



HOMMES-BETES

TEST - 2 000 POINTS



289 pts (14.00 %) 166 pts (8.00 %) 513 pts (26.00 %) 532 pts (27.00 %) 500 pts (25.00 %)

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

Lords



GRAND CHAMAN #1

Grand Chaman - Standard - Infantry - 20x20mm

289 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Grand Chaman	5	5	3	4	5	3	4	2	8	Infantry
Model Rules	Fureur Primitive • Wizard(Level 3) • Sceptre des Hardes									

Options	Additional hand weapon
Magic items	Talisman of Preservation • Dispell scroll • Peau Nouveuse

Hereos



CHEF HOMME-BETE #1

Chef Homme-Bête - Standard - Infantry - 20x20mm

166 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Chef Homme-Bête	5	5	3	4	5	2	4	3	8	Construction
Model Rules	Fureur Primitive • Fléau des Hommes • Hand weapon									

Options	Heavy armour • Shield • Battle Standard Bearer
Magic banners	Totem de Corrosion (Battle Standard Bearer)

Core



HARDE DE GORS #1

Harde de Gors x29 - Standard - Infantry - 20x20mm

257 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Gor	5	4	3	3	4	1	3	1	7	Infantry
Dépeceur	5	4	3	3	4	1	3	2	7	Infantry
Model Rules	Fureur Primitive • Ambushers • Hand weapon									

Options	Standard Bearer • Champion • Musician • Additional hand weapon
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PILLARDS UNGORS #1

Pillards Ungors x10 - Standard - Infantry - 20x20mm

33 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Pillard Ungor	5	3	3	3	3	1	3	1	6	Infantry
Pillard Demi-Corne	5	3	4	3	3	1	3	1	6	Infantry
Model Rules	Fureur Primitive • Ambushers • Skirmishers • Hand weapon • Arc Court									

Options	Musician
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PILLARDS UNGORS #1

Pillards Ungors x10 - Standard - Infantry - 20x20mm

30 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Pillard Ungor	5	3	3	3	3	1	3	1	6	Infantry
Pillard Demi-Corne	5	3	4	3	3	1	3	1	6	Infantry
Model Rules	Fureur Primitive • Ambushers • Skirmishers • Hand weapon • Arc Court									



PILLARDS UNGORS #1

Pillards Ungors x10 - Standard - Infantry - 20x20mm

33 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Pillard Ungor	5	3	3	3	3	1	3	1	6	Infantry
Pillard Demi-Corne	5	3	4	3	3	1	3	1	6	Infantry
Model Rules	Fureur Primitive • Ambushers • Skirmishers • Hand weapon • Arc Court									

Options

Musician



CHAR A SANGLEBOUCS #1

Char à Sangleboucs - Standard - Infantry - 20x20mm

80 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Char de Sangleboucs	-	-	-	5	4	4	-	-	-	Chariot
Bestigor	-	4	3	4	-	-	3	1	7	
Gor	-	4	3	3	-	-	3	1	7	
Sanglebouc	7	3	-	4	-	-	2	1	-	
Model Rules	Fureur Primitive • Char									
Model Rules (Bestigor)	Great Weapon									
Model Rules (Gor)	Light spear									



CHAR A SANGLEBOUCS #1

Char à Sangleboucs - Standard - Infantry - 20x20mm

80 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Char de Sangleboucs	-	-	-	5	4	4	-	-	-	Chariot
Bestigor	-	4	3	4	-	-	3	1	7	
Gor	-	4	3	3	-	-	3	1	7	
Sanglebouc	7	3	-	4	-	-	2	1	-	
Model Rules	Fureur Primitive • Char									
Model Rules (Bestigor)	Great Weapon									
Model Rules (Gor)	Light spear									

Special



HARDE DE BESTIGORS #1

Harde de Bestigors x25 - Standard - Infantry - 20x20mm

355 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Bestigor	5	4	3	4	4	1	3	1	7	Infantry
Empaleur	5	4	3	4	4	1	3	2	7	Infantry
Model Rules	Fureur Primitive • Profanateurs • Great Weapon • Heavy armour									

Options

Musician • Champion • Dons du Chaos • Standard Bearer



MINOTAURE #1

Minotaure x3 - Standard - Infantry - 20x20mm

177 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Minotaure	6	4	3	5	4	3	3	3	7	Monstrous Infantry
Encorneur	6	4	3	5	4	3	3	4	7	Monstrous Infantry
Model Rules	Soif de Sang • Fear • Impact Hits(1) • Hand weapon • Light armour									

Options	Additional hand weapon
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Rare



GHORGON #1

Ghorgon - Standard - Infantry - 20x20mm

275 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Ghorgon	7	4	0	6	6	6	3	6	10	Monster
Model Rules	Soif de Sang • Frenzy • Immune to Psychology • Large target • La Force de la Chair • Stubborn • Terror • Gobage • Membres-hachoirs									



GEANT #1

Géant - Standard - Infantry - 20x20mm

225 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Géant	6	3	3	6	5	6	3	spé	10	Monster
Model Rules	Fall Over • Immune to Psychology • Large target • Grande Foulé • Stubborn • Terror • Giant Special Attacks • Gros rocher, tronc d'arbre ou animaux mort									

Magics

Magic items

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.

Peau Nouveuse:

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

Magic banners

Totem de Corrosion:

Model Rules

Ambushers:

Arc Court:

Char:

Fall Over:

Fear:

Fléau des Hommes:

Frenzy:

Fureur Primitive:

Giant Special Attacks:

Gobage:

Grande Foulé:

Great Weapon:

Gros rocher, tronc d'arbre ou animaux mort:

Hand weapon:

Heavy armour:

Immune to Psychology:

Impact Hits:

La Force de la Chair:

Large target:

Light armour:

Light spear:

Membres-hachoirs:

Profanateurs:

Sceptre des Hardes:

Skirmishers:

Soif de Sang:

Stubborn:

Terror:

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.

Grand Chaman #1



Harde de Gors #1



Pillards Ungors #1



Pillards Ungors #1



Pillards Ungors #1



Char à Sangleboucs #1



Char à Sangleboucs #1



Harde de Bestigors #1



Ghorgon #1



Géant #1



Minotaure #1



Chef Homme-Bête #1

