



# WARRIORS OF THE DARK GODS

## 1 - 6 020 POINTS



225 pts (4.00 %) 2845 pts (47.00 %) 200 pts (3.00 %) 2285 pts (38.00 %) 465 pts (8.00 %) 0 pts (0.00 %)

**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

465 POINTS



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

#### Options

Lust • Level 4 (Wizard Master) • Plate Armour

### Heroes



#### HARBINGER OF CHAOS #1

Harbinger of Chaos - Standard - Infantry - 20x20

135 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
<b>Model Rules</b>	Mark of True Chaos • Gaze of the Gods • Inspire Greatness • Plate Armour									

#### Options

Pestilence • Paired Weapons



#### SORCERER #1

Sorcerer - Standard - Infantry - 20x20

90 POINTS



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

#### 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
Champion	4	5	4	3	3	1	3	2	7	Cavalry
Warhorse	8	3	3	3	3	1	3	1	5	
<b>Model Rules</b>	Fast Cavalry • Mount's Protection (6+) • Light Armour									
<b>Model Rules (Riders)</b>	Mark of True Chaos									

#### Options

Wrath • Shield • Champion • Musician • Standard Bearer



**WARHOUNDS #1**  
Warhounds **x10** - Standard - Infantry - 20x20

**65 POINTS**



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



**WASTELAND WARRIORS PAIRED WEAP**  
Wasteland Warriors **x12** - Standard - Infantry - 20x20

**1 168 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
<b>Model Rules</b>	Mark of True Chaos • Plate Armour • Shield									

<b>Options</b>	Paired Weapons • Champion • Musician • Standard Bearer
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**WASTELAND WARRIORS #2**  
Wasteland Warriors **x12** - Standard - Infantry - 20x20

**1 192 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
<b>Model Rules</b>	Mark of True Chaos • Plate Armour • Shield									

<b>Options</b>	Halberd • Champion • Musician • Standard Bearer
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**Special**



**ONCE-CHOSEN #1**  
Once-Chosen **x5** - Standard - Infantry - 20x20

**490 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	-	-	-	-	-	-	-	-	
<b>Model Rules</b>	Mark of True Chaos • Chosen of the Gods • Plate Armour									
<b>Model Rules (Bonus Wrath)</b>	Frenzy									
<b>Model Rules (Bonus Pestilence)</b>	Fear									
<b>Model Rules (Bonus Lust)</b>	Skirmishers									

<b>Options</b>	Halberd • Champion • Musician • Standard Bearer • Pestilence • Banner of Filth - Pestilence only
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**WASTELAND KNIGHTS #2**  
Wasteland Knights **x5** - Standard - Infantry - 20x20

**895 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	
<b>Model Rules</b>	Fear • Mark of True Chaos • Mount's Protection (6+) • Barding • Plate Armour • Lance • Shield									

<b>Options</b>	Wrath • Champion • Musician • Standard Bearer
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**WASTELAND KNIGHTS #1**  
Wasteland Knights x5 - Standard - Infantry - 20x20

**900 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	
<b>Model Rules</b>	Fear • Mark of True Chaos • Mount's Protection (6+) • Barding • Plate Armour • Lance • Shield									

<b>Options</b>	Pestilence • Champion • Musician • Standard Bearer
<b>Rare</b>	



**WASTELAND GIANT #1**  
Wasteland Giant - Standard - Infantry - 20x20

**200 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	-	-	-	-	-	-	-	-	
<b>Model Rules</b>	Mark of True Chaos • Stubborn • Immune to Psychology									

<b>Options</b>	Lust
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## Magics

### Magic banners

**Banner of Filth - Pestilence only:**

- ### Model Rules
- Barding:**
  - Chosen of the Gods:**
  - Daemon of True Chaos:**
  - Daemonic Instability:**
  - Fast Cavalry:**
  - Fear:**
  - Frenzy:**
  - Gaze of the Gods:**
  - Immune to Psychology:**
  - Insignificant:**
  - Inspire Greatness:**
  - Lance:**
  - Light Armour:**
  - Mark of True Chaos:**
  - Mount's Protection (6+):**
  - Otherworldly:**
  - Plate Armour:**

Poisoned Attacks:

Shield:

Skirmishers:

Stubborn:

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 Horsemen #1	Daemon Prince #1	Harbinger of Chaos #1	Once- Chosen #1	Sorcere #1	Warhou #1	Wasteland Giant #1	Wasteland Knights #2	Wasteland Knights #1	Wasteland Warriors Paired Weap	Wasteland Warriors #2
