



WARRIORS OF THE DARK GODS


HORDA NEGRA - 9 716 POINTS



692 pts (7.00 %) 4835 pts (50.00 %) 750 pts (8.00 %) 2429 pts (25.00 %) 1010 pts (10.00 %) 205 pts (2.00 %)


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

Lords




DAEMON PRINCE #1
Daemon Prince - Standard - Infantry - 20x20

590 POINTS




Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Daemon Prince	8	9	5	6	5	4	8	5	9	Monster
Model Rules	Daemon of True Chaos • Otherworldly • Daemonic Instability • Stubborn									

Options | Wrath • Level 4 (Wizard Master) • Plate Armour • Soul Feeder • Waste Hardened Skin • Daemonic Wings - models On Foot only • Tome of Arcane Lore (Lords)



SORCERER LORD #1
Sorcerer Lord - Standard - Infantry - 20x20

420 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+)									
Model Rules (Disc of Change)	Fly (8) • Magical Attacks • Mount's Protection (6+)									

Options | Change • Upgrade to Wizard level 4 • Mount : Disc of Change (Model with Mark of Change only) • Gemstone Amulet x1 • Crown of Scorn • Book of Arcane Power (Lords)

Magic | Level 3 Wizard Master . Generates spells from Paths of Magic that depends on the model's Mark of the Dark Gods.

Heroes




BARBARIAN CHIEF - BSB
Barbarian Chief - BSB - Standard - Infantry - 20x20

277 POINTS




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

Options | May upgrade to Osklander Jarl • May upgrade to Makhar Khan • May take Throwing Weapons • Wrath • Shield • Heavy Armour • Nine-Tailed Standard - Infantry only • Giant Sword (Heroes)



HARBINGER OF CHAOS - BSB
Harbinger of Chaos - BSB - Standard - Infantry - 20x20

310 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
Manticore	6	5	-	5	5	4	5	3	5	Monstrous Beast
Model Rules	Mark of True Chaos • Gaze of the Gods • Inspire Greatness • Plate Armour									
Model Rules (Manticore)	Large Target • Lethal Strike • Frenzy • Multiple Wounds (D3) • Fear • Fly (8)									
Model Rules (Manticore)	Large Target • Lethal Strike • Frenzy • Multiple Wounds (D3) • Fear • Fly (8)									

Options | Wrath • Mount : Manticore • Flaming Lance



WRATH PRIEST #1
Wrath Priest - Standard - Infantry - 20x20

105 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Wrath Priest	4	5	3	4	4	2	4	2	8	Infantry
Model Rules	Mark of Wrath • Inspire Greatness • Words of Scorn • Magic Resistance (2) • Plate Armour									

Options	Flail
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Core



BARBARIAN HORSEMEN #1
Barbarian Horsemen x5 - Standard - Infantry - 20x20

460 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Riders	4	4	3	3	3	1	3	1	7	Cavalry
Champion	4	5	4	3	3	1	3	2	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									

Options	Wrath • May replace Fast Cavalry special rule with Mount's Protection (5+) • Flail • Throwing Weapons • Champion • Musician • Standard Bearer • Banner of Fury - Wrath only
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BARBARIANS #1
Barbarians x80 - Standard - Infantry - 20x20

1 915 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	Wrath • Paired Weapons • Throwing Weapons • Champion • Musician • Standard Bearer • Banner of Fury - Wrath only
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FALLEN #1
Fallen x10 - Standard - Infantry - 20x20

530 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Fallen	6	4	-	4	4	1	4	D3	8	Infantry
Champion	6	5	-	4	4	1	4	D3+1	8	Infantry
Model Rules	Random Attacks (D3) • Immune to Psychology • Skirmishers • Frenzy • Mark of True Chaos • Plate Armour									

Options	Wrath • Champion
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WARHOUNDS #1
Warhounds x10 - Standard - Infantry - 20x20

265 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									

Options	Innate Defence (5+)
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WASTELAND WARRIORS #1
Wasteland Warriors x40 - Standard - Infantry - 20x20

1 665 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 • Paired Weapons • Champion • Musician • Standard Bearer • Banner of Fury - Wrath only
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Special



CHOSEN #1
Chosen x10 - Standard - Infantry - 20x20

1 415 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 • Shield • Halberd • Change • Must take if Chosen of Change • Banner of Transmutation - Change only • Gem of Fortune
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ONCE-CHOSEN #1
Once-Chosen x5 - Standard - Infantry - 20x20

570 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Once-Chosen	5	5	3	4	4	3	4	3	8	Monstrous Infantry
Champion	5	6	4	4	4	3	4	4	8	Monstrous Infantry
Bonus Wrath	-	-	-	-	-	-	-	-	-	
Bonus Pestilence	-	-	-	-	-	-	-	-	-	
Bonus Lust	+2	-	-	-	-	-	-	-	-	
Model Rules	Mark of True Chaos • Chosen of the Gods • Plate Armour									
Model Rules (Bonus Wrath)	Frenzy									
Model Rules (Bonus Pestilence)	Fear									
Model Rules (Bonus Lust)	Skirmishers									

Options	Shield • Halberd • Champion • Musician • Standard Bearer • Must take if Chosen of Change • Change • Banner of Discipline • Armour of Fortune
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WASTELAND TROLLS #1
Wasteland Trolls x6 - Standard - Infantry - 20x20

444 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
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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+)									



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+)									



HELLSCREAM CANNON #2

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+)									



WASTELAND GIANT #1

Wasteland Giant - Standard - Infantry - 20x20

140 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Wasteland Giant	6	3	-	6	5	6	3	Spe	10	Monster
Bonus Wrath	-	-	-	+1	-	-	-	-	-	
Bonus Pestilence	-	-	-	-	+1	-	-	-	-	
Bonus Lust	+2	-	-	-	-	-	-	-	-	
Model Rules	Mark of True Chaos • Stubborn • Immune to Psychology									

Options

Wrath

Magics

Magic items

Giant Sword (Heroes):

Gem of Fortune:

Tome of Arcane Lore (Lords):

Flaming Lance:

Armour of Fortune:

Book of Arcane Power (Lords):

Crown of Scorn:

Gemstone Amulet:

Magic banners

Nine-Tailed Standard - Infantry only:

Banner of Fury - Wrath only:

Banner of Transmutation - Change only:

Banner of Discipline:

Model Rules

Ambush:

Chosen of the Gods:

Daemon of True Chaos:

Daemonic Instability:

Fast Cavalry:

Fear:

Fly (8):

Frenzy:

Gaze of the Gods:

Immune to Psychology:

Innate Defence (4+):

Innate Defence (5+):

Insignificant:

Inspire Barbarians:

Inspire Greatness:

Light Armour:

Magic Resistance (2):

Mark of True Chaos:

Mark of Wrath:

Mount's Protection (6+):

Otherworldly:

Plate Armour:

Poisoned Attacks:

Random Attacks (D3):

Regeneration (4+):

Regeneration (5+):

Shield:

Skirmish:

Skirmishers:

Stubborn:

Stupidity:

Thunderous Charge:

Troll Belch:

Vanguard:

Words of Scorn:

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 Chief - BSB	Barbarian Horsemen #1	Barbarian Chieftain #1	Chosen #1	Daemon Prince #1	Fallen Chaos - BSB	Harbinger of Chaos	Hellscream Cannon #1	Hellscream Cannon #2	Once- Chosen #1	Sorcerer #1	Warrior #1	Wasteland Giant #1	Wasteland Trolls #1	Wasteland Warriors #1	Wrath Priest #1