



WARRIORS OF THE DARK GODS

CHAOS - 2 884 POINTS



359 pts (12.00 %) 1745 pts (61.00 %) 200 pts (7.00 %) 55 pts (2.00 %) 525 pts (18.00 %) 330 pts (11.00 %)

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

Lords



LORDISH

Lord of Chaos - Standard - Infantry - 20x20mm

525 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 Dragon	6	5	1	6	6	6	3	6	9	Monster
Model Rules	Mark of True Chaos • Gaze of the Gods • Inspire Greatness • Plate Armour									
Model Rules (Wasteland Dragon)	Breath Weapon (Strength 4, Flaming Attacks) • Breath Weapon (Strength 3, Armour Piercing (3)) • Fly (7) • Innate defence (3+)									
Model Rules (Wasteland Dragon)	Breath Weapon (Strength 4, Flaming Attacks) • Breath Weapon (Strength 3, Armour Piercing (3)) • Fly (7) • Innate defence (3+)									

Options | Shield • Mount : Wasteland Dragon (one of a kind) • Burning Blade of Chaos • Talisman of Greater Shielding x1

Heroes



BARBARIAN CHIEF #1

Barbarian Chief - Standard - Infantry - 20x20mm

139 POINTS



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

Options | May upgrade to Osklander Jarl • Great Weapon • Armour of Destiny



SORCERER #1

Sorcerer - Standard - Infantry - 20x20mm

220 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 | Upgrade to Wizard level 2 • Mount : Daemonic Steed • Lucky Shield • Wizard's Hood

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 **x50** - Standard - Infantry - 20x20mm

1 605 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	Paired Weapons • Champion • Musician • Standard Bearer • Banner of Speed
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WARHOUNDS #1
Warhounds **x5** - Standard - Infantry - 20x20mm

35 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									



WARHOUNDS #2
Warhounds **x5** - Standard - Infantry - 20x20mm

35 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									



WARHOUNDS #3
Warhounds **x5** - Standard - Infantry - 20x20mm

35 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									



WARHOUNDS #4
Warhounds **x5** - Standard - Infantry - 20x20mm

35 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									

Special



FALLEN BEAST #1
Fallen Beast - Standard - Infantry - 20x20mm

55 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Fallen Beast	3D6	3	-	4	5	3	2	D6+1	10	Monstrous Beast
Model Rules	Random Attacks (D6+1) • Wasteland Wanderer • Fear • Mark of True Chaos • Unbreakable • Random Movement (3D6)									

Rare



HELLSCREAM CANNON #1

Hellscream Cannon - Standard - Infantry - 20x20mm

200 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+)									

Magics

Magic items

Armour of Destiny:

Burning Blade of Chaos:

Talisman of Greater Shielding:

Lucky Shield:

Wizard's Hood:

Magic banners

Banner of Speed:

Model Rules

Ambush:

Daemonic Instability:

Fear:

Frenzy:

Gaze of the Gods:

Innate Defence (5+):

Insignificant:

Inspire Barbarians:

Inspire Greatness:

Light Armour:

Mark of True Chaos:

Otherworldly:

Plate Armour:

Poisoned Attacks:

Random Attacks (D6+1):

Random Movement (3D6):

Stubborn:

Thunderous Charge:

Unbreakable:

Vanguard:

Wasteland Wanderer:

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



Barbarians #1



Fallen Beast #1



Hellscream Cannon #1



Lordish



Sorcerer #1



Warhounds #1



Warhounds #2



Warhounds #3



Warhounds #4

