



WARRIORS OF THE DARK GODS

BLOQUES - 7 634 POINTS




350 pts (5.00 %) 3240 pts (42.00 %) 140 pts (2.00 %) 3619 pts (47.00 %) 285 pts (4.00 %) 0 pts (0.00 %)

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 - 20x20mm


285 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
Model Rules	Mark of True Chaos • Gaze of the Gods • Inspire Greatness • Plate Armour									

Options | Lust • Shield • Spear of Gagnir • Dragon Mantle - models on foot only • Talisman of Supreme Shielding x1


Heroes



HARBINGER OF CHAOS - BSB


Harbinger of Chaos - BSB - Standard - Infantry - 20x20mm

170 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
Model Rules	Mark of True Chaos • Gaze of the Gods • Inspire Greatness • Plate Armour									


Options | Shield • Dragonscale Helm • Dusk Stone x1



SORCERER #1

Sorcerer - Standard - Infantry - 20x20mm

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 | Change • Upgrade to Wizard level 2 • Hardened Shield • 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



BARBARIAN HORSEMEN #1

Barbarian Horsemen x5 - Standard - Infantry - 20x20mm

380 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 | Shield



BARBARIANS #1
Barbarians **x35** - Standard - Infantry - 20x20mm

1 565 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	Shield • Champion • Musician • Standard Bearer • Banner of Discipline
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WARHOUNDS #1
Warhounds **x5** - Standard - Infantry - 20x20mm

45 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									

Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Wasteland Warriors	4	5	3	4	4	1	4	2	8	Infantry
Model Rules	Mark of True Chaos • Plate Armour • Shield									

Options	Lust • Halberd • Standard Bearer • Icon of the Relentless Company
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Special



CHOSEN #2
Chosen **x10** - Standard - Infantry - 20x20mm

1 315 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Chosen	4	6	3	4	4	1	5	2	8	Infantry
Champion	4	7	4	4	4	1	5	3	8	Infantry
Bonus Lust	+2	-	-	-	-	-	-	-	-	
Model Rules	Chosen of the Gods • Mark of True Chaos • Immune to Psychology • Plate Armour • Shield									
Model Rules (Bonus Lust)	Skirmish									

Options	Champion • Standard Bearer • Halberd • Lust • Banner of Speed
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CHOSEN #1
Chosen **x20** - Standard - Infantry - 20x20mm

1 595 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Chosen	4	6	3	4	4	1	5	2	8	Infantry
Champion	4	7	4	4	4	1	5	3	8	Infantry
Bonus Lust	+2	-	-	-	-	-	-	-	-	
Model Rules	Chosen of the Gods • Mark of True Chaos • Immune to Psychology • Plate Armour • Shield									
Model Rules (Bonus Lust)	Skirmish									

Options	Champion • Standard Bearer • Musician • Halberd • Change • Must take if Chosen of Change • Nine-Tailed Standard - Infantry only • Beast-Bane Halberd
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Notes	escudos incluidos en coste inicial
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DRAGON CENTAURS #1
Dragon Centaurs **x3** - Standard - Infantry - 20x20mm

634 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	Paired Weapons • Standard Bearer
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HELL RIDERS #1
Hell Riders **x5** - Standard - Infantry - 20x20mm

75 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Riders	4	4	4	3	3	1	5	1	7	Cavalry
Steed of Lust	10	3	-	3	3	1	5	1	7	
Model Rules	Fast Cavalry • Hellish Whip • Mount's Protection (6+) • Light Lance • Shield									
Model Rules (Riders)	Mark of Lust • Lightning Reflexes									
Model Rules (Steed of Lust)	Poisoned Attacks									

Rare



BATTLE SHRINE #1
Battle Shrine - Standard - Infantry - 20x20mm

140 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)									

Options	Change
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Magics

Magic items

Beast-Bane Halberd:

Dragonscale Helm:

Dusk Stone:

Dragon Mantle - models on foot only:

Spear of Gagnir:

Talisman of Supreme Shielding:

Dispel Scroll:

Hardened Shield:

Magic banners

Banner of Discipline:

Banner of Speed:

Nine-Tailed Standard - Infantry only:

Icon of the Relentless Company:

Model Rules

Chosen of the Gods:

Fast Cavalry:

Fear:

Frenzy:

Gaze of the Gods:

Heavy Armour:

Hellish Whip:

Immune to Psychology:

Innate Defence (5+):

Insignificant:

Inspire Greatness:

Large Target:

Light Armour:

Light Lance:

Lightning Rage:

Lightning Reflexes:

Mark of Lust:

Mark of True Chaos:

Mount's Protection (6+):

Plate Armour:

Poisoned Attacks:

Random Attack (3D3):

Shield:

Skirmish:

Stomp(2):

The Dark Gods Are Watching:

Vanguard:

Ward Save (4+):

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



Barbarians #1



Battle Shrine #1



Chosen #2



Chosen #1



Dragon Centaurs #1



Harbinger of Chaos - BSB



Hell Riders #1



Lord of Chaos #1



Sorcerer #1



Warhounds #1



Wasteland Warriors #1

