



464 pts (15.00 %) 320 pts (11.00 %) 570 pts (19.00 %) 0 pts (0.00 %)
Characters **Special** **Core** **Empowered**
 (25 Max) (0 NoLimit) (20 Least) (35 Max)

Characters



ANOINTED - HARBINGER OF CHAOS #1
 Anointed - Harbinger of Chaos - Standard - Infantry - 50x100mm

280 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Anointed - Harbinger of Chaos	4	7	3	5	4	3	6	4	8	Infantry
Model Rules	Mark of True Chaos • Gaze of the Gods • Plate Armor									

Options	May take a Shield • Banner of Filth
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BARBARIAN CHIEF #1
 Barbarian Chief - Standard - Infantry - 50x100mm

184 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Barbarian Chief	4	5	4	4	4	3	5	3	8	Infantry
WarHorse	8	3	-	3	3	1	3	1	5	War Beast
Model Rules	Mark of True Chaos • Inspire Barbarians • Light Armour									
Model Rules (WarHorse)	Mount's Protection (5+)									

Options	Shield • Paired Weapons • Blessed Sword
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Core

Core

LES BARBARES DE WUILFRIEG
 Barbarians x20 - Standard - Infantry - 50x100mm

240 POINTS



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

Options	Shield • Champion • Musician • Standard Bearer
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Core

WASTELAND WARRIORS #1
 Wasteland Warriors x10 - Standard - Infantry - 50x100mm

330 POINTS



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 • Scoring • Plate Armor • Shield									

Options	Paired Weapons • Champion • Musician • Standard Bearer • War Standard
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Special

WARHOUNDS #1
Warhounds x5 - Standard - Infantry - 50x100mm

100 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	Innate Defense (5+) • Insignificant • Vanguard • Poisoned Attacks									

WASTELAND CHARIOT - PAIR OF WASTE STEEDS #1
Wasteland Chariot - Pair of Waste Steeds - Standard - Infantry - 50x100mm

220 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Chariot	-	-	-	5	5	-	-	-	-	Chariot
Warrior Crew (2)	-	5	3	4	-	-	4	2	8	
[Wasteland Steed (2)]	8	3	-	4	-	4	3	1	5	
[Mauler (1)]	7[6]	4	-	5	-	6	2	3	6	
Model Rules	Plate Armor • Mount's Protection (6+)									
Model Rules (Chariot)	Impact Hits (+1)									
Model Rules (Warrior Crew (2))	Mark of True Chaos • Halberd									

Magics

Magic items

Blessed Sword: Type: Hand Weapon. Attacks made with this weapon gain Divine Attacks and may reroll failed to-wound rolls.

Magic banners

Banner of Filth: - Pestilence only.

Close Combat Attacks of all models in the bearer's unit gain Poisoned Attacks.

War Standard: The bearer's unit adds +1 to the Combat Score of any combat they are involved in.

Model Rules

Gaze of the Gods: A model with this rule cannot refuse a Challenge and must issue one if no other model does so. If a model with this rule kills an enemy Character in a Challenge or slays a Monster, then the model part with Gaze of the Gods may reroll all to-hit and to-wound rolls until the end of the current player's next Magic phase. If two or more models with this rule slay a Monster at the same Initiative, only one model (chosen by the owner) can benefit from Gaze of Gods.

Halberd:

Impact Hits (+1):

Innate Defense (5+):

Insignificant: Units consisting entirely of models with this special rule do not cause Panic Tests on friendly units without this special rule. Only Insignificant Characters can join units with Insignificant R&F models.

Inspire Barbarians: Barbarians and Barbarian Horsemen in the same unit as a Barbarian Chief gain Fight in Extra Ranks.

Light Armour:

Mark of True Chaos: Units with more than half of their models with the Mark of True Chaos may reroll failed Panic tests.

Mount's Protection (5+):

Mount's Protection (6+):

Paired Weapons:

Plate Armor:

Poisoned Attacks:

Scoring: Units with at least one model with the Scoring special rule are considered Scoring Units and are used for capturing Secondary Objectives. Every

army needs a few Scoring units to be able to complete Secondary Objectives, which is why units with the Scoring special rule are marked in the Armybooks with a special pennant icon:

The Scoring special rule can be lost during the game:

- One or more models in the unit are Light Troops.
- A unit that is Fleeing loses its Scoring special rule for as long as it is Fleeing.
- An Ambushing unit that entered the Battlefield on Game Turn 4 or later loses its Scoring Special rule.
- A unit that has performed a Post-Combat Reform loses its Scoring special rule until the end of the current Player Turn.

Shield:

Vanguard: After Deployment (including Scouts), units composed entirely of models with this special rule may perform a 12" move. The move is performed as if in the Remaining Moves subphase, including any actions and restrictions the unit would normally have in the Remaining Moves subphase (such as Wheeling, Reforming, joining units, leaving units and so on).

The 12" distance is used instead of the unit's Movement Characteristic and no March Moves are allowed. This move cannot be used to move within 12" of enemy units. This is decreased to 6" for enemy units which have either Scouted or

Vanguarded. Units that have moved in this way may not Declare Charges in the first Player Turn (if their side has the first turn). If both players have units with Vanguard, alternate moving units one at a time, starting with the player that finished deploying last. Instead of moving a unit, a player may declare to not move any more Vanguarding units.

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.

Anointed - Harbinger of Chaos #1



Barbarian Chief #1



Les barbares de wulfrieg



Warhounds #1



Wasteland Chariot - Pair of Waste Steeds
#1



Wasteland Warriors #1

