



210 pts (6.00 %) 1493 pts (45.00 %) 663 pts (20.00 %) 575 pts (17.00 %) 380 pts (11.00 %) 50 pts (2.00 %)
Heroes **Core** **Rare** **Special** **Lords** **Mount**
 (50 Max) (25 Least) (25 Max) (50 Max) (50 Max) (0 NoLimit)

Lords



SORCERER LORD #1

Sorcerer Lord - Standard - Infantry - 20x20

380 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Sorcerer Lord	4	5	3	4	4	3	5	3	8	Infantry
Disc of Change	1	3	-	4	4	1	4	3	7	War Beast
Model Rules	Mark of True Chaos • Gaze of the Gods • Plate Armour									
Model Rules (Disc of Change)	Fly (8) • Magical Attacks • Mount's Protection (6+)									
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Options	Change • Upgrade to Wizard level 4 • Mount : Disc of Change (Model with Mark of Change only) • Dragonscale Helm • Sprout of Rebirth x1
Magic	Level 3 Wizard Master . Generates spells from Paths of Magic that depends on the model's Mark of the Dark Gods.

Heroes



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	Pestilence • Banner of Filth - Pestilence only • Spear of Gagnir • Hardened Shield
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Core



BARBARIAN HORSEMEN #1

Barbarian Horsemen x8 - Standard - Infantry - 20x20

108 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Riders	4	4	3	3	3	1	3	1	7	Cavalry
Warhorse	8	3	3	3	3	1	3	1	5	
Model Rules	Fast Cavalry • Mount's Protection (6+) • Light Armour									
Model Rules (Riders)	Mark of True Chaos									



WASTELAND WARRIORS #1

Wasteland Warriors x20 - Standard - Infantry - 20x20


1 385 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 | Pestilence • Halberd • Champion • Musician • Standard Bearer • Banner of Courage


Special




WASTELAND CHARIOT #1

Wasteland Chariot - Standard - Infantry - 20x20

95 POINTS




Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Chariot	-	-	-	5	4	-	-	-	-	Chariot
Crew (2)	-	5	3	4	-	-	4	2	8	
Waste Steeds (2)	8	3	-	4	-	4	3	1	8	
Model Rules	Impact Hits (+1) • Mark of True Chaos • Halberd • Plate Armour									



WASTELAND TROLLS #1

Wasteland Trolls x6 - Standard - Infantry - 20x20


480 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Wasteland Trolls	6	3	1	5	4	3	1	3	4	Monstrous Infantry
Model Rules	Fear • Stupidity • Regeneration (4+) • Troll Belch									

Options | All models may take Paired Weapons • May take the Mark of Pestilence


Rare




CHIMERA #1

Chimera - Standard - Infantry - 20x20

230 POINTS




Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Chimera	6	4	-	6	5	4	3	7	5	Monster
Model Rules	Regeneration (5+) • Fly (8) • Innate Defence (4+)									



CRUSHER KNIGHTS #1

Crusher Knights x3 - Standard - Infantry - 20x20

433 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 | Daemon Weapons • Musician • Standard Bearer

Magics

- ### Magic items
- Hardened Shield:
 - Spear of Gagnir:
 - Dragonscale Helm:
 - Sprout of Rebirth:

Magic banners

Banner of Filth - Pestilence only:

Banner of Courage:

Model Rules

Chosen of the Gods:

Fast Cavalry:

Fear:

Fly (8):

Gaze of the Gods:

Halberd:

Impact Hits (+1):

Innate Defence (4+):

Inspire Greatness:

Light Armour:

Magical Attacks:

Mark of True Chaos:

Mark of Wrath:

Mount's Protection (6+):

Plate Armour:

Regeneration (4+):

Regeneration (5+):

Shield:

Shields:

Stupidity:

Troll Belch:

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.

Barbarian Horsemen #1	Chimera #1	Crusher Knights #1	Harbinger of Chaos - BSB	Sorcerer Lord #1	Wasteland Chariot #1	Wasteland Trolls #1	Wasteland Warriors #1
