



WARRIORS OF THE DARK GODS

CAV LIST - 4 940 POINTS



259 pts (5.00 %) 2245 pts (45.00 %) 0 pts (0.00 %) 1721 pts (35.00 %) 715 pts (14.00 %) 160 pts (3.00 %)

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

365 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 Chariot	-	-	-	5	5	4	-	-	-	Chariot
Crew (1)	-	5	3	4	-	-	4	2	8	
Waste steed (2)	8	3	-	4	-	-	3	1	-	
Model Rules	Mark of True Chaos • Gaze of the Gods • Inspire Greatness • Plate Armour									
Model Rules (Wasteland Chariot)	Impact Hits (+1) • Halberd • Mount's Protection (6+)									
Model Rules (Wasteland Chariot)	Impact Hits (+1) • Halberd • Mount's Protection (6+)									

Options	Wrath • Mount : Wasteland Chariot • May take Barding • Wasteland Raider (General Only) x1 • Burning Blade of Chaos • Hardened Shield • Talisman of Greater Shielding x1
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SORCERER LORD #1

Sorcerer Lord - Standard - Infantry - 20x20

350 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Sorcerer Lord	4	5	3	4	4	3	5	3	8	Infantry
Daemonic Steed	8	4	-	5	5	3	2	2	8	Monstrous Beast
Model Rules	Mark of True Chaos • Gaze of the Gods • Plate Armour									
Model Rules (Daemonic Steed)	Magical Attacks • Fear • Mount's Protection (6+)									
Model Rules (Daemonic Steed)	Magical Attacks • Fear • Mount's Protection (6+)									

Options	Upgrade to Wizard level 4 • Mount : Daemonic Steed • May take Barding • Talisman of Supreme Shielding x1
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 #1

Barbarian Chief - Standard - Infantry - 20x20

109 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Makhar Khan	4	5	4	4	4	2	5	3	8	Infantry
Warhorse	8	3	-	3	3	1	3	1	5	War Beast
Model Rules	Inspire Barbarians • Mark of True Chaos • Light Armour									
Model Rules (Makhar Khan)	Thunderous Charge • Thunderous Charge									
Model Rules (Warhorse)	Fast Cavalry • Mount's Protection (6+)									
Model Rules (Warhorse)	Fast Cavalry • Mount's Protection (6+)									

Options	May upgrade to Makhar Khan • Shield • Heavy Armour • Mount : Warhorse • May exchange Fast Cavalry for Mount's Protection (5+) • Flaming Lance • Talisman of Shielding x1
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SORCERER #1
Sorcerer - Standard - Infantry - 20x20

150 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Sorcerer	4	5	3	4	4	2	4	2	8	Infantry
Daemonic Steed	8	4	-	5	5	3	2	2	8	Monstrous Beast
Model Rules	Mark of True Chaos • Gaze of the Gods • Plate Armour									
Model Rules (Daemonic Steed)	Magical Attacks • Fear • Mount's Protection (6+)									
Model Rules (Daemonic Steed)	Magical Attacks • Fear • Mount's Protection (6+)									

Options	Mount : Daemonic Steed
Magic	Level 1 Wizard Apprentice . Generates spells from Paths of Magic that depends on the model's Mark of the Dark Gods.

Core



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

420 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									

Options	Lust • May replace Fast Cavalry special rule with Mount's Protection (5+) • Shield • Light Lance • Musician • Standard Bearer
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BARBARIAN HORSEMEN #2
Barbarian Horsemen x5 - Standard - Infantry - 20x20

420 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									

Options	Wrath • May replace Fast Cavalry special rule with Mount's Protection (5+) • Shield • Light Lance • Musician • Standard Bearer
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BARBARIAN HORSEMEN #3
Barbarian Horsemen x5 - Standard - Infantry - 20x20

420 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									

Options	Wrath • May replace Fast Cavalry special rule with Mount's Protection (5+) • Shield • Light Lance • Musician • Standard Bearer
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FALLEN #1
Fallen x5 - Standard - Infantry - 20x20

435 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									


Options	Wrath
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FALLEN #2


Fallen x5 - Standard - Infantry - 20x20

435 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									


Options	Wrath
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WASTELAND CHARIOT - WASTELAND RAIDERS #1

Wasteland Chariot - Wasteland Raiders - Standard - Infantry - 20x20


115 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									

Options	Pestilence
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Special



DRAGON CENTAURS #1

Dragon Centaurs x5 - Standard - Infantry - 20x20

801 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 • Standard Bearer
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WASTELAND KNIGHTS #1

Wasteland Knights x5 - Standard - Infantry - 20x20

920 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Riders	4	5	3	4	4	1	5	2	8	Cavalry
Champion	4	6	4	4	4	1	5	3	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 • Champion • Musician • Standard Bearer • Banner of Speed
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Magics

Magic items

Flaming Lance:

Talisman of Shielding:

Burning Blade of Chaos:

Hardened Shield:

Talisman of Greater Shielding:

Talisman of Supreme Shielding:

Magic banners

Banner of Speed:

Model Rules

Ambush:

Barding:

Fast Cavalry:

Fear:

Frenzy:

Gaze of the Gods:

Halberd:

Immune to Psychology:

Impact Hits (+1):

Innate Defence (5+):

Inspire Barbarians:

Inspire Greatness:

Lance:

Light Armour:

Lightning Rage:

Mark of True Chaos:

Mount's Protection (6+):

Plate Armour:

Random Attacks (D3):

Shield:

Skirmishers:

Stomp(2):

Thunderous Charge:

Vanguard:

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 #1	Barbarian Horsemen #1	Barbarian Horsemen #2	Barbarian Horsemen #3	Dragon Centaur #1	Fallen #1	Fallen #2	Lord of Chaos	Sorcer #1	Sorcer #1	Wasteland Chariot - Raiders #1	Wasteland Knights #1