



# WARRIORS OF THE DARK GODS

## THEY COME FROM THE NORTH - 3 858 POINTS



334 pts (9.00 %) 1953 pts (51.00 %) 280 pts (7.00 %) 931 pts (24.00 %) 360 pts (9.00 %) 90 pts (2.00 %)

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

### Lords



**KHARNATH SKULLTAKER**  
Lord of Chaos - Standard - Infantry - 20x20mm

**360 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 Chariot                      | -                                                                        | -  | -  | 5 | 5 | 4 | - | - | -  | Chariot  |
| Crew (1)                               | -                                                                        | 5  | 3  | 4 | - | - | 4 | 2 | 8  |          |
| Waste steed (2)                        | 8                                                                        | 3  | -  | 4 | - | - | 3 | 1 | -  |          |
| <b>Model Rules</b>                     | Mark of True Chaos • Gaze of the Gods • Inspire Greatness • Plate Armour |    |    |   |   |   |   |   |    |          |
| <b>Model Rules (Wasteland Chariot)</b> | Impact Hits (+1) • Halberd • Mount's Protection (6+)                     |    |    |   |   |   |   |   |    |          |
| <b>Model Rules (Wasteland Chariot)</b> | Impact Hits (+1) • Halberd • Mount's Protection (6+)                     |    |    |   |   |   |   |   |    |          |

**Options**

Wrath • Shield • Mount : Wasteland Chariot • Wasteland Raider (General Only) x2 • Spear of Gagnir • Bluffer's Helm - cannot be taken by Large Targets • Talisman of Greater Shielding x1

### Heroes



**BARBARIAN CHIEF #1**  
Barbarian Chief - Standard - Infantry - 20x20mm

**134 POINTS**



| Troops                           | M                                                      | WS | BS | S | T | W | I | A | Ld | Type      |
|----------------------------------|--------------------------------------------------------|----|----|---|---|---|---|---|----|-----------|
| Makhar Khan                      | 4                                                      | 5  | 4  | 4 | 4 | 2 | 5 | 3 | 8  | Infantry  |
| Warhorse                         | 8                                                      | 3  | -  | 3 | 3 | 1 | 3 | 1 | 5  | War Beast |
| <b>Model Rules</b>               | Inspire Barbarians • Mark of True Chaos • Light Armour |    |    |   |   |   |   |   |    |           |
| <b>Model Rules (Makhar Khan)</b> | Thunderous Charge • Thunderous Charge                  |    |    |   |   |   |   |   |    |           |
| <b>Model Rules (Warhorse)</b>    | Fast Cavalry • Mount's Protection (6+)                 |    |    |   |   |   |   |   |    |           |
| <b>Model Rules (Warhorse)</b>    | Fast Cavalry • Mount's Protection (6+)                 |    |    |   |   |   |   |   |    |           |

**Options**

May upgrade to Makhar Khan • Shield • Heavy Armour • Mount : Warhorse • Giant Sword (Heroes)



**SORCERER #1**  
Sorcerer - Standard - Infantry - 20x20mm

**200 POINTS**



| Troops                                 | M                                                    | WS | BS | S | T | W | I | A | Ld | Type     |
|----------------------------------------|------------------------------------------------------|----|----|---|---|---|---|---|----|----------|
| Sorcerer                               | 4                                                    | 5  | 3  | 4 | 4 | 2 | 4 | 2 | 8  | Infantry |
| Wasteland Chariot                      | -                                                    | -  | -  | 5 | 5 | 4 | - | - | -  | Chariot  |
| Crew (1)                               | -                                                    | 5  | 3  | 4 | - | - | 4 | 2 | 8  |          |
| Waste steed (2)                        | 8                                                    | 3  | -  | 4 | - | - | 3 | 1 | -  |          |
| <b>Model Rules</b>                     | Mark of True Chaos • Gaze of the Gods • Plate Armour |    |    |   |   |   |   |   |    |          |
| <b>Model Rules (Wasteland Chariot)</b> | Impact Hits (+1) • Halberd • Mount's Protection (6+) |    |    |   |   |   |   |   |    |          |
| <b>Model Rules (Wasteland Chariot)</b> | Impact Hits (+1) • Halberd • Mount's Protection (6+) |    |    |   |   |   |   |   |    |          |

