



GUERRIERS DU CHAOS


TEST - 2 500 POINTS



340 pts (14.00 %) 160 pts (6.00 %) 833 pts (33.00 %) 1167 pts (47.00 %) 0 pts (0.00 %)


Lords (0 NoLimit)
 Hereos (0 NoLimit)
 Core (0 NoLimit)
 Special (0 NoLimit)
 Rare (0 NoLimit)

Lords




SEIGNEUR SORCIER DU CHAOS #1
 Seigneur Sorcier du Chaos - Standard - Infantry - 20x20

340 POINTS




Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Seigneur Sorcier du Chaos	4	5	3	4	4	3	5	3	8	Infantry
Model Rules	L'Oeil des Dieux • Wizard(Level 3) • Hand weapon • Armure du Chaos									
Options	Marque de Nurgle • Peau Ecailleuse • Familier du Chaos • Enchanted shield • Talisman of Preservation									

Hereos




HEROS EXALTE #1
 Héros Exalté - Standard - Infantry - 20x20

160 POINTS




Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Héros Exalté	4	7	3	5	4	2	6	4	8	Infantry
Model Rules	L'Oeil des Dieux • Hand weapon • Armure du Chaos									
Options	Marque de Khorne • Battle Standard Bearer • Biting Blade • Enchanted shield									

Core




CHIENS DU CHAOS #1
 Chiens du chaos x6 - Standard - Infantry - 20x20

48 POINTS




Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Chien du Chaos	7	4	0	3	3	1	3	1	5	War Beast
Options	Avant-garde									



CHIENS DU CHAOS #2
 Chiens du chaos x6 - Standard - Infantry - 20x20

48 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Chien du Chaos	7	4	0	3	3	1	3	1	5	War Beast
Options	Avant-garde									



MARAUDEURS DU CHAOS #1

Maraudeurs du Chaos **x34** - Standard - Infantry - 20x20

404 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Maraudeur du Chaos	4	4	3	3	3	1	4	1	7	Infantry
Chef maraudeur	4	4	3	3	3	1	4	2	7	Infantry
Model Rules	Hand weapon									
Model Rules (Chef maraudeur)	L'Oeil des Dieux									

Options	Champion • Musician • Standard Bearer • Marque de Khorne • Armes (un seul choix) • Great Weapon
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GUERRIERS DU CHAOS #1

Guerriers du Chaos **x16** - Standard - Infantry - 20x20

333 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Guerrier du Chaos	4	5	3	4	4	1	5	2	8	Infantry
Aspirant champion	4	5	3	4	4	1	5	3	8	Infantry
Model Rules	Hand weapon • Armure du Chaos									
Model Rules (Aspirant champion)	L'Oeil des Dieux									

Options	Champion • Musician • Standard Bearer • Marque de Khorne • Additional hand weapon • Standard of Discipline
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Special



CHEVALIERS DU CHAOS #1

Chevaliers du Chaos **x5** - Standard - Infantry - 20x20

230 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Chevalier du Chaos	4	5	3	4	4	1	5	2	8	Cavalry
Chevalier de la Ruine	4	5	3	4	4	1	5	3	8	Cavalry
Destrier du Chaos	8	3	0	4	3	1	3	1	5	
Model Rules	Fear • Hand weapon • Armure du Chaos • Shield • Caparaçon									
Model Rules (Chevalier de la Ruine)	L'Oeil des Dieux									

Options	Musician • Marque de Slaanesh • Armes ensorcelées
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CHEVALIERS DU CHAOS #2

Chevaliers du Chaos **x5** - Standard - Infantry - 20x20

230 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Chevalier du Chaos	4	5	3	4	4	1	5	2	8	Cavalry
Chevalier de la Ruine	4	5	3	4	4	1	5	3	8	Cavalry
Destrier du Chaos	8	3	0	4	3	1	3	1	5	
Model Rules	Fear • Hand weapon • Armure du Chaos • Shield • Caparaçon									
Model Rules (Chevalier de la Ruine)	L'Oeil des Dieux									

Options	Standard Bearer • Marque de Slaanesh • Armes ensorcelées
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ELUS #1
Elus **x29** - Standard - Infantry - 20x20

707 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Elu	4	6	3	4	4	1	5	2	8	Infantry
Champion élu	4	6	3	4	4	1	5	3	8	Infantry
Model Rules	Les récompenses du Chaos • Hand weapon • Armure du Chaos									
Model Rules (Champion élu)	L'Oeil des Dieux									

Options	Champion • Musician • Standard Bearer • Marque de Nurgle • Armes (un seul choix) • Halberd • Banner of Eternal Flame
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Magics

Magic items

Biting Blade: Close combat attacks made by the Biting Blade are Armour Piercing.

Enchanted shield: Shield. The bearer counts his armour save as being two points higher than normal, rather than the usual one point that a shield would normally grant.

Talisman of Preservation: The Talisman of Preservation grants the bearer a 4+ ward save.

Magic banners

Banner of Eternal Flame: Models in a unit with the Banner of Eternal Flame have Flaming Attacks.

Standard of Discipline: Models in a unit with the Standard of Discipline have +1 Leadership, but cannot use the General's Inspiring Presence special rule.

Model Rules

Armure du Chaos:

Caparaçon:

Fear:

Hand weapon:

L'Oeil des Dieux:

Les récompenses du Chaos:

Shield:

Wizard:

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.

Chiens du chaos #1	Chiens du chaos #2	Maraudeurs du Chaos #1	Chevaliers du Chaos #1	Chevaliers du Chaos #2	Elus #1	Héros Exalté #1	Seigneur Sorcier du Chaos #1	Guerriers du Chaos #1