



396 pts (20.00 %) **Lords** (0 NoLimit)    636 pts (32.00 %) **Heroes** (0 NoLimit)    541 pts (27.00 %) **Core** (0 NoLimit)    426 pts (21.00 %) **Special** (0 NoLimit)    0 pts (0.00 %) **Rare** (0 NoLimit)

## Lords



**SEIGNEUR VAMPIRE #1**  
Seigneur Vampire - Standard - Infantry - 20x20

**396 POINTS**



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Seigneur Vampire	6	7	5	5	5	3	7	5	10	Infantry
<b>Model Rules</b>	Wizard(Level 1) • Soif Rouge • Mort-Vivant • Vampirique • Hand weapon									

**Options**

Wizard Level 2 • Heavy armour • Aura de Sombre Majesté • Mort Incarnée • Séduction • Invocation des Enfants de la Nuit • Fencer's Blades • Talisman of Endurance

## Heroes



**ROI REVENANT #1**  
Roi Revenant - Standard - Infantry - 20x20

**164 POINTS**



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Roi Revenant	4	4	0	4	5	3	4	3	9	Infantry
<b>Model Rules</b>	Killing Blow • Mort-Vivant • Hand weapon • Great Weapon									

**Options**

Shield • Battle Standard Bearer • Bannière des Tertres x1



**VAMPIRE #1**  
Vampire - Standard - Infantry - 20x20

**232 POINTS**



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Vampire	6	6	4	5	4	2	6	4	7	Infantry
<b>Model Rules</b>	Wizard(Level 1) • Mort-Vivant • Vampirique • Soif Rouge									

**Options**

Wizard Level 2 • Shield • Heavy armour • Séduction • Mort Incarnée • Sword of Anti-Heroes • Talisman of Protection • Ironcurse Icon



**BANSHEE #1**  
Banshee - Standard - Infantry - 20x20

**95 POINTS**



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Banshee	6	3	0	3	3	2	3	1	5	Infantry
<b>Model Rules</b>	Cri Funèbre • Éthéré • Mort-Vivant • Terror • Hand weapon									



**NECROMANCIEN #1**  
Nécromancien - Standard - Infantry - 20x20

145 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Nécromancien	4	3	3	3	3	2	3	1	7	Infantry
<b>Model Rules</b>	Wizard(Level 1)									

<b>Options</b>	Wizard Level 2 • Maître des Morts • Dispell scroll
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Core



**GUERRIERS SQUELETES #1**  
Guerriers Squelettes x38 - Standard - Infantry - 20x20

235 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Guerrier Squelette	4	2	2	3	3	1	2	1	3	Infantry
Champion Squelette	4	2	2	3	3	1	2	2	3	Infantry
<b>Model Rules</b>	Mort-Vivant • Hand weapon • Heavy armour • Shield									

<b>Options</b>	Champion • Musician • Standard Bearer • Spear • Banner of Swiftness
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**LOUPS FUNESTES #1**  
Loups Funestes x12 - Standard - Infantry - 20x20

106 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Loup Funeste	9	3	0	3	3	1	3	1	3	War Beast
Loup de Sang	9	3	0	3	3	1	3	2	3	War Beast
<b>Model Rules</b>	Mort-Vivant • Avant-garde • Charge Écumante									

<b>Options</b>	Champion
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**GOULES #1**  
Goules x19 - Standard - Infantry - 20x20

200 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Goule	4	3	0	3	4	1	3	2	5	Infantry
Nécrophage	4	3	0	3	4	1	3	3	5	Infantry
<b>Model Rules</b>	Poisoned Attacks • Mort-Vivant									

<b>Options</b>	Champion
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Special



**GARDES DES CRYPTES #1**  
Gardes des Cryptes x18 - Standard - Infantry - 20x20

291 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Garde des Cryptes	4	3	0	4	4	1	3	1	6	Infantry
Sénéchal	4	3	0	4	4	1	3	2	6	Infantry
<b>Model Rules</b>	Killing Blow • Mort-Vivant • Hand weapon • Heavy armour • Shield									

<b>Options</b>	Champion • Musician • Standard Bearer • Remplacer Bouclier par des armes lourdes • Razor Standard
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## NUÉES D'ESPRITS #1

Nuées d'Esprits x3 - Standard - Infantry - 20x20

135 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Nuée d'Esprits	6	3	0	3	3	4	1	4	4	Swarm
<b>Model Rules</b>	Éthéré • Mort-Vivant • Hand weapon									

### Magics

#### Magic items

**Fencer's Blades:** Paired weapons. The bearer has Weapon Skill 10.

**Talisman of Endurance:** The Talisman of Endurance grants the bearer a 5+ ward save.

**Ironcurse Icon:** The character (and any unit he is with) gain a 6+ ward save against war machine weapons.

**Sword of Anti-Hereos:** The bearer has +1 Strength and +1 Attack for every enemy character in base contact with him or his unit. These bonuses are calculated at the start of each round of close combat and last until its end.

**Talisman of Protection:** The Talisman of Protection grants the bearer a 6+ ward save.

**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.

#### Magic banners

**Bannière des Tertres:**

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

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

#### Model Rules

**Avant-garde:**

**Charge Écumante:**

**Cri Funèbre:**

**Éthéré:**

**Great Weapon:**

**Hand weapon:**

**Heavy armour:**

**Killing Blow:**

**Mort-Vivant:**

**Poisoned Attacks:**

**Shield:**

**Soif Rouge:**

**Terror:**

**Vampirique:**

**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.

Seigneur | Roi | Vampire | Banshee | Nécromancien | Guerriers | Loups | Goules #1 | Gardes des | Nuées

