



VAMPIRE COUNT

VAMPIRE - 725 POINTS



220 pts (22.00 %) 245 pts (25.00 %) 260 pts (26.00 %) 0 pts (0.00 %) 0 pts (0.00 %)

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

Lords



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

220 POINTS



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

Heroes



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

85 POINTS



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



NECROMANCIEN #1
Nécromancien - Standard - Infantry - 20x20

65 POINTS



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

Core



GUERRIERS SQUELETTES #1
Guerriers Squelettes x20 - Standard - Infantry - 20x20

130 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
Model Rules	Mort-Vivant • Hand weapon • Heavy armour • Shield									

Options Champion • Musician • Standard Bearer



GUERRIERS SQUELETTES #2

Guerriers Squelettes x20 - Standard - Infantry - 20x20

130 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
Model Rules	Mort-Vivant • Hand weapon • Heavy armour • Shield									

Options	Champion • Musician • Standard Bearer • Spear
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Magics

Model Rules

Great Weapon:

Hand weapon:

Heavy armour:

Killing Blow:

Mort-Vivant:

Shield:

Soif Rouge:

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 Vampire #1	Roi Revenant #1	Nécromancien #1	Guerriers Squelettes #1	Guerriers Squelettes #2