

## DARK LORDS FACTION RULES (JUNE 2022)

“In the vast Blasted Wastes to the east of the Jernspeak Mountains dwell the Dark Lords. Beings of pure spite and devilment, they hunger for the treasures of Upper ArcWorlde.

Although kept at bay for many years by the mountains and the peoples who guard them in the Vauhaemian states, recent events have given the Dark Lords the golden opportunity they needed to break through to the continent. Accompanied by the hordes of Hobgoblins that carry out their every whim, the Dark Lords delight in laying waste to all in their path.

Fortunately for the peoples of ArcWorlde, the Dark Lords are just as likely to focus upon waging war amongst themselves, as jealousy and envy burn within them just as fiercely as their insatiable lust for power.”

### FACTION SPECIFIC RULES:

#### The Dark One’s Will

Each Dark Lord has a unique combination of obsessions, grudges and fevered goals that make up their twisted personality.

Before the game, choose the character traits your Dark Lord embodies:

- **Fell Warrior** – This Dark Lord is infamous for their skill in martial combat and seek nothing more than the defeat their enemies by the might of their sword. The Dark Lord gains +1AP for each enemy Character they Knock Out. This resets at the start of each Round.
- **Dark Warlock** – This Dark Lord has dedicated their existence to the study of magic and craves nothing more than the increase of their arcane power. The Dark Lord gains the Mage Trait and may cast Spells from the Lore of Villainy.
- **Master of the Horde** – This Dark Lord has amassed a great army and takes great pleasure in seeing them destroy all who stand in their way. All Hobgoblin Characters cost -20% GP, rounded up to the nearest whole number.
- **Beast Master** – This Dark Lord has many pacts with the monsters of ArcWorlde, who march by their side into battle. All Beasts, Monsters and Titans taken from the Bestiary cost -20% GP, rounded up to the nearest whole number.

#### Diminutive

If a Character with this Trait is Knocked Out, Characters without this Ability do not take Bravery Tests. They are too puny to care about!

#### Fae Beings

Dark Lords are malignant creatures of magic, and on occasion temporarily ally with those whose magical prowess they respect. Rogue Wizards often make pacts with the Dark Ones, and the Elves of Mildaark lend their swords if the fickle creatures see something to gain. When constructing your Warband, you may use Characters from the Wizards and Wild Elven Factions.

In addition to the Items and Equipment found in the Common Armoury (see the Common Armoury list), the Dark Lords have their own stores within their obsidian towers.



## DARK LORD ARMOURY

NAME	TYPE	COST	DESCRIPTION
<b>BLACK POTION</b>	<b>Item</b>	<b>10GP</b>	<p>A vile liquid, distilled from the malignant essence of the Blasted Wastes. It soothes the wounds of those with devilment in their hearts.</p> <p>One use only. If consumed, a Character regains D6HP. A Character can use some Black Potion to heal a friendly Character in base contact.</p>
<b>HOBGOBLIN RANGED WEAPON</b>	<b>Equipment</b>	<b>15GP</b>	<p>Hobgoblins use all manner of ranged weapons, from simple hide slings to bows and crossbows.</p> <p>May only be used by Hobgoblins. If equipped, a Character may make this Attack:</p> <ul style="list-style-type: none"> <li>● <b>(Ranged) Shot: Power – 5</b></li> </ul> <p><b>Special Rules:</b> 12” range.</p>
<b>HOBGOBLIN MOUNT</b>	<b>Equipment</b>	<b>30GP</b>	<p>Hobgoblins are a roving tribe, who utilise all sorts of beasts to carry themselves and their equipment. Rapid Hobgoblin riders are deadly if utilised effectively.</p> <p>May only be used by Hobgoblins. If mounted, a Character gains +5HP and +4 Movement. They are Agile (see Bestiary rules) and now have a 40mm base size.</p>
<b>SLAVER WHIP</b>	<b>Equipment</b>	<b>10GP</b>	<p>A wickedly barbed whip used to ‘encourage’ the less enthusiastic minions.</p> <p>May only be used by a Hobgoblin. If equipped, a Character may make Melee Attacks against targets up to 3” away, even if they aren’t in base contact. Attacks may still be made if there is a friendly Character between the Character and the target.</p>



## SPELL LIST – THE LORE OF VILLAINY



Trapped for millennia within the Blasted Wastes, many Dark Lords turn their fevered minds to mastering the arts of magic. These wicked villains use their powers to great effect and are, in their opinion, unmatched by the lowly mages of mortal men.

SPELL NAME	REQUIRED DRAW	DESCRIPTION
SICKLY SCREECH	14	A foul scream erupts from the helmet of the Dark Lord, causing those around them to clutch their ears in pain. Each Character within 4” of the caster must roll a D6. On a Failure, they are at -1 AP in their next Activation. This Spell affects the caster, and its effects do not stack.
OMINOUS AURA	17	A miasma of evil surrounds the Dark Lord, seeping into the hearts of those before them. The caster gains the Fearsome Trait until the end of the Round (see Bestiary).
RESTLESS MINIONS	18	The wickedness of the Dark Lord seeps into the minds of their unconscious subjects, bringing them back from the brink of the abyss. Place one Knocked Out Unit within 3” of the caster at 1HP.
MOLTEN TERRAIN	20	The Dark Lord summons the volcanic heat of their ashen realm, forcing the very earth to melt and bubble. Pick an area with a 4” radius within 8” of the caster. Until the end of the Round, any Character who is in base contact with this area takes D6 Hits.

