

Istanor - The neverending night - FINAL BATTLE

TURN 1°- DEPLOY - aprox 6k pts

ALLIES



* WRAITHGATE 50pt

Swooping Hawks aspect warriors 350 pt
- 2 Swooping Hawk + exarch
- 6 Swooping Hawk

Infantry detachment 350 pt
- 1 commander
- 12 fanti
- 4 supporti di fuoco
- 1 hydra

Dark Reaper aspect warriors 400pt
- 1 dark reaper + autarch (*supreme commander*)
- 1 dark reaper + exarch
- 6 dark reaper

Eldar Guardian Warhost 150+50 = 200 pt
- 1 farseer
- 4 guardian
- 3 light cannon
- 3 heavy cannon

*** Mechanized Infantry detachment 400+50 = 450 pt**
- 1 commander
- 12 fanti
- 7 chimera
- 1 hydra

Eldar Guardian Warhost 150+150+50 = 350 pt
- 1 farseer
- 4 guardian
- 3 light cannon
- 3 heavy cannon
- 3 wraithguard

manticore 250 pt

5 FIGHTA BOMBER 250 pt

Tarantula light artillery = 250
- 6 tarantula

Mole mortar light artillery = 200
- 5 mole mortar

Rapier light artillery = 125
- 3 rapier

Night Spinner 175pt
- 3 night spinner

Eldar Guardian Warhost 150+200 = 350 pt
- 1 farseer
- 7 guardian
- 4 wave serpent

Windriders bike warhost 200pt **WEBWAY PORTAL**
- 5 bike
- 1 vyper

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2 Revenant Titan 650pt

IGNIS DIVINE

Warlord Titan 850pt + 100+50 = [1.000PT]

Legate 100pt (supreme commander): Defence Turret 15 cm Small Arms MW, Extra Attacks (+1)
Sacred Icon 50pt (inspiring)

ARM1: **Turbolaser Destructor** 60cm 4x AP5+ / AT3+

ARM2: **Apocalypse missile launcher**: 60cm / 3BP

CARAPACE1: **Volcano Cannon** 90cm MW2+ Titan Killer (D3)

CARAPACE2: **Plasma Destructor** 90cm 4xMW3+, Slow Firing

CHAOS HORDE



*** HQ Infantry detachment 350+100+100+50 = 600 pt (defence force)**
- 1 *supreme commander*
- 12 fanti
- 6 fanti
- 4 supporti di fuoco
- 2 sniper
- 1 hydra

*** Infantry detachment 250+50+100+100 = 500 pt (defence force)**
- 1 commander
- 12 fanti
- 6 fanti
- 4 supporti di fuoco
- 2 ogryns
- 1 hydra

Forlorn Hope Retinue 125 + 25 + 20 = 150pt (undevid)
- 4 choas marine
- 2 rhino 20pt

Sentinel Detachment 100 pt (defence/attack force)
4 sentinel

Zombie infestation 175pt (undevid)

bombards 250pt

*** artiller company 650 pt (attack force)**
- 9 basilisk
- 1 hydra

3 Hydra 150 pt

1 Death Wheel 275 pt (undevid)

GARGARISM

TRAITOR WARLORD BATTLE TITAN: (700++25+25+75+75+25+50) 975pt (NURGLE)
Dominant Princeps(commander, leader)

Rotting icons (inspiring) 50pt

ARM1: **Close Combat W.** (Arm Only) (Base Contact) Extra Attacks (+3) Titan Killer (D3)

ARM2: **terminus howitzer**: 60cm / 3BP+1 disrupt indirect fire

CARAPACE1: **Plasma Destructor** 90cm 4xMW3+, Slow Firing

CARAPACE2: **Morbus Cannon**: 90cm / MW 2+ / TKD3, indirect fire

Battle Tail: 75 cm / AF 4+ | AT 4+ AND Extra Att. C/C +1

DC attuali: 8

Terminator company 260+50+25+75 = 410 pt (teleport) - (KHORNE)
- 3 choas marine terminator
- 1 Daemon Prince 50pt
- daemon pact 25pt
- daemon focus
- 1 obliterator 75pt

5 LESSER DAEMON (designed for the bike assault undevid beast): 100pt

Stigmatus Covenant Coven: (200+25+150+50) 425 pt –summon (4d3+2) (NURGLE)
- 1 Demagogue *supreme commander*
- Chaos altar 150pt (augmenting summoning+2)
- 6 beastman
- 4 cultisti
- 1 cultista + icon bearer 50pt (Daemon Focus)
- Daemon pact 25pt

Daemon Pool:

7 Lesser Daemon 140 pt

1 Greater Daemon 100 pt

fanti scelti su vakyrie 350 pt (attack force)

CHAOS THUNDERHAWK 200pt

Mounted in

Black Legion raptor cult 280 pt (undevid)

- 7 choas marine assault raptor
- 1 chaos marine assault raptor + Lord