



WARRIORS OF THE DARK GODS

TORNEO 1 - 6 748 POINTS



342 pts (5.00 %) 2975 pts (44.00 %) 451 pts (7.00 %) 2425 pts (36.00 %) 555 pts (8.00 %) 270 pts (4.00 %)

Heroes (50 Max) **Core** (25 Least) **Rare** (25 Max) **Special** (50 Max) **Lords** (50 Max) **Mount** (0 NoLimit)

Lords



LORD OF CHAOS #1

Lord of Chaos - Standard - Infantry - 20x20

555 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
Wasteland Dragon	6	5	1	6	6	6	3	6	9	Monster
Model Rules	Mark of True Chaos • Gaze of the Gods • Inspire Greatness • Plate Armour									
Model Rules (Wasteland Dragon)	Breath Weapon (Strength 4, Flaming Attacks) • Breath Weapon (Strength 3, Armour Piercing (3)) • Fly (7) • Innate defence (3+)									
Model Rules (Wasteland Dragon)	Breath Weapon (Strength 4, Flaming Attacks) • Breath Weapon (Strength 3, Armour Piercing (3)) • Fly (7) • Innate defence (3+)									

Options | Wrath • Mount : Wasteland Dragon (one of a kind) • Blade of Strife • Glittering Cuirass • Potion of Strength

Heroes



BARBARIAN CHIEF #1

Barbarian Chief - Standard - Infantry - 20x20

132 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Osklander Jarl	4	5	4	4	4	2	5	3	8	Infantry
Model Rules	Inspire Barbarians • Mark of True Chaos • Light Armour									
Model Rules (Osklander Jarl)	Ambush • Vanguard • Vanguard • Ambush									

Options | May upgrade to Osklander Jarl • Shield • Heavy Armour • May take Throwing Weapons • Crown of Scorn



HARBINGER OF CHAOS - BSB

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

210 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 | Shield • Pestilence • Holy Icon • Sword of Skill • Hardened Shield

Core



BARBARIANS #1


Barbarians x20 - Standard - Infantry - 20x20

1 525 POINTS



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


Options	Pestilence • Shield • Throwing Weapons • Musician • Standard Bearer • Banner of Filth - Pestilence only
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WARHOUNDS #1

Warhounds **x5** - Standard - Infantry - 20x20

45 POINTS




Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Warhounds	7	4	-	3	3	1	3	1	5	War Beast
Model Rules	Insignificant • Poisoned Attacks • Vanguard									




WARHOUNDS #2

Warhounds **x5** - Standard - Infantry - 20x20

45 POINTS




Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Warhounds	7	4	-	3	3	1	3	1	5	War Beast
Model Rules	Insignificant • Poisoned Attacks • Vanguard									



WASTELAND WARRIORS #1

Wasteland Warriors **x20** - Standard - Infantry - 20x20


1 360 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
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Special



CHOSEN #1


Chosen **x20** - Standard - Infantry - 20x20

1 515 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 Pestilence	-	-	-	-	-	-	-	-	-	
Bonus Lust	+2	-	-	-	-	-	-	-	-	
Model Rules	Chosen of the Gods • Mark of True Chaos • Immune to Psychology • Plate Armour • Shield									
Model Rules (Bonus Pestilence)	Fear									
Model Rules (Bonus Lust)	Skirmish									


Options	Champion • Standard Bearer • Musician • Halberd • Pestilence • Banner of Discipline
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WASTELAND KNIGHTS #1

Wasteland Knights **x5** - Standard - Infantry - 20x20

910 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Riders	4	5	3	4	4	1	5	2	8	Cavalry
Wasteland Steed	8	3	-	4	3	1	3	1	5	
Model Rules	Fear • Mark of True Chaos • Mount's Protection (6+) • Barding • Plate Armour • Lance • Shield									

Options	Lust • Musician • Standard Bearer • Banner of Temptation - Lust only.
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Rare



CRUSHER KNIGHTS #1

Crusher Knights x3 - Standard - Infantry - 20x20

451 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Rider	4	5	3	4	4	1	5	2	8	Monstrous Cavalry
Crusher	7	5	-	5	4	3	2	3	7	
Model Rules	Fear • Mark of Wrath • Shields • Mount's Protection (6+) • Plate Armour									
Model Rules (Rider)	Chosen of the Gods									
Model Rules (Crusher)	Magical Attacks									

Options	Lances • Musician • Standard Bearer • Aether Icon
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Magics

Magic items

- Crown of Scorn:
- Hardened Shield:
- Sword of Skill:
- Blade of Strife:
- Glittering Cuirass:
- Potion of Strength:

Magic banners

- Banner of Filth - Pestilence only:
- Banner of Discipline:
- Aether Icon:
- Holy Icon:
- Banner of Temptation - Lust only.:

Model Rules

- Ambush:
- Barding:
- Chosen of the Gods:
- Fear:
- Frenzy:
- Gaze of the Gods:
- Immune to Psychology:
- Insignificant:
- Inspire Barbarians:
- Inspire Greatness:
- Lance:
- Light Armour:
- Magical Attacks:

Mark of True Chaos:

Mark of Wrath:

Mount's Protection (6+):

Plate Armour:

Poisoned Attacks:

Shield:

Shields:

Skirmish:

Thunderous Charge:

Vanguard:

Qr codes of your army

Your 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.

Barbarian Chief #1	Barbarians #1	Chosen #1	Crusher Knights #1	Harbinger of Chaos - BSB	Lord of Chaos #1	Warhounds #1	Warhounds #2	Wasteland Knights #1	Wasteland Warriors #1
