



WARRIORS OF THE DARK GODS


MICHIGAN GT TRIAL - 6 700 POINTS



305 pts (5.00 %) 4720 pts (70.00 %) 190 pts (3.00 %) 1160 pts (17.00 %) 325 pts (5.00 %) 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 - 20x20mm


325 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
Crusher	7	5	-	5	4	3	2	3	7	Monstrous Beast
Model Rules	Mark of True Chaos • Gaze of the Gods • Inspire Greatness • Plate Armour									
Model Rules (Crusher)	Magical Attacks • Fear • Mount's Protection (6+)									
Model Rules (Crusher)	Magical Attacks • Fear • Mount's Protection (6+)									


Options | Wrath • Shield • Mount : Crusher (Model with Mark of Wrath only) • Skull Splitter • Talisman of Supreme Shielding x1

Heroes



SORCERER #2
 Sorcerer - Standard - Infantry - 20x20mm


140 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 | Upgrade to Wizard level 2 • Armour of Fortune

Magic | Level 1 Wizard Apprentice . Generates spells from Paths of Magic that depends on the model's Mark of the Dark Gods.



SORCERER #1
 Sorcerer - Standard - Infantry - 20x20mm

165 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 • 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 - 20x20mm

390 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 • Throwing Weapons
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BARBARIANS #1
Barbarians **x40** - Standard - Infantry - 20x20mm

1 600 POINTS



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

Options	Flail • Musician • Standard Bearer
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WASTELAND WARRIORS #1
Wasteland Warriors **x20** - Standard - Infantry - 20x20mm

1 345 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	Change • Halberd • Champion • Musician • Standard Bearer • Banner of Courage
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WASTELAND WARRIORS #2
Wasteland Warriors **x20** - Standard - Infantry - 20x20mm

1 385 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	Wrath • Halberd • Champion • Musician • Standard Bearer • Banner of Fury - Wrath only
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Special



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
Model Rules	Random Attacks (D6+1) • Wasteland Wanderer • Fear • Mark of True Chaos • Unbreakable • Random Movement (3D6)									



WASTELAND CHARIOT #1

Wasteland Chariot - Standard - Infantry - 20x20mm

95 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	
Model Rules	Impact Hits (+1) • Mark of True Chaos • Halberd • Plate Armour									



WASTELAND CHARIOT #2

Wasteland Chariot - Standard - Infantry - 20x20mm

95 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	
Model Rules	Impact Hits (+1) • Mark of True Chaos • Halberd • Plate Armour									



WASTELAND KNIGHTS #1

Wasteland Knights x5 - Standard - Infantry - 20x20mm

905 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Riders	4	5	3	4	4	1	5	2	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 • Standard Bearer • Banner of Speed

Rare



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+)									

Magics

Magic items

Skull Splitter:

Talisman of Supreme Shielding:

Armour of Fortune:

Talisman of Greater Shielding:

Magic banners

Banner of Speed:

Banner of Courage:

Model Rules

Barding:

Daemonic Instability:

Fast Cavalry:

Fear:

Frenzy:

Gaze of the Gods:

Halberd:

Impact Hits (+1):

Innate Defence (5+):

Inspire Greatness:

Lance:

Light Armour:

Mark of True Chaos:

Mount's Protection (6+):

Otherworldly:

Plate Armour:

Random Attacks (D6+1):

Random Movement (3D6):

Shield:

Stubborn:

Unbreakable:

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 Horsemen #1



Barbarians #1



Fallen Beast #1



Hellscream Cannon #1



Lord of Chaos #1



Sorcerer #2



Sorcerer #1



Wasteland Chariot #1



Wasteland Chariot #2



Wasteland Knights #1



Wasteland Warriors #1



Wasteland Warriors #2

