



# WARRIORS OF THE DARK GODS

## ESCARMOUCHE - 4 121 POINTS



430 pts (10.00 %) 3241 pts (79.00 %) 190 pts (5.00 %) 0 pts (0.00 %) 260 pts (6.00 %) 40 pts (1.00 %)

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

### Lords



**LORD OF CHAOS #1**  
 Lord of Chaos - Standard - Infantry - 20x20

**260 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
<b>Model Rules</b>	Mark of True Chaos • Gaze of the Gods • Inspire Greatness • Plate Armour									
<b>Model Rules (Daemonic Steed)</b>	Magical Attacks • Fear • Mount's Protection (6+)									
<b>Model Rules (Daemonic Steed)</b>	Magical Attacks • Fear • Mount's Protection (6+)									

**Options** | Mount : Daemonic Steed • May take Barding • Axe of Battle • Talisman of Greater Shielding x1

### Heroes



**BARBARIAN CHIEF #1**  
 Barbarian Chief - Standard - Infantry - 20x20

**140 POINTS**



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Osklander Jarl	4	5	4	4	4	2	5	3	8	Infantry
<b>Model Rules</b>	Inspire Barbarians • Mark of True Chaos • Light Armour									
<b>Model Rules (Osklander Jarl)</b>	Ambush • Vanguard • Vanguard • Ambush									

**Options** | May upgrade to Osklander Jarl • Wrath • Heavy Armour • Talisman of Greater Shielding x1



**PGB**  
 Harbinger of Chaos - BSB - Standard - Infantry - 20x20

**125 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									



**SORCIER DU CHANGEMENT**  
 Sorcerer - Standard - Infantry - 20x20

**165 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									

**Options** | Change • Upgrade to Wizard level 2 • Talisman of Greater Shielding x1

**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

**385 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	
<b>Model Rules</b>	Fast Cavalry • Mount's Protection (6+) • Light Armour									
<b>Model Rules (Riders)</b>	Mark of True Chaos									

<b>Options</b>	Throwing Weapons
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**EMBUSCADE**  
Barbarians **x20** - Standard - Infantry - 20x20

**1 495 POINTS**



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Barbarian	4	4	3	3	3	1	3	1	7	Infantry
<b>Model Rules</b>	Mark of True Chaos • Light Armour									

<b>Options</b>	Wrath • Flail • Standard Bearer • Banner of Speed
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**WARHOUNDS #1**  
Warhounds **x5** - Standard - Infantry - 20x20

**45 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									



**WARHOUNDS #2**  
Warhounds **x5** - Standard - Infantry - 20x20

**45 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									



**GUERRIERS DEUX ARMES DE KHORN**  
Wasteland Warriors **x16** - Standard - Infantry - 20x20

**1 271 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>	Wrath • Paired Weapons • Champion • Musician • Standard Bearer • Icon of the Relentless Company
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Rare



**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
<b>Model Rules</b>	Frenzy • Otherworldly • Daemonic Instability • Stubborn • Innate Defence (5+)									

### Magics

#### Magic items

**Talisman of Greater Shielding:**

**Axe of Battle:**

#### Magic banners

**Banner of Speed:**

**Icon of the Relentless Company:**

### Model Rules

**Ambush:**

**Daemonic Instability:**

**Fast Cavalry:**

**Frenzy:**

**Gaze of the Gods:**

**Innate Defence (5+):**

**Insignificant:**

**Inspire Barbarians:**

**Inspire Greatness:**

**Light Armour:**

**Mark of True Chaos:**

**Mount's Protection (6+):**

**Otherworldly:**

**Plate Armour:**

**Poisoned Attacks:**

**Shield:**

**Stubborn:**

**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	embuscade PGB	Hellscream Cannon #1	Lord of Chaos #1	sorcier du changement	Warhound #1	Warhounds #2	guerriers deux armes de khorn
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