



WARRIORS OF THE DARK GODS

PRINCES OF DEBAUCHERY - 6 753 POINTS



125 pts (2.00 %) 3363 pts (50.00 %) 225 pts (3.00 %) 2415 pts (36.00 %) 625 pts (9.00 %) 320 pts (5.00 %)

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

Lords

SORCERER LORD #1
Sorcerer Lord - Standard - Infantry - 20x20mm

625 POINTS

Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Sorcerer Lord	4	5	3	4	4	3	5	3	8	Infantry
Wasteland Dragon	6	5	1	6	6	6	3	6	9	Monster
Model Rules	Mark of True Chaos • Gaze of the Gods • 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	Lust • Upgrade to Wizard level 4 • Mount : Wasteland Dragon (one of a kind) • Sword of Skill • Armour of Destiny
Magic	Level 3 Wizard Master . Generates spells from Paths of Magic that depends on the model's Mark of the Dark Gods.

Heroes

GOVERAX
Sorcerer - Standard - Infantry - 20x20mm

125 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	Lust • Upgrade to Wizard level 2
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 x10 - Standard - Infantry - 20x20mm

460 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	Lust • Musician
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BARBARIANS #1
Barbarians **x20** - Standard - Infantry - 20x20mm

1 475 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	Flail • Champion • Musician • Standard Bearer • Banner of Courage
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WARHOUNDS #1
Warhounds **x8** - Standard - Infantry - 20x20mm

253 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									

Options	Innate Defence (5+)
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WASTELAND WARRIORS #1
Wasteland Warriors **x10** - Standard - Infantry - 20x20mm

1 175 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	Lust • Paired Weapons • Champion • Musician • Standard Bearer • Banner of Temptation - Lust only.
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Special



CHOSEN #1
Chosen **x10** - Standard - Infantry - 20x20mm

1 280 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 • Shield • Lust
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WASTELAND KNIGHTS #1
Wasteland Knights **x10** - Standard - Infantry - 20x20mm

1 135 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	Lust • All models may replace Lance with Daemon Weapons • Champion • Musician • Standard Bearer • Banner of Fury - Wrath only
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Rare



CRUSHER KNIGHTS #1

Crusher Knights x3 - Standard - Infantry - 20x20mm

225 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Rider	4	5	3	4	4	1	5	2	8	Monstrous Cavalry
Crusher	7	5	-	5	4	3	2	3	7	
Model Rules	Fear • Mark of Wrath • Shields • Mount's Protection (6+) • Plate Armour									
Model Rules (Rider)	Chosen of the Gods									
Model Rules (Crusher)	Magical Attacks									

Magics

Magic items

Armour of Destiny:

Sword of Skill:

Magic banners

Banner of Courage:

Banner of Fury - Wrath only:

Banner of Temptation - Lust only.:

Model Rules

Barding:

Chosen of the Gods:

Fast Cavalry:

Fear:

Frenzy:

Gaze of the Gods:

Immune to Psychology:

Insignificant:

Lance:

Light Armour:

Magical Attacks:

Mark of True Chaos:

Mark of Wrath:

Mount's Protection (6+):

Plate Armour:

Poisoned Attacks:

Shield:

Shields:

Skirmish:

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



Chosen #1



Crusher Knights #1



Goverax



Sorcerer Lord #1



Warhounds #1



Wasteland Knights #1



Wasteland Warriors #1



