



WARRIORS OF THE DARK GODS

LIST WARRIORS OF THE DARK GODS - V1 #4 - 5 460 POINTS



420 pts (8.00 %) 3075 pts (56.00 %) 130 pts (2.00 %) 1160 pts (21.00 %) 675 pts (12.00 %) 105 pts (2.00 %)

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

300 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
Daemonic Steed	8	4	-	5	5	3	2	2	8	Monstrous Beast
Model Rules	Mark of True Chaos • Gaze of the Gods • Inspire Greatness • 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 • Burning Blade of Chaos • Hardened Shield • Dusk Stone x1



SORCERER LORD #1

Sorcerer Lord - Standard - Infantry - 20x20

375 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Sorcerer Lord	4	5	3	4	4	3	5	3	8	Infantry
Wasteland Steed	8	3	-	4	3	1	3	1	5	War Beast
Model Rules	Mark of True Chaos • Gaze of the Gods • Plate Armour									
Model Rules (Wasteland Steed)	Barding • Mount's Protection (6+)									
Model Rules (Wasteland Steed)	Barding • Mount's Protection (6+)									

Options Pestilence • Upgrade to Wizard level 4 • Mount : Wasteland Steed • Dueler's Shield • Talisman of Supreme Shielding x1 • Daemonic Idol

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

240 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
Pestilent Palanquin	4	3	3	3	3	3	3	6	7	Infantry
Model Rules	Mark of True Chaos • Gaze of the Gods • Inspire Greatness • Plate Armour									
Model Rules (Pestilent Palanquin)	Poisoned Attacks • Magical Attacks • Mount's Protection (6+)									
Model Rules (Pestilent Palanquin)	Poisoned Attacks • Magical Attacks • Mount's Protection (6+)									

Options Shield • Pestilence • Mount : Pestilent Palanquin (Model with Mark of Pestilence only) • Sword of Skill • Bluffer's Helm - cannot be taken by Large Targets



SORCERER #1
Sorcerer - Standard - Infantry - 20x20

180 POINTS



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

Options	Pestilence • Upgrade to Wizard level 2 • Gemstone Amulet x1 • Dispel Scroll
Magic	Level 1 Wizard Apprentice . Generates spells from Paths of Magic that depends on the model's Mark of the Dark Gods.

Core



BARBARIANS #1
Barbarians x40 - Standard - Infantry - 20x20

1 715 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	Pestilence • Flail • Champion • Musician • Standard Bearer • Banner of Filth - Pestilence only
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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	Pestilence • Great Weapon • Champion • Musician • Standard Bearer
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Special



WASTELAND KNIGHTS #1
Wasteland Knights x10 - Standard - Infantry - 20x20

1 160 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	Pestilence • All models may replace Lance with Daemon Weapons • Champion • Musician • Standard Bearer • Stalker's Standard
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Rare



BATTLE SHRINE #1

Battle Shrine - Standard - Infantry - 20x20

130 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Battle Shrine	-	-	-	5	5	5	-	-	-	Chariot
Shrine priest (1)	-	5	3	4	-	-	4	2	8	
Shrine Bearer (1)	6	3	3	4	-	-	2	3D3	-	
Model Rules	Ward Save (4+) • The Dark Gods Are Watching • Fear • Large Target • Heavy Armour • Mount's Protection (6+)									
Model Rules (Shrine Bearer (1))	Random Attack (3D3)									

Magics

Magic items

Bluffer's Helm - cannot be taken by Large Targets:

Sword of Skill:

Burning Blade of Chaos:

Dusk Stone:

Hardened Shield:

Dispel Scroll:

Gemstone Amulet:

Daemonid Idol:

Dueler's Shield:

Talisman of Supreme Shielding:

Magic banners

Banner of Filth - Pestilence only:

Stalker's Standard:

Model Rules

Barding:

Fear:

Gaze of the Gods:

Heavy Armour:

Inspire Greatness:

Lance:

Large Target:

Light Armour:

Mark of True Chaos:

Mount's Protection (6+):

Plate Armour:

Random Attack (3D3):

Shield:

The Dark Gods Are Watching:

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.

Barbarians #1	Battle Shrine #1	Harbinger of Chaos - BSB	Lord of Chaos #1	Sorcerer #1	Sorcerer Lord #1	Wasteland Knights #1	Wasteland Warriors #1
							