



WARRIORS OF THE DARK GODS

LIST WARRIORS OF THE DARK GODS - V1 #1 - 2 659 POINTS



305 pts (11.00%) 1419 pts (53.00%) 0 pts (0.00%) 935 pts (35.00%) 0 pts (0.00%) 25 pts (1.00%)

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

Heroes



HARBINGER OF CHAOS #1

Harbinger of Chaos - Standard - Infantry - 20x20mm

140 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Harbinger of Chaos	4	7	3	5	4	2	6	4	8	Infantry
Model Rules	Mark of True Chaos • Gaze of the Gods • Inspire Greatness • Plate Armour									

Options	Shield
Magic items	Dragon Mantle - models on foot only • Razor Blade • Dragonfire Gem



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
Wasteland Steed	8	3	-	4	3	1	3	1	5	War Beast
Model Rules	Mark of True Chaos • Gaze of the Gods • Plate Armour									
Model Rules (Wasteland Steed)	Barding • Mount's Protection (6+)									
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Options	Upgrade to Wizard level 2 • Mount : Wasteland Steed
Magic items	Hardened Shield • Talisman of Shielding • Tome of Arcane Lore (Heroes)
Magic	Level 1 Wizard Apprentice . Generates spells from Paths of Magic that depends on the model's Mark of the Dark Gods.

Core



WARHOUNDS #1

Warhounds x5 - Standard - Infantry - 20x20mm

45 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									



WARHOUNDS #2

Warhounds x5 - Standard - Infantry - 20x20mm

45 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									



WASTELAND CHARIOT - WASTELAND RAIDERS #1

Wasteland Chariot - Wasteland Raiders - 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 WARRIORS #1

Wasteland Warriors x18 - Standard - Infantry - 20x20mm

1 234 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

Special



FALLEN BEAST #1

Fallen Beast - Standard - Infantry - 20x20mm

75 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)									

Options

May replace True Chaos with another Mark of the Dark Gods • Pestilence



WASTELAND KNIGHTS #1

Wasteland Knights x5 - Standard - Infantry - 20x20mm

860 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

Musician

Magics

Magic items

Dragon Mantle - models on foot only:

Dragonfire Gem:

Hardened Shield:

Razor Blade:

Talisman of Shielding:

Tome of Arcane Lore (Heroes):

Model Rules

Barding:

Fear:

Gaze of the Gods:

Halberd:

Impact Hits (+1):

Insignificant:

Inspire Greatness:

Lance:

Mark of True Chaos:

Mount's Protection (6+):

Plate Armour:

Poisoned Attacks:

Random Attacks (D6+1):

Random Movement (3D6):

Shield:

Unbreakable:

Vanguard:

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.

Fallen Beast #1



Harbinger of Chaos #1



Sorcerer #1



Warhounds #1



Warhounds #2



Wasteland Chariot - Wasteland Raiders #1



Wasteland Knights #1



Wasteland Warriors #1

