



WARRIORS OF THE DARK GODS

2500 - 7 175 POINTS



160 pts (2.00 %) 5260 pts (73.00 %) 650 pts (9.00 %) 900 pts (13.00 %) 205 pts (3.00 %) 40 pts (1.00 %)

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 - 20x20mm

205 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

Shield • Mount : Daemonic Steed

Heroes



SORCERER #1

Sorcerer - Standard - Infantry - 20x20mm

160 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 • Screaming Swords • 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

80 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									



BARBARIANS #1


Barbarians x30 - Standard - Infantry - 20x20mm

1 510 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	Spear and Shield • Champion • Musician • Standard Bearer
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WASTELAND WARRIORS #2


Wasteland Warriors **x10** - Standard - Infantry - 20x20mm

1 150 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	Great Weapon • Champion • Musician • Standard Bearer
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WASTELAND WARRIORS #1


Wasteland Warriors **x20** - Standard - Infantry - 20x20mm

1 260 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	Champion • Musician • Standard Bearer
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WASTELAND WARRIORS #3

Wasteland Warriors **x20** - Standard - Infantry - 20x20mm


1 260 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	Champion • Musician • Standard Bearer
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Special



WASTELAND KNIGHTS #1

Wasteland Knights **x5** - Standard - Infantry - 20x20mm


900 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	All models may replace Lance with Daemon Weapons • Champion • Musician • Standard Bearer
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Rare



CHIMERA #1

Chimera - Standard - Infantry - 20x20mm

200 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Chimera	6	4	-	6	5	4	3	7	5	Monster
Model Rules	Regeneration (5+) • Fly (8) • Innate Defence (4+)									



HELLSCREAM CANNON #1
Hellscream Cannon - Standard - Infantry - 20x20mm

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
Model Rules	Frenzy • Otherworldly • Daemonic Instability • Stubborn • Innate Defence (5+)									



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

260 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	-	-	-	-	-	-	-	-	
Model Rules	Mark of True Chaos • Stubborn • Immune to Psychology									

Options	Champion • Change
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Magics

Magic items

Dispel Scroll:

Screaming Swords:

Model Rules

Barding:

Daemonic Instability:

Fast Cavalry:

Fear:

Fly (8):

Frenzy:

Gaze of the Gods:

Immune to Psychology:

Innate Defence (4+):

Innate Defence (5+):

Inspire Greatness:

Lance:

Light Armour:

Mark of True Chaos:

Mount's Protection (6+):

Otherworldly:

Plate Armour:

Regeneration (5+):

Shield:

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 Horsemen #1



Barbarians #1



Chimera #1



Hellscream Cannon #1



Lord of Chaos #1



Sorcerer #1



Wasteland Giant #1



Wasteland Knights #1



Wasteland Warriors #2



Wasteland Warriors #1



Wasteland Warriors #3

