



335 pts (17.00 %) 170 pts (9.00 %) 630 pts (32.00 %) 510 pts (26.00 %) 355 pts (18.00 %)
Lords **Hereos** **Core** **Special** **Rare**
 (0 NoLimit) (0 NoLimit) (0 NoLimit) (0 NoLimit) (0 NoLimit)

Lords



PROPHETE SORCIER #1

Prophète sorcier - Standard - Infantry - 20x20

335 POINTS



| Troops | M | WS | BS | S | T | W | I | A | Ld | Type |
|--------------------|---|----|----|---|---|---|---|---|----|----------|
| Prophète Sorcier | 3 | 5 | 4 | 4 | 5 | 3 | 2 | 3 | 10 | Infantry |
| Model Rules | Obstiné • Implacable • Méprisant • Forgeron-Démoniste • Malédiction du sorcier • Wizard(Level 3) • Armure d'obsidienne • Arme Sombreforge | | | | | | | | | |

Options

Talisman of Preservation • Dispell scroll

Hereos



CASTELLAN INFERNAL #1

Castellan Infernal - Standard - Infantry - 20x20

170 POINTS



| Troops | M | WS | BS | S | T | W | I | A | Ld | Type |
|--------------------|---|----|----|---|---|---|---|---|----|----------|
| Castellan Infernal | 3 | 6 | 4 | 4 | 5 | 2 | 3 | 3 | 9 | Infantry |
| Model Rules | Obstiné • Implacable • Méprisant • Stubborn • Armure d'obsidienne • Hand weapon | | | | | | | | | |

Options

Battle Standard Bearer • Enchanted shield • Crown of command

Core



GARDIENS INFERNAUX #1

Gardiens infernaux x15 - Standard - Infantry - 20x20

265 POINTS



| Troops | M | WS | BS | S | T | W | I | A | Ld | Type |
|--------------------|---|----|----|---|---|---|---|---|----|----------|
| Gardien Infernal | 3 | 5 | 3 | 4 | 4 | 1 | 2 | 1 | 9 | Infantry |
| Deathmask | 3 | 5 | 3 | 4 | 4 | 1 | 2 | 2 | 9 | Infantry |
| Model Rules | Obstiné • Implacable • Méprisant • Hand weapon • Armure d'obsidienne • Shield | | | | | | | | | |

Options

Musician • Glaive Ardent



GARDIENS INFERNAUX #2

Gardiens infernaux x24 - Standard - Infantry - 20x20

365 POINTS



| Troops | M | WS | BS | S | T | W | I | A | Ld | Type |
|--------------------|---|----|----|---|---|---|---|---|----|----------|
| Gardien Infernal | 3 | 5 | 3 | 4 | 4 | 1 | 2 | 1 | 9 | Infantry |
| Deathmask | 3 | 5 | 3 | 4 | 4 | 1 | 2 | 2 | 9 | Infantry |
| Model Rules | Obstiné • Implacable • Méprisant • Hand weapon • Armure d'obsidienne • Shield | | | | | | | | | |

Options

Musician • Standard Bearer • Champion • Razor Standard

Special



LANCE-ROQUETTES HURLEMORT #1

Lance-roquettes Hurlmort - Standard - Infantry - 20x20

100 POINTS



| Troops | M | WS | BS | S | T | W | I | A | Ld | Type |
|-----------------------|----------------------------------|----|----|---|---|---|---|---|----|-------------|
| Lance-Roquettes | - | - | - | - | 7 | 3 | - | - | - | War Machine |
| Servant Nain du Chaos | 3 | 4 | 3 | 3 | 4 | 1 | 2 | 1 | 9 | |
| Model Rules | Obstiné • Implacable • Méprisant | | | | | | | | | |



K'DAAI NE DU FEU #1

K'daai Né du Feu x3 - Standard - Infantry - 20x20

165 POINTS



| Troops | M | WS | BS | S | T | W | I | A | Ld | Type |
|------------------------|---|----|----|---|---|---|---|---|----|--------------------|
| K'daai Né du Feu | 6 | 4 | 2 | 5 | 4 | 2 | 4 | 3 | 7 | Monstrous Infantry |
| K'daai Bruleur d'Homme | 6 | 4 | 2 | 5 | 4 | 2 | 4 | 4 | 7 | Monstrous Infantry |
| Model Rules | Instable • Unbreakable • Fear • Flaming Attacks • Corps embrasé • Démon de Feu • Combustion ardente • Hand weapon | | | | | | | | | |



CENTAURES-TAUREAUX LACERATEURS #1

Centaures-taureaux lacérateurs x5 - Standard - Infantry - 20x20

245 POINTS



| Troops | M | WS | BS | S | T | W | I | A | Ld | Type |
|-----------------------------|--|----|----|---|---|---|---|---|----|-----------------|
| Centaure Taureau Lacerateur | 7 | 4 | 2 | 4 | 5 | 3 | 3 | 2 | 8 | Monstrous Beast |
| Ba'hal | 7 | 4 | 2 | 4 | 5 | 3 | 3 | 3 | 8 | Monstrous Beast |
| Model Rules | Scaly Skin(5+) • Méprisant • Fear • Hand weapon • Heavy armour | | | | | | | | | |

