



WARRIORS OF THE DARK GODS

NAIN GROGNON 2016 OPTI - 6 535 POINTS



360 pts (6.00%) 3072 pts (47.00%) 460 pts (7.00%) 2358 pts (36.00%) 285 pts (4.00%) 0 pts (0.00%)

Heroes **Core** **Rare** **Special** **Lords** **Mount**

(50 Max) (25 Least) (25 Max) (50 Max) (50 Max) (0 NoLimit)

Lords



LORD OF CHAOS #1

Lord of Chaos - Standard - Infantry - 20x20

285 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Lord of Chaos	4	8	3	5	5	3	7	5	9	Infantry
Model Rules	Mark of True Chaos • Gaze of the Gods • Inspire Greatness • Plate Armour									

Options | Change • Blade of Strife • Hardened Shield • Talisman of Greater Shielding x1 • Potion of Strength

Heroes



HARBINGER OF CHAOS - BSB

Harbinger of Chaos - BSB - Standard - Infantry - 20x20

195 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Harbinger of Chaos	4	7	3	5	4	2	6	4	8	Infantry
Model Rules	Mark of True Chaos • Gaze of the Gods • Inspire Greatness • Plate Armour									

Options | Wrath • Screaming Swords • Dragonscale Helm • Lucky Charm x1 • Ring of Fire



SORCERER #1

Sorcerer - Standard - Infantry - 20x20

165 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Sorcerer	4	5	3	4	4	2	4	2	8	Infantry
Model Rules	Mark of True Chaos • Gaze of the Gods • Plate Armour									

Options | Upgrade to Wizard level 2 • Razor Blade • Dueler's Shield • Dispel Scroll

Magic | Level 1 Wizard Apprentice . Generates spells from Paths of Magic that depends on the model's Mark of the Dark Gods.

Core



BARBARIANS #1

Barbarians x25 - Standard - Infantry - 20x20

1 530 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Barbarian	4	4	3	3	3	1	3	1	7	Infantry
Champion	4	5	4	3	3	1	3	2	7	Infantry
Model Rules	Mark of True Chaos • Light Armour									

Options | Lust • Flail • Champion • Musician • Standard Bearer



FALLEN #2
Fallen **x5** - Standard - Infantry - 20x20

85 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Fallen	6	4	-	4	4	1	4	D3	8	Infantry
Model Rules	Random Attacks (D3) • Immune to Psychology • Skirmishers • Frenzy • Mark of True Chaos • Plate Armour									



WASTELAND WARRIORS #1
Wasteland Warriors **x24** - Standard - Infantry - 20x20

1 457 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Wasteland Warriors	4	5	3	4	4	1	4	2	8	Infantry
Champion	4	6	4	4	4	1	4	3	8	Infantry
Model Rules	Mark of True Chaos • Plate Armour • Shield									

Options	Wrath • Halberd • Champion • Musician • Standard Bearer • Banner of Fury - Wrath only
Special	



CHOSEN #1
Chosen **x20** - Standard - Infantry - 20x20

1 565 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Chosen	4	6	3	4	4	1	5	2	8	Infantry
Champion	4	7	4	4	4	1	5	3	8	Infantry
Bonus Lust	+2	-	-	-	-	-	-	-	-	
Model Rules	Chosen of the Gods • Mark of True Chaos • Immune to Psychology • Plate Armour • Shield									
Model Rules (Bonus Lust)	Skirmish									

Options	Champion • Standard Bearer • Musician • Halberd • Change • Must take if Chosen of Change • Banner of Discipline • Hero's Sword (Heroes) - Characters only
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DRAGON CENTAURS #1
Dragon Centaurs **x3** - Standard - Infantry - 20x20

643 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Dragon Centaurs	7	4	2	5	5	4	2	3	8	Monstrous Beast
Model Rules	Stomp(2) • Mark of True Chaos • Lightning Rage • Light Armour • Innate Defence (5+)									

Options	Halberd • Musician
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HELL RIDERS #1
Hell Riders **x5** - Standard - Infantry - 20x20

75 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Riders	4	4	4	3	3	1	5	1	7	Cavalry
Steed of Lust	10	3	-	3	3	1	5	1	7	
Model Rules	Fast Cavalry • Hellish Whip • Mount's Protection (6+) • Light Lance • Shield									
Model Rules (Riders)	Mark of Lust • Lightning Reflexes									
Model Rules (Steed of Lust)	Poisoned Attacks									



HELL RIDERS #1

Hell Riders x5 - Standard - Infantry - 20x20

75 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Riders	4	4	4	3	3	1	5	1	7	Cavalry
Steed of Lust	10	3	-	3	3	1	5	1	7	
Model Rules	Fast Cavalry • Hellish Whip • Mount's Protection (6+) • Light Lance • Shield									
Model Rules (Riders)	Mark of Lust • Lightning Reflexes									
Model Rules (Steed of Lust)	Poisoned Attacks									

Rare



ELDER DRAGON CENTAUR #1

Elder Dragon Centaur - Standard - Infantry - 20x20

270 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Elder Dragon Centaur	7	6	3	6	6	6	4	5	9	Monster
Model Rules	Lightning Rage • Swiftstride • Immune to Psychology • Innate Defence (4+)									

Options	May take Light Armour • Halberd
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HELLSCREAM CANNON #1

Hellscream Cannon - Standard - Infantry - 20x20

190 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Hellscream Cannon	4	4	3	5	6	5	1	4	7	Monster
Model Rules	Frenzy • Otherworldly • Daemonic Instability • Stubborn • Innate Defence (5+)									

Magics

Magic items

Hero's Sword (Heroes) - Characters only:

Dragonscale Helm:

Lucky Charm:

Ring of Fire:

Screaming Swords:

Blade of Strife:

Hardened Shield:

Potion of Strength:

Talisman of Greater Shielding:

Dispel Scroll:

Dueler's Shield:

Razor Blade:

Magic banners

Banner of Discipline:

Banner of Fury - Wrath only:

Model Rules

Chosen of the Gods:

Daemonic Instability:

Fast Cavalry:

Fear:

Frenzy:

Gaze of the Gods:

Hellish Whip:

Immune to Psychology:

Innate Defence (4+):

Innate Defence (5+):

Inspire Greatness:

Light Armour:

Light Lance:

Lightning Rage:

Lightning Reflexes:

Mark of Lust:

Mark of True Chaos:

Mount's Protection (6+):

Otherworldly:

Plate Armour:

Poisoned Attacks:

Random Attacks (D3):

Shield:

Skirmish:

Skirmishers:

Stomp(2):

Stubborn:

Swiftstride:

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.

Barbarians #1	Chosen #1	Dragon Centaur #1	Elder Dragon Centaur #1	Fallen #2	Harbinger of Chaos - BSB	Hell Riders #1	Hell Riders #1	Hellscream Cannon #1	Lord of Chaos #1	Sorcerer #1	Wasteland Warriors #1