



WARRIORS OF THE DARK GODS


PARTIE 2vs2 27 08 2016 - 3 472 POINTS



0 pts (0.00 %) 2672 pts (77.00 %) 200 pts (6.00 %) 175 pts (5.00 %) 425 pts (12.00 %) 0 pts (0.00 %)


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

Lords



SYTHAS LE DEMI DIEU
 Daemon Prince - Standard - Infantry - 20x20


425 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Daemon Prince	8	9	5	6	5	4	8	5	9	Monster
Model Rules	Daemon of True Chaos • Otherworldly • Daemonic Instability • Stubborn									


Options | Change • Plate Armour • Third Eye of Change - Change only (Models) • Daemonic Wings - models On Foot only • Sword of Skill • Dragonfire Gem x1

Core



LES PILLARDS DU NORD
 Barbarians x40 - Standard - Infantry - 20x20

1 610 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




LES FILS DE LA RAGE
 Fallen x8 - Standard - Infantry - 20x20

486 POINTS




Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Fallen	6	4	-	4	4	1	4	D3	8	Infantry
Model Rules	Random Attacks (D3) • Immune to Psychology • Skirmishers • Frenzy • Mark of True Chaos • Plate Armour									

Options | Wrath



FALLEN #2
 Fallen x8 - Standard - Infantry - 20x20

486 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Fallen	6	4	-	4	4	1	4	D3	8	Infantry
Model Rules	Random Attacks (D3) • Immune to Psychology • Skirmishers • Frenzy • Mark of True Chaos • Plate Armour									

Options | Wrath



WARHOUNDS #1
Warhounds x5 - Standard - Infantry - 20x20

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 - 20x20

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									

Special



BONGO
Mauler Chariot - Standard - Infantry - 20x20

175 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Chariot	-	-	-	5	5	-	-	-	-	Chariot
Crew (2)	-	5	3	4	-	-	4	2	8	
Mauler	6	4	-	5	-	6	2	3	6	
Model Rules	Fear • Impact Hits (+1) • Mark of True Chaos • Mount's Protection (6+) • Plate Armour									
Model Rules (Crew (2))	Halberds									
Model Rules (Mauler)	Grinding attacks (D3)									

Options Pestilence • May take Mount's Protection (5+)

Rare



MYRIAM
Chimera - Standard - Infantry - 20x20

200 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Chimera	6	4	-	6	5	4	3	7	5	Monster
Model Rules	Regeneration (5+) • Fly (8) • Innate Defence (4+)									

Magics

Magic items

Dragonfire Gem:

Sword of Skill:

Model Rules

Daemon of True Chaos:

Daemonic Instability:

Fear:

- Fly (8):**
- Frenzy:**
- Grinding attacks (D3):**
- Halberds:**
- Immune to Psychology:**
- Impact Hits (+1):**
- Innate Defence (4+):**
- Insignificant:**
- Light Armour:**
- Mark of True Chaos:**
- Mount's Protection (6+):**
- Otherworldly:**
- Plate Armour:**
- Poisoned Attacks:**
- Random Attacks (D3):**
- Regeneration (5+):**
- Skirmishers:**
- Stubborn:**
- Vanguard:**

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.

les pillards du nord



Myriam



Sythas le demi dieu



les fils de la rage



Fallen #2



Bongo



Warhounds #1



Warhounds #2

