



GUERRIERS DU CHAOS

BEOWULF'S ARMY - 2 500 POINTS



340 pts (14.00 %) 160 pts (6.00 %) 1058 pts (42.00 %) 460 pts (18.00 %) 482 pts (19.00 %)

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

(0 NoLimit) (0 NoLimit) (0 NoLimit) (0 NoLimit) (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 • Charmed shield • Talisman of Preservation

Heroes



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



GUERRIERS DU CHAOS #1

Guerriers du Chaos x15 - Standard - Infantry - 20x20

315 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 • Banner of Swiftess



GUERRIERS DU CHAOS #2

Guerriers du Chaos x19 - Standard - Infantry - 20x20

401 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 Nurgle • Halberd • Banner of Eternal Flame



MARAUDEURS DU CHAOS #1

Maraudeurs du Chaos x24 - Standard - Infantry - 20x20

294 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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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
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Special



CHEVALIERS DU CHAOS #1

Chevaliers du Chaos x5 - Standard - Infantry - 20x20

235 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 Khorne • Armes ensorcelées
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CHEVALIERS DU CHAOS #2

Chevaliers du Chaos x5 - Standard - Infantry - 20x20

225 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 • Armes ensorcelées
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Rare



MASSACREURS DE KHORNE #1

Massacreurs de Khome x3 - Standard - Infantry - 20x20

241 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Massacreur	4	5	3	4	4	1	5	2	8	Monstrous Cavalry
Chasseur de crâne	4	5	3	4	4	1	5	3	8	Monstrous Cavalry
Juggernaut de Khome	7	5	0	5	4	3	2	3	7	
Model Rules	Marque de Khome • Monstre d'Airain • Fear • Hand weapon • Armure du Chaos • Shield									
Model Rules (Chasseur de crâne)	L'Oeil des Dieux									
Model Rules (Juggernaut de Khome)	Attaques Démoniaques • Charge Meurtriere									

Options	Standard Bearer • Spear
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MASSACREURS DE KHORNE #2

Massacreurs de Khome x3 - Standard - Infantry - 20x20

241 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Massacreur	4	5	3	4	4	1	5	2	8	Monstrous Cavalry
Chasseur de crâne	4	5	3	4	4	1	5	3	8	Monstrous Cavalry
Juggernaut de Khome	7	5	0	5	4	3	2	3	7	
Model Rules	Marque de Khome • Monstre d'Airain • Fear • Hand weapon • Armure du Chaos • Shield									
Model Rules (Chasseur de crâne)	L'Oeil des Dieux									
Model Rules (Juggernaut de Khome)	Attaques Démoniaques • Charge Meurtriere									

Options	Standard Bearer • Spear
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Magics

Magic items

Charmed shield: Shield. One use only. The first hit suffered by the bearer of the Charmed Shield is discounted on a roll of 2+.

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

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.

Magic banners

Banner of Swiftess: Models in a unit with the Banner of Swiftess have +1 to their Movement characteristic.

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

Model Rules

Armure du Chaos:

Attaques Démoniaques:

Caparaçon:

Charge Meurtriere:

Fear:

Hand weapon:

L'Oeil des Dieux:

Marque de Khome:

Monstre d'Airain:

Shield:

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.

Seigneur Sorcier du Chaos #1	Héros Exalté #1	Guerriers du Chaos #1	Guerriers du Chaos #2	Maraudeurs du Chaos #1	Chiens du chaos #1	Chevaliers du Chaos #1	Chevaliers du Chaos #2	Massacreurs de Khorne #1	Massacreurs de Khorne #2
									