

# RIDERS OF DOOM



V.0.4

Name [Squad Size]	Base	Cost	Move	Str	Def	Evd	HP	Can Equip	Item Slots	Spell Slots	Activated Abilities	Passive	Keywords
<a href="#">Thulugar, Demonic Prince</a> [1]	100mm	370	9"	10	5	4+	17	Demonic Axe, Demonic Spear	2	1	Lucky Demon / Demonic Flight	Bloodthirsty, Spell Denial, Inflict Terror, Gargantuan, Demonic Anger.	DOOM, LEADER
<a href="#">Dark Baron Harkon</a> [1]	70mm Oval	190	12"	9	5	4+	10	Doomsword, Spear	2	0	Puncturing Weapon	Charge, Bloodthirsty, Inflict Terror, Demonic Anger	DOOM, LEADER, MOUNT
<a href="#">Abyssal Chargers</a> [1-3]	50mm	115	6"	4	5	5+	8	Longsword, Spear, Abyssal Shield	2	0	Massive Shield	Bloodthirsty, Doom Aura, Demonic Anger, Doom Icon	DOOM, DEFENDER
<a href="#">War Stallions</a> [2-3]	60mm Oval	75	10"	3	5	5+	4	Banner, Longsword, Spear, Obsidian Shield, Battleaxe	2	0	Piercing Blow	Charge, Bloodthirsty	DOOM, MOUNT
<a href="#">Deathriders</a> [2-5]	60mm Oval	90	10"	4	5	5+	4	Pistol, Crossbow, Cannon	2	0		Charge, Bloodthirsty	DOOM, MOUNT, RANGER
<a href="#">Shadow Knights</a> [2-5]	35mm	50	7"	3	4	5+	3	Banner, Longsword, Obsidian Shield	2	0	Double Slash	Bloodthirsty, Demonic Anger	DOOM, INFANTRY
<a href="#">Doom Sentry</a> [2-4]	35mm	55	7"	3	4	5+	3	Pistol, Crossbow, Cannon	2	0	Demonic Mark	Terror Chants, Demonic Anger	DOOM, RANGER
<a href="#">Blood Jackals</a> [4-9]	35mm	35	8"	4	3	4+	2	Sawblade Sword, Axe	2	0	Regeneration	Bloodthirsty	DOOM, INFANTRY
<a href="#">Hellbound Acolytes</a> [2-4]	25mm	30	7"	1	2	6+	1	Shortsword	1	0	Demonic Sacrifice		DOOM, MINION

Items	Slots Used	Range	Strength (Hit Dice)	Cost	Ability
Demonic Fist	1	Melee	-4	0	-
Abyssal Shield	1	Melee	User	35	Models wielding this get +1 HP. This shield can be used as a melee weapon.
Longsword	1	Melee	+1	5	-
Obsidian Shield	1	N/A	0	25	The wielder gets +1 to its Evade rolls.
Axe	1	Melee	+1	0	-
Shortsword	1	Melee	+1	0	-
Demonic Spear	1	2"	+3	40	After dealing damage, roll a D6. On a result of 4+ give the attacked squad a Bleeding counter.
Sawblade Sword	1	Melee	+2	10	After dealing damage, the enemy squad gets a Bleeding counter.
Pistol	1	12"	+3	10	-
Demonic Axe	1	Melee	+4	45	After dealing damage, roll a D6. On a result of 5+ give the attacked squad a Hemorrhage counter.
Crossbow	2	18"	+2	0	-
Doomsword	2	Melee	+5	25	INFANTRY squads within 7" of the wielder get +1 Strength.
Doom Banner	2	Melee	User	35	Other allied squads within 11" get Strength +1". Multiple Doom Banners do not stack.
Cannon	2	16"	+4	40	If the wielder did not move this turn, the Range of this weapon increases to 24".
Battleaxe	2	2"	+3	10	-
Spear	2	2"	+2	10	-

Spells	Cast Difficulty	Range	Effect
Warp Portal	7	12"	Select an allied squad with a base 35mm or smaller in range and remove them from the battlefield. Then place them anywhere else in the battlefield at least 6" away from enemy squads.
Soul Eating	6	8"	Select an enemy squad within range and deal D3 damage.
Cursed Mind	5	16"	Select an enemy squad within range. That squad has -1 to Evade Rolls for the rest of this turn.

Activated Abilities	Effect
Lucky Demon	Once per round, you may re-roll any die once.
Demonic Flight	If Thulugar's remaining HP is 14+. During your movement phase, instead of a normal move activate this ability. Move this squad up to 16" ignoring terrain.
Puncturing Weapon	When this squad deals damage to an enemy. That enemy squad gets a Bleeding counter.
Massive Shield	If this squad is wielding at least 2 Abyssal Shields, it gets +1 to Evade Rolls.
Piercing Blow	End of a phase. For each squad in hand-to-hand combat of this roll a D6. On a result of 6+ deal D3-1 direct damage.
Double Slash	When wielding two items, this squad may take 1 Direct Damage and attack with each equipped weapon twice.
Demonic Mark	Select another squad within 8". Until the end of this turn, that squad has -1 Defense.
Regeneration	During the end phase. If models from this squad have recieved damage but were not destroyed this turn. Remove all damage counters.
Demonic Sacrifice	Select a squad within 4" of this. That squad has one extra attack during this turn's combat phase. This squad takes one direct damage.

Passive	Effect
Doom Aura	All enemy squads within 3" get -1 Defense.
Spell Denial	Only once per turn. During your opponents' turn, whenever they successfully cast a Spell, roll 2D6. If your result is higher than their Spell Roll result, that spell is successfully denied.
Inflict Terror	All enemy squads within 8" get -1 Strength.
Charge	This unit can Rush and still Attack durint the combat phase in the same turn.
Terror Chants	Other allied squads within 14" get +6" range to all of their non-melee weapons.
Bloodthirsty	The first time this squad deals damage that destroys an enemy squad, it becomes enraged for the rest of the game.
Gargantuan	Line of sight does not apply to this model when being attacked.
Demonic Anger	After destroying an enemy model, this squad may move up to 8" immediatly without activating enemy disengagement opportunity attacks.
Doom Icon	All DOOM units in the battlefield get +1" Move.

Status Effects	Effect
Bleeding	When a squad with a Bleeding counter takes non-direct damage, it's controller rolls a D6 for each Bleed counter. On a result of 1, take 1 direct damage. On a result of 6, remove one Bleed counter.
Hemorrhage	During your starting phase, roll a D6 for each Hemorrhage counter. On a result of 1-2: Take 2 damage, 2-4: Take 2 damage, 5-6: Remove all Hemorrhage counters.
Enraged	An enraged squad gets +1 Strength, and +1" Move.



One in the north, another in the south, one in the east, and a final one in the west. The riders' divisions never stop moving; they ride day and night until they find a battle to join or a town to lay siege to. Nothing is as important to them as warfare. Many sages and political factions have tried to infiltrate the riders but to no avail.

Some say they are not normal individuals anymore, their sense of decency and empathy long gone, leaving only a thirst for battle that cannot be ever satiated.

Never worry about how to avoid them, for they are everywhere and nowhere, and chances are that you will run into them one way or another.