



WARRIORS OF THE DARK GODS

KHORNE 2000 - 5 589 POINTS



308 pts (6.00%) 3197 pts (57.00%) 0 pts (0.00%) 1774 pts (32.00%) 310 pts (6.00%) 40 pts (1.00%)

Heroes **Core** **Rare** **Special** **Lords** **Mount**

(50 Max) (25 Least) (25 Max) (50 Max) (50 Max) (0 NoLimit)

Lords



ARBAAL

Lord of Chaos - *Standard - Infantry - 20x20mm*

310 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	Wrath • Mount : Daemonic Steed • May take Barding
Magic items	Sword of Strength • Lucky Shield • Talisman of Supreme Shielding

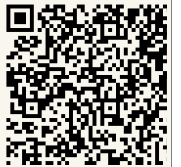
Heroes



ERIKK

Barbarian Chief - *Standard - Infantry - 20x20mm*

88 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Model Rules	Inspire Barbarians • Mark of True Chaos • Light Armour									

Options	Wrath • Paired Weapons
Magic items	Gemstone Amulet



HARBINGER OF CHAOS - BSB

Harbinger of Chaos - BSB - *Standard - Infantry - 20x20mm*

220 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	Wrath
Magic items	Axe of Battle • Hardened Shield • Gemstone Amulet
Magic banners	Holy Icon (Banner Enchantment)

Core



CLANSMEN

Barbarians x19 - *Standard - Infantry - 20x20mm*

1 516 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	Wrath • Great Weapon • Champion • Musician • Standard Bearer
Magic banners	War Standard (Banner Enchantment)



WARDOGS


Warhounds x10 - Standard - Infantry - 20x20mm

265 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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THUNDERER


Wasteland Chariot - Wasteland Raiders - Standard - Infantry - 20x20mm

105 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									


Options	Wrath
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RED FURY

Wasteland Warriors x17 - Standard - Infantry - 20x20mm


1 311 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
Magic banners	Gleaming Icon (Banner Enchantment)


Special



MOUNTAINWRATH


Dragon Centaurs x4 - Standard - Infantry - 20x20mm

725 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Dragon Centaurs	7	4	2	5	5	4	2	3	8	Monstrous Beast
Champion	7	5	3	5	5	4	2	4	8	Monstrous Beast
Model Rules	Stomp(2) • Mark of True Chaos • Lightning Rage • Light Armour • Innate Defence (5+)									


Options	Paired Weapons • Champion • Musician • Standard Bearer
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SKYLLA

Fallen Beast - Standard - Infantry - 20x20mm

70 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 • Wrath
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SKULLCRUSHER

Wasteland Knights x6 - *Standard - Infantry - 20x20mm*

979 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	Wrath • All models may replace Lance with Daemon Weapons • Champion • Musician • Standard Bearer
Magic banners	Banner of Speed (Banner Enchantment)

Magics

Magic items

Axe of Battle:

Gemstone Amulet:

Hardened Shield:

Lucky Shield:

Sword of Strength:

Talisman of Supreme Shielding:

Magic banners

Banner of Speed:

Gleaming Icon:

Holy Icon:

War Standard:

Model Rules

Ambush:

Barding:

Fear:

Gaze of the Gods:

Halberd:

Impact Hits (+1):

Innate Defence (5+):

Insignificant:

Inspire Barbarians:

Inspire Greatness:

Lance:

Light Armour:

Lightning Rage:

Mark of True Chaos:

Mount's Protection (6+):

Plate Armour:

Poisoned Attacks:

Random Attacks (D6+1):

Random Movement (3D6):

Shield:

Stomp(2):

Thunderous Charge:

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.

Erikk



Clansmen



Mountainwrath



Skylla



Harbinger of Chaos - BSB



Arbaal



Wardogs



Thunderer



Skullcrusher



Red Fury

