooting in the next Shooting Phase. - The unit can perform an Advance Move after the Reform. No model can end its movement (after the Advance Move) with its center further away than its March Rate from its starting position (before the Reform). **March to the Beat** : March Tests taken by units within 8" of one or more enemy units with a Musician are taken at -1 Discipline unless the unit that wishes to March also has a Musician.

Paired Weapons	Close Combat Weapon. 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 (while Paired Weapons are often modeled as two Hand Weapons, they are considered a separate weapon category for rules purposes).
Shield	+1 Armour
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 model that caused the wound suffers 1 hit with the bearer's Strength and Armour Penetration. This is considered a Special Attack.
Standard Bearer	A Standard Bearer gains Front Rank and Stand Behind. **Combat Bonus**: A side with Standard Bearers adds +1 to its Combat Score for each Standard Bearer.

Alliance\Favours\Manifestations	
Favour of Sloth	**Universal Rule**: Models with this Favour gains +1 Resilience. If a model with this Favour declares a Charge against an enemy unit that is more than 10" away or performs a March Move of more than 10", this effect is lost until the start of the Melee Phase in the next Player Turn.

Universal Rules	
Battle Fever	Units with more than half of their models with Battle Fever must reroll any natural rolls of '1' when rolling for Charge Range.
Beacon of the Gods	Instead of selecting spells as normal, the Wizard must select one of the following spells during Spell Selection: - The Grave Calls (Occultism) - Whispers of the Veil (Evocation) - Hellfire (Hereditary Spell)
Channel	During step 3 of the Magic Phase Sequence, each of the Active Player's models with Channel may add X Veil Tokens to its owner's Veil Token pool. This Universal Rule is cumulative, adding the X of each instance of Channel to the model's total Channel value (e.g. a model with Channel (1) and Channel (2) is treated like a model with Channel (3)).
Chariot	The model must roll an additional D6 when taking Dangerous Terrain Tests. A model with Chariot can only be part of a unit consisting entirely of models with Chariot, unless specifically stated otherwise.
Commanding Presence	All Generals have the Commanding Presence Universal Rule. The Discipline of all units within 12" of a friendly non-Fleeing model with Commanding Presence may be set to the Discipline value of that model (this discipline follows the normal rules for "Values Set to a Fixed Number" meaning that effects modifying the Discipline of the model with Commanding Presence are applied before setting the recipient model's Discipline to that value; this value may then be further modified).
Favoured Champion	The model gains +1 Agility, +1 Offensive Skill, +1 Defensive Skill and +1 Health Point. Model parts with Harnessed are not affected.
Fear	Models in 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 and Close Combat Attacks made by the models in the unit suffer -1 to hit, while Close Combat Attacks allocated towards the models in the unit gain +1 to hit. These effects apply until the end of the Round of Combat. Models that have Fear themselves are immune to the effects of Fear.
Fearless	If more than half of a unit's models are Fearless, the unit automatically passes Panic Tests and cannot declare a Flee Charge Reaction (unless already Fleeing). Models that are Fearless are also immune to the effects of Fear.
Front Rank	Front Rank specifies where in a unit the model may be placed and how the model moves inside its unit. A model with Front Rank can either have a Matching Base or a Mismatching Base. **Matching Bases**: Matching Base refers to one of the following: - The model has the same base size as the R&F models in its unit. - The model's base is the same size as two or more (whole number) of the R&F models' bases (such as a 40×40mm base in a 20x20mm unit). A model with Matching Base must always be placed as far forward as possible in its unit. Normally this means that it must be placed in the first rank. If the first rank is occupied by models with Front Rank, it is placed in the second rank instead. If this rank is also occupied by models with Front Rank, it is placed in the third rank, and so on. If the model has a larger base than the R&F models, it is considered to be in all ranks its base occupies for the purposes of calculating Full Ranks. For calculating the number of models in the unit's ranks (e.g. for Full Ranks, Line Formation, Area Attack), the large base counts as the number of models it replaces. A model cannot join a unit that has more than one rank if its base is wider than the unit it wishes to join, nor can a unit Reform into a formation that is narrower than any model joined to the unit. If a model with a Matching Base has a longer base than the R&F models in the unit, the unit is allowed to have more than one incomplete rank if all incomplete ranks after the first consist entirely of models with such bases (i.e. For instance the rear parts of long bases such as War Platforms are allowed to form several incomplete ranks). When making an Advance Move, March Move, or Reform with a unit that includes models with Front Rank, these models can be reorganized into a new position (still as far forward as possible) as part of the move. This counts towards the distance moved by the unit (measure the distance from the starting position to the ending position of the center of the model with Front Rank to determine how far it has moved). If a model with Front Rank leaves a unit or is removed as a casualty, the gap it leaves must be filled with models from other ranks, possibly moving up models with Front Rank, if this means they are moved to positions further forward. If more than one model with Front Rank could move forward, the owner of the models chooses which model to move. If all models with Front Rank already are as far forward as possible, fill any empty gaps with R&F models from the back ranks. Sometimes models with Front Rank must be redistributed in order for all such models to be as far forward as possible. When this happens, move as few models as possible in order to have all models with Front Rank as far forward as possible. **Mismatching Bases**: Anything that is not a Matching Base is a Mismatching Base (such as a 50×75mm base inside a 25×50mm unit). A model with Mismatching Base must be placed in base contact to the side of the unit, aligned with its front. Only two Mismatching Bases can be joined to a single unit (one at each side). These models are considered to be only in the front rank but are ignored when counting the number of models in each rank in order to establish the number of Full Ranks and whether or not a unit is in Line Formation. They form a file of one model. When making an Advance Move, March Move, or Reform with a unit that includes models with Mismatching Bases, these models can be reorganized into a new position (i.e. moved to the other side of the unit) as part of the move. This counts towards the distance moved by the unit (measure the distance from the starting position to the ending position of the center of the model with Front Rank to determine how far it has moved).
Light Troops	A unit composed entirely of models with Light Troops may Reform any number of times during Advance Moves and March Moves. The following rules apply to the movement of Light Troops: - No model can end its movement with its center further away from its starting position than its March Rate. - For measuring the distance traveled by a model, check the path the model would have taken if it was alone and measure the movement around any obstructions (abiding by the Unit Spacing rule). Note that the unit nevertheless must abide by the Unit Spacing rule (including all Reforms). - If a model performed any action during the movement (such as a Sweeping Attack), the distance moved is measured from its starting position to the point on the Battlefield where it performed that action and then to its final position. In addition, - Units composed entirely of models with Light Troops may shoot even after March Moving or Reforming earlier that Player Turn. - Units with more than half of their models with Light Troops always count as having 0 Full Ranks.
Make Way	At step 3 of the Round of Combat Sequence, any Character placed in the front rank and not in base contact with an enemy model may move into contact with an enemy model. This enemy model must be in base contact with the Character's unit, and it must be attacking the Character's unit in its Front. To do a Make Way move, the Character switches position with another model (or models) in its unit; these models cannot be Characters. Characters with Mismatching bases can never perform a Make Way move.
Not a Leader	The model cannot be the General.
Path of the Exiled	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	When the model Issues or fights in a Duel, it adds +1 to the Combat Score of its side until the end of the Round of Combat (note that this bonus is lost if the model with Path of the Favoured is removed as a casualty).
Primal Legend	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.
Scoring	Units with at least one model with Scoring are considered to be Scoring Units, which are used for winning Secondary Objectives. Every army needs 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.
Stand Behind	The model can be placed anywhere in its unit (it doesn't have to be placed as far forward as possible, even if it has Front Rank). It cannot be placed further forward inside a unit than any model with Front Rank without Stand Behind. Ignore Stand Behind for Models on Mismatching Bases.
Swiftstride	If a unit is composed entirely of models with Swiftstride, its rolls for Charge Range, Flee Distance, Pursuit Distance, and Overrun Distance are subject to Maximized Roll.
Tall	Line of Sight drawn to or from a model with Tall is not blocked by models of the same size (as the model with Tall) unless the intervening model also has Tall. Remember that this also affects Cover (if a model blocks Line of Sight it contributes to Hard Cover, otherwise only to Soft Cover).
Terror	The model gains Fear and is immune to the effects of Terror. When a unit with one or more models with Terror Declares a Charge, its target must take a Panic Test. If the test is failed, the target of the charge must declare a Flee Charge Reaction, if able to do so.