<p><b>HELLFIRE</b></p>	<p><b>21</b></p>	<p>The Dark Lord issues forth a terrifying gout of flame, scorching all in its path. Measure a line 8” from the caster. All Characters in contact with this line take 5 Hits. If the target is Flammable, they take an additional Hit.</p>
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## THE DARK LORD

“Dark Lords are terrible creatures, whose sole and unwavering goal is to conquer all of ArcWorlde. They are incorporeal beings of pure malignant magic, plotting and scheming for thousands of years entombed within mighty blackened iron armour.

The pure megalomania of a Dark Lord is almost unfathomable. Each believes themselves to be the supreme ruler of ArcWorlde, and each regards themselves as the only one worthy of that title. Alas, this attitude is shared by the many hundreds of Dark Lords in the Blasted Wastes, resulting in a state of unending conflict amongst their kin. Any perceived victory is jealously usurped and torn down by their vindictive brethren, who spend most of their tireless will fighting amongst themselves. This constant bickering means that ArcWorlde remains decidedly unconquered, at least for now...”



### DARK LORD – 210GP

CLASS	AP	MOVEMENT	BRAVERY	HP
COMMANDER	6	4	9	20

#### ATTACKS:

- **(2AP) Malicious Strike: Power – 7**  
**Special Rules:** If more Successes are rolled than Failures, the target is knocked Prone if on a 50mm base or less.
- **(Ranged) Malevolent Gaze: Power – 4**  
**Special Rules:** 6” Range.
- **(1AP) Choke: Power – 5**  
**Special Rules:** This Attack’s Power is not boosted by any equipped weapons. If HP is removed by this Attack, enemy models must take a Bravery Test as if the target had been Knocked Out.

**Traits & Equipment – Heavy Armour, Split Activation (see Bestiary).**

#### Monologue

If a Dark Lord is Activated within base contact of an opposing Commander, the Dark Lord player may deliver a grandiose and bombastic speech.

If the opposing player, and/or any onlookers, felt like it was a worthy speech, the Dark Lord gains +1AP for this Activation. If it was a lack-lustre attempt, the Dark Lord loses -2AP as they bumble their way through it. Opponents and onlookers – give credit where credit is due and remember the Gentlefolk’s Code of Conduct!

If you (the player) do not wish to perform a monologue, you may roll a free Easy Feat attempt instead.

## HOBGOBLINS

“Within the Blasted Wastes dwell the Hobgoblins, gangly and malnourished relatives of the Ourks, Gremlins and Boglins of Upper ArcWorlde. They live a roaming, hungry existence, picking a meagre living from the blackened landscape and the spoils they claim from raids against other Hobgoblin clans.

These sickly creatures are often enslaved by the Dark Lords, who use them as disposable, if not particularly reliable, minions. A Hobgoblin’s aptitude for petty cruelty makes them perfect henchmen for the Dark Lords, who muster whole hordes of them for their raids against other Dark Lords and expeditions into Upper ArcWorlde.”



### HOBGOBLINS – 35GP

CLASS	AP	MOVEMENT	BRAVERY	HP
UNIT	2	4	6	5

#### ATTACKS:


- (2AP) Hack’n’Slash: Power – 4  
Special Rules: Each Critical Hit allows one more D6 to be rolled.
- (1AP) Gut Stab: Power – 3

Traits & Equipment – Diminutive.

## UNDERLINGS


“Dark Lords are beings of pure magic, and oftentimes they portion off a modicum of their essence to create small, firey minions to carry out their bidding. These Underlings are cheeky, carefree creatures, free from the malice of the Dark Lord whose malignant essence they are formed from.

Underlings go about their work with glee, running around the lair, doing errands and even fighting on raids. Although they can be useful to the Dark Lord, he is bitterly jealous of their carefree frolics and delights in detonating them in a burst of flame when their usefulness has ended.”



### UNDERLING – 20GP

CLASS	AP	MOVEMENT	BRAVERY	HP
UNIT	2	5	5	4



### ATTACKS:

- **(2AP) Blazing Demise: Power – 5**  
**Special Rules:** Targets every Character within 2”. This Character is Knocked Out after the Attack has been executed, and only 1HP is returned to the Dark Lord who summoned them (see Firey Essence Trait).
- **(1AP) Nip: Power – 3**

### Traits & Equipment – Diminutive.

#### Firey Essence

Underlings are made from the essence of their master, who portions off a piece of their power to bring them to life. Characters with the Firey Essence Trait are not deployed on the battlefield. The Dark Lord may summon them upon the battlefield in their Activation by sacrificing 2HP.