**Options**

Upgrade to Wizard level 2 • Mount : Wasteland Chariot • Book of Arcane Power (Heroes)

**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 **x20** - Standard - Infantry - 20x20mm

**615** 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                                    |    |    |   |   |   |   |   |    |         |

|                |                                                                       |
|----------------|-----------------------------------------------------------------------|
| <b>Options</b> | Light Lance • Champion • Musician • Standard Bearer • Banner of Speed |
|----------------|-----------------------------------------------------------------------|



**FALLEN #1**  
Fallen **x12** - Standard - Infantry - 20x20mm

**564** POINTS



| Troops             | M                                                                                                     | WS | BS | S | T | W | I | A    | Ld | Type     |
|--------------------|-------------------------------------------------------------------------------------------------------|----|----|---|---|---|---|------|----|----------|
| Fallen             | 6                                                                                                     | 4  | -  | 4 | 4 | 1 | 4 | D3   | 8  | Infantry |
| Champion           | 6                                                                                                     | 5  | -  | 4 | 4 | 1 | 4 | D3+1 | 8  | Infantry |
| <b>Model Rules</b> | Random Attacks (D3) • Immune to Psychology • Skirmishers • Frenzy • Mark of True Chaos • Plate Armour |    |    |   |   |   |   |      |    |          |

|                |                  |
|----------------|------------------|
| <b>Options</b> | Wrath • Champion |
|----------------|------------------|



**FALLEN #2**  
Fallen **x12** - Standard - Infantry - 20x20mm

**564** POINTS



| Troops             | M                                                                                                     | WS | BS | S | T | W | I | A    | Ld | Type     |
|--------------------|-------------------------------------------------------------------------------------------------------|----|----|---|---|---|---|------|----|----------|
| Fallen             | 6                                                                                                     | 4  | -  | 4 | 4 | 1 | 4 | D3   | 8  | Infantry |
| Champion           | 6                                                                                                     | 5  | -  | 4 | 4 | 1 | 4 | D3+1 | 8  | Infantry |
| <b>Model Rules</b> | Random Attacks (D3) • Immune to Psychology • Skirmishers • Frenzy • Mark of True Chaos • Plate Armour |    |    |   |   |   |   |      |    |          |

|                |                  |
|----------------|------------------|
| <b>Options</b> | Wrath • Champion |
|----------------|------------------|



**WASTELAND CHARIOT - WASTELAND RAIDERS #1**  
Wasteland Chariot - Wasteland Raiders - Standard - Infantry - 20x20mm

**105** POINTS



| Troops             | M                                                              | WS | BS | S | T | W | I | A | Ld | Type    |
|--------------------|----------------------------------------------------------------|----|----|---|---|---|---|---|----|---------|
| Chariot            | -                                                              | -  | -  | 5 | 4 | - | - | - | -  | Chariot |
| Crew (2)           | -                                                              | 5  | 3  | 4 | - | - | 4 | 2 | 8  |         |
| Waste Steeds (2)   | 8                                                              | 3  | -  | 4 | - | 4 | 3 | 1 | 8  |         |
| <b>Model Rules</b> | Impact Hits (+1) • Mark of True Chaos • Halberd • Plate Armour |    |    |   |   |   |   |   |    |         |

|                |       |
|----------------|-------|
| <b>Options</b> | Wrath |
|----------------|-------|