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".
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 Characters Category (for Army List creation). - It does not count as Character when Deploying Units (it may still be deployed inside units). - It cannot Issue Duels, Accept Duels, or Make Way. - It can perform Swirling Melee. - It does not count as Character regarding Bodyguard and Multiple Wounds, unless the War Platform is specifically mentioned in the Bodyguard rule. The model can join units even if it has Towering Presence, and having Chariot does not prevent it from joining units without Chariot. Additionally, it does not prevent Characters without Chariot from joining a unit containing a model with War Platform and Chariot. When joined to a unit, it must always be placed in the center of the first rank, possibly pushing back other models with Front Rank, and must keep its position in the center of the first 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 center of the first rank (e.g. due to Mismatching Bases or the front rank being too narrow)for any reason, 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	The Wizard knows 1 spell. During Spell Selection the Wizard must choose between the Learned Spell 1 of its chosen Path or its Hereditary Spell.

Personal Protections

Aegis	Aegis is a Special Save. A model must reroll successful Aegis saves against attacks with Divine Attacks.
Cannot be Stomped	For the purposes of Stomp Attacks from enemy model, a model with Cannot be Stomped is never considered Standard Size.
Parry	Parry can only be used against Close Combat Attacks from the Front Facing. The model gains +1 Defensive Skill, or its Defensive Skill is always equal to the Offensive Skill of the attacker, whichever is higher.