Options

Musician • Standard Bearer • Shield • Gleaming Pennant

Rare



CANON APOCALYPSE #1

Canon Apocalypse - Standard - Infantry - 20x20

205 POINTS



| Troops | M | WS | BS | S | T | W | I | A | Ld | Type |
|-----------------------|--|----|----|---|---|---|---|---|----|---------|
| Canon Apocalypse | 6 | 4 | 3 | 5 | 6 | 5 | 1 | 5 | 4 | Monster |
| Servant nain du chaos | 3 | 4 | 3 | 3 | 4 | 1 | 2 | 1 | 9 | |
| Model Rules | Terror • Large target • Unbreakable • Feu infernal • Déchaîné • Démon lié • Hand weapon • Heavy armour | | | | | | | | | |



CHEVAUCHEUR DE LOUPS HOBGOBLIN #1

Chevaucheur de loups Hobgoblin x5 - Standard - Infantry - 20x20

75 POINTS



| Troops | M | WS | BS | S | T | W | I | A | Ld | Type |
|-------------------------------|---|----|----|---|---|---|---|---|----|---------|
| Chevaucheur de loup Hobgoblin | 4 | 3 | 3 | 3 | 3 | 1 | 2 | 1 | 6 | Cavalry |
| Boss Loup | 4 | 3 | 3 | 3 | 3 | 1 | 3 | 2 | 6 | Cavalry |
| Loup géant | 9 | 3 | 0 | 3 | 3 | 1 | 3 | 1 | 3 | |
| Model Rules | Animosité des Hobgobelins • Fast Cavalry • Lâches Pillards • Hand weapon • Light armour | | | | | | | | | |

Options

Musician • Shield • Light spear



CHEVAUCHEUR DE LOUPS HOBGOBLIN #1

Chevaucheur de loups Hobgoblin x5 - Standard - Infantry - 20x20

75 POINTS



| Troops | M | WS | BS | S | T | W | I | A | Ld | Type |
|-------------------------------|---|----|----|---|---|---|---|---|----|---------|
| Chevaucheur de loup Hobgoblin | 4 | 3 | 3 | 3 | 3 | 1 | 2 | 1 | 6 | Cavalry |
| Boss Loup | 4 | 3 | 3 | 3 | 3 | 1 | 3 | 2 | 6 | Cavalry |
| Loup géant | 9 | 3 | 0 | 3 | 3 | 1 | 3 | 1 | 3 | |
| Model Rules | Animosité des Hobgobelins • Fast Cavalry • Lâches Pillards • Hand weapon • Light armour | | | | | | | | | |

| | |
|----------------|---------------------------------|
| Options | Musician • Shield • Light spear |
|----------------|---------------------------------|

Magics

Magic items

Crown of command: The bearer of the Crown of Command has the Stubborn special rule.

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.

Dispell scroll: One use only. When an enemy spell has been cast, a wizard who has a dispell scroll can read it instead of attempting to dispell the spell by using dispell dice. This automatically dispells the enemy spell; no dice roll is required. Note that even a dispell scroll will not help if the spell has been cast with irresistible force. Note also that a dispell scroll cannot be used to dispell spells that remain in play other than at the moment they are cast.

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

Magic banners

Gleaming Pennant: One use only. A unit with the Gleaming Pennant can re-roll its first failed Leadership test.

Razor Standard: Models in a unit with the Razor Standard have the Armour Piercing special rule.

Model Rules

Animosité des Hobgobelins:

Arme Sombreforge:

Armure d'obsidienne:

Combustion ardente:

Corps embrasé:

Déchainé:

Démon de Feu:

Démon lié:

Fast Cavalry:

Fear:

Feu infernal:

Flaming Attacks:

Forgeron-Démoniste:

Hand weapon:

Heavy armour:

Implacable:

Instable:

Lâches Pillards:

Large target:

Light armour:











Malédiction du sorcier:

Méprisant:

Obstiné:
Scaly Skin:
Shield:
Stubborn:
Terror:
Unbreakable:
Wizard:

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.

| | | | | | | | | | |
|--|---|---|---|--|--|---|---|---|---|
| Canon Apocalypse #1 | Chevaucheur de loups Hobgoblin #1 | Chevaucheur de loups Hobgoblin #1 | Lance-roquettes Hurlemort #1 | K'daai Né du Feu #1 | Centaures-taureaux lacérateurs #1 | Gardiens infernaux #1 | Gardiens infernaux #2 | Castellan Infernal #1 | Prophète sorcier #1 |
|  |  |  |  |  |  |  |  |  |  |