**WASTELAND CHARIOT - WASTELAND RAIDERS #2**  
Wasteland Chariot - Wasteland Raiders - Standard - Infantry - 20x20mm

**105** POINTS



| Troops             | M                                                              | WS | BS | S | T | W | I | A | Ld | Type    |
|--------------------|----------------------------------------------------------------|----|----|---|---|---|---|---|----|---------|
| Chariot            | -                                                              | -  | -  | 5 | 4 | - | - | - | -  | Chariot |
| Crew (2)           | -                                                              | 5  | 3  | 4 | - | - | 4 | 2 | 8  |         |
| Waste Steeds (2)   | 8                                                              | 3  | -  | 4 | - | 4 | 3 | 1 | 8  |         |
| <b>Model Rules</b> | Impact Hits (+1) • Mark of True Chaos • Halberd • Plate Armour |    |    |   |   |   |   |   |    |         |

|                |       |
|----------------|-------|
| <b>Options</b> | Wrath |
|----------------|-------|

Special



**DRAGON CENTAURS #1**  
Dragon Centaurs x5 - Standard - Infantry - 20x20mm

801 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 |
| Champion           | 7                                                                                   | 5  | 3  | 5 | 5 | 4 | 2 | 4 | 8  | Monstrous Beast |
| <b>Model Rules</b> | Stomp(2) • Mark of True Chaos • Lightning Rage • Light Armour • Innate Defence (5+) |    |    |   |   |   |   |   |    |                 |

|                |                               |
|----------------|-------------------------------|
| <b>Options</b> | Halberd • Champion • Musician |
|----------------|-------------------------------|



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

65 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 |
| <b>Model Rules</b> | Random Attacks (D6+1) • Wasteland Wanderer • Fear • Mark of True Chaos • Unbreakable • Random Movement (3D6) |    |    |   |   |   |   |      |    |                 |



**FALLEN BEAST #2**  
Fallen Beast - Standard - Infantry - 20x20mm

65 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 |
| <b>Model Rules</b> | Random Attacks (D6+1) • Wasteland Wanderer • Fear • Mark of True Chaos • Unbreakable • Random Movement (3D6) |    |    |   |   |   |   |      |    |                 |

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 | -  |         |
| <b>Model Rules</b>                     | Ward Save (4+) • The Dark Gods Are Watching • Fear • Large Target • Heavy Armour • Mount's Protection (6+) |    |    |   |   |   |   |     |    |         |
| <b>Model Rules (Shrine Bearer (1))</b> | Random Attack (3D3)                                                                                        |    |    |   |   |   |   |     |    |         |

|                |       |
|----------------|-------|
| <b>Options</b> | Wrath |
|----------------|-------|



**WASTELAND GIANT #1**  
Wasteland Giant - Standard - Infantry - 20x20mm

140 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 |    |    |    |    |   |   |     |    |         |

## Magics

### Magic items

Giant Sword (Heroes):

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

Spear of Gagnir:

Talisman of Greater Shielding:

Book of Arcane Power (Heroes):

### Magic banners

Banner of Speed:

### Model Rules

Ambush:

Fast Cavalry:

Fear:

Frenzy:

Gaze of the Gods:

Halberd:

Heavy Armour:

Immune to Psychology:

Impact Hits (+1):

Innate Defence (5+):

Inspire Barbarians:

Inspire Greatness:

Large Target:

Light Armour:

Lightning Rage:

Mark of True Chaos:

Mount's Protection (6+):

Plate Armour:

Random Attack (3D3):

Random Attacks (D3):

Random Attacks (D6+1):

Random Movement (3D6):

Skirmishers:

Stomp(2):

Stubborn:

The Dark Gods Are Watching:

Thunderous Charge:

**Unbreakable:**

**Vanguard:**

**Ward Save (4+):**

**Wasteland Wanderer:**

## 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 Chief #1



Barbarian Horsemen #1



Battle Shrine #1



Dragon Centaurs #1



Fallen #1



Fallen #2



Fallen Beast #1



Fallen Beast #2



Kharnath Skulltaker



Sorcerer #1



Wasteland Chariot - Wasteland Raiders #1



Wasteland Chariot - Wasteland Raiders #2



Wasteland Giant #1