Attack Attributes

Dying Embers	Close Combat & Shooting. After using the Breath Attack, the model loses a Health Point (no saves of any kind allowed).
Flaming Attacks	Attacks & Weapons, Close Combat, Shooting. The attacks ignores Fortitude Saves and must reroll failed to-wound rolls against models with Flammable.
Harnessed	Close Combat. 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	Attacks & Weapons, Close Combat. During the first Round of Combat, failed to-hit rolls from attacks with Hatred must be rerolled.
Lethal Strike	Attacks & Weapons, Close Combat. An attack with Lethal Strike that wounds with a natural to-wound roll of '6' has its Armour Penetration set to 10 and ignores Fortitude Saves.
Magical Attack	Attacks & Weapons, Close Combat, Shooting. The attack doesn't have any special effects. However, the Attack Attribute interacts with other rules, such as Aegis (X, against Magical Attacks). Model parts with Magical Attacks also apply the Attack Attribute to their Special Attacks (such as Stomp Attacks, Impact Hits and Breath Attack).
Multiple Wounds	Attacks & Weapons, Close Combat. Unsaved wounds caused by the attacks are multiplied into the value given in brackets (X). If the value is a dice (e.g. Multiple Wounds (D3)), roll one dice for each unsaved wound with Multiple Wounds. The amount of wounds that the attack is multiplied into can never be higher than the Health Points Characteristic of the target (excluding Health Points lost previously in the battle). For example, if a Multiple Wounds (D6) attack wounds a unit of Trolls (HP 3) and rolls a '5' for the multiplier, the number of unsaved wounds is reduced to 3, even if the Troll unit has already lost one or two Health Points previously in battle. If Clipped Wings is stated after the X value in brackets, any unsaved wound caused by the attack against a model with Fly is multiplied into X+1 instead of X.

Special Attacks

Breath Attack	A model part with Breath Attack can use it only once during the game. If a model has more than one Breath Attack, it can only use one Breath Attack in a single phase. It can be used either as a Shooting Attack or as a Special Attack in Close Combat. - As a Shooting Attack (normally in the Shooting Phase): choose a target using the normal rules for Shooting Attacks (it is allowed for a Stand and Shoot Charge Reaction), except it can be used even if the model Marched previously in this Player Turn. A model with both a Breath Attack and a Shooting Weapon can use both in the same Shooting Phase, however only against the same target. The attack has a range of 6". - As a Special Attack in Close Combat: the attack is made at the model part's Agility. Declare that you are using the Breath Attack when allocating attacks and choose a unit in base contact to attack with it. No matter if it is used as a Shooting or Melee Attack, the target of the Breath Attack suffers 2D6 hits. The Strength, Armour Penetration, and Attack Attributes (if any) of these hits are given within brackets, such as in Breath Attack (Strength 4, Armour Penetration 1, Flaming Attacks). When several models in the same unit have this Special Attack, roll for the number of hits separately for each model.
Grinding 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.
Stomp	At Initiative Step 0 a model part with Stomp Attacks must choose an enemy model of Standard Size in base contact with it. The chosen model's unit suffers a number of hits equal to the value stated in brackets (X). These hits can only be distributed onto models of Standard Size (ignore models of a different Size when distributing hits). They are resolved with the model part's own Strength and Armour Penetration. In multipart models, only model parts that also have Harnessed can use Stomp Attacks. When several models in the same unit have this Special Attack, and when X is a random number (e.g. Stomp Attacks (D6)), roll for the number of hits separately.

Bound Spells

Hellfire	**Hex**, **Direct**, **Damage** **Lasts One Turn** Range 18" **Power Level (4/8)** The target suffers 2D3 hits with Strength 6, Armour Penetration 0, and Magical Attacks.

Hereditary Spells

H. Hellfire	**Hex**, **Direct**, **Damage** **Lasts One Turn** Range 18" The target suffers hits with Strength 6 and Armour Penetration 0 and Magical Attacks. **Cast on 6+** 2D3 hits **Cast on 10+** 2D6 hits.

Path of Occultism

6. The Grave Calls	**Hex**, **Direct**, **Damage** **Instant** Range 12" **Cast on 11+** **Normal**: The target suffers 2D6 hits with Strength 5, Armour Penetration 2 and Magical Attacks. **Amplified Version**: The hits gain +1 Strength and +1 Armour Penetration.

Path of Evocation

2. Whispers of Veil	**Hex** **Lasts One Turn** Range 24" **Cast on 8+** Target suffers -1 Resilience. In addition, a unit with at least one model affected by the spell suffers -1 Discipline.

Army List Design Information
Army Book Version 2.0 beta

Validation Report
Warriors of the Dark Gods: Warriors of the Dark Gods; Game: 9th Age (2nd Ed.); Competition Level: Tournament; Core Rules Version: 2.0; Data File Version: 2.38; Roster Output Format: Verbose
Army List satisfies all enforced validation rules

Army List Statistics

General's Discipline: 9
# of Models: 40
# of Units with Scoring: 3
Pts of Spec Items: 475

Group	Min	Max	Used
Points of Characters	0	2025	1860
Points of Core	900	Unlimited	935
Points of Special	0	0	1697
Points of Legendary Beasts (C1)	0	2025	1860