Place the Underling within 6" of the Dark Lord. The Underling is Inactive and can be Activated later in the Round.


Underlings cannot be equipped with Items or Equipment. Also, if they ever fail a Bravery Test they are Knocked Out, as the magic that binds them crumbles.

If an Underling is Knocked Out, the HP that was sacrificed to deploy them is returned to the Dark Lord in the next Round.

## HELLBEAST

“There are many horrible things flapping about the Blasted Wastes. One must only look to the skies to see a plethora of hungry, winged monstrosities swooping around looking for their next meal. Some of these creatures grow to monstrous sizes, and the denizens of the Blasted Wastes must be wary, lest they are carried aloft by grasping talons.

The Dark Lords often bind the largest of these to their immeasurable will, sending them into battle as beasts of war. Sometimes their talons are put to a different use, and many a brave Hobgoblin is borne into the air to fire down from above.”



<b>HELLBEAST – 160GP</b>				
CLASS	AP	MOVEMENT	BRAVERY	HP
HEAVY/MONSTER	5	10	6	15

### ATTACKS:

- **(2AP) Swoop: Power – 8**  
**Special Rules:** If a Crit is rolled, the target is Prone.
- **(2AP) Lift and Drop: Power – 5**  
**Special Rules:** This Attack may only be made on a Character on a 30mm base size, and if the Hellbeast is not currently using Grasping Talons. On a Crit, the target is moved D6 inches in the direction of the Dark Lord player’s choosing.
- **(1AP) Fangs: Power – 5**

**Traits & Equipment – Fearsome, Fly, Split Activation (see Bestiary rules).**

### Grasping Talons

The Hellbeast may choose to scoop up a Character in its long claws on an Easy Feat. The picked-up Character counts as being in Cover and may not make any movement actions. Instead, they are moved along with the Hellbeast. They may be Activated as normal and count as in base contact with the Hellbeast and any Character that the Hellbeast is in base contact with.


In the Hellbeast’s Activation, they may drop the picked-up Character at any point. If they are dropped, or the Hellbeast is Knocked Out, the picked-up Character takes D6 Hits and counts as Prone. For an Easy Feat, the Character may be placed down gently with no ill effects.



## HOBGOBLIN HONCHO

“It’s a full-time job keeping a horde of raucous, undisciplined Hobgoblins in any semblance of order, one that most Dark Lords see as beneath them. As such, the largest and meanest of the rabble are promoted to Honchos, whose role it is to keep the Hobgoblins in line.

Armed with cruel whips, the Honchos ‘encourage’ their fellow Hobgoblins into battle, making sure that their paltry courage doesn’t falter when the swords are drawn. And if their charges are too cowardly for even a good lashing to make them fight, the Honchos will more than happily use those whips upon the enemy.”



<b>HOBGOBLIN HONCHO – 50GP</b>				
CLASS	AP	MOVEMENT	BRAVERY	HP
ELITE	3	4	7	7

### ATTACKS:

- (2AP) **Whipcrack: Power – 6**  
Special Rules: May target any Character within 4”.
- (1AP) **Brutish Slash: Power – 4**

### Traits & Equipment –


#### Slavedriver

Honchos are raised above the stinking ranks to keep their fellow Hobgoblins in line. If a Hobgoblin fails its Bravery Test within 6” of a Honcho, the player may choose to deduct 1HP to ignore the effects.

## HOBGOBLIN FIRESTARTER

“In an exceedingly volcanic landscape like the Blasted Wastes, it’s not surprising that some of its denizens have a particular fascination with fire. Some Hobgoblins are so consumed by their passion that they dedicate their lives to starting fires, spreading fires and watching in rapture as it consumes everything around them.

These highly dangerous individuals often find themselves enthralled by Dark Lords, who, as beings of magical flame, they worship as gods. Fuelling the fires of the Dark Lords’ rampant egos, Firestarters are kept as pets and thrown into battle to cause chaos.”



<b>HOBGOBLIN FIRESTARTER – 50GP</b>					
CLASS	AP	MOVEMENT	BRAVERY	HP	
IRREGULAR	2	4	6	6	

### ATTACKS:

- **(Ranged) Flame Toss: Power – 6**  
**Special Rules:** 6” Range. Each Critical Hit causes one Hit against an enemy Character within 2” of the Target.
- **(1AP) Firebrand: Power – 4**

### Traits & Equipment – Diminutive

#### Arson Around

This deranged Hobgoblin loves nothing more than to burn as many things as possible. This Character counts as having a Torch. In addition, this Character may set fire to a flammable piece of terrain it is in base contact with on a Medium Feat. Until the end of the Round, any Characters in contact with this piece of terrain take D6 Hits. Discuss with your opponent(s) if a terrain feature can be said to be flammable or not.

#### Can’t Burn a Burn

Years of messing about with fire have hardened the Firestarter’s skin to the point where they don’t even feel the flame anymore. Any attacks that cause extra damage to Flammable targets are at -1 Power against the Firestarter.