



VAMPIRE COUNT

STRYGES - 3 997 POINTS



1270 pts (32.00%) 495 pts (12.00%) 1011 pts (25.00%) 756 pts (19.00%) 465 pts (12.00%)

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

Lords



ROI GOULE #1

Roi Goule - Standard - Infantry - 20x20mm

405 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Roi Goule	6	6	3	5	5	3	8	5	9	Infantry
Model Rules	Wizard(Level 1) • Haine éternelle • Mort-Vivant • Regeneration(5+) • Soif Rouge • Vampirique • Hand weapon									

Options	Furie Rouge • Aura de Sombre Majesté • Séduction • Chevalier des Ténébres
Magic items	Ogre Blade • Dragonbane Gem



ROI GOULE #2

Roi Goule - Standard - Infantry - 20x20mm

625 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Roi Goule	6	6	3	5	5	3	8	5	9	Infantry
Terreurgeist	6	3	0	5	6	6	3	4	4	Monster
Model Rules	Wizard(Level 1) • Haine éternelle • Mort-Vivant • Regeneration(5+) • Soif Rouge • Vampirique • Hand weapon									
Model Rules (Terreurgeist)	Cri Mortel • Large target • Mort-Vivant • Terror • Fly • Regeneration(6+)									
Model Rules (Terreurgeist)	Cri Mortel • Large target • Mort-Vivant • Terror • Fly • Regeneration(6+)									

Options	Terreurgeist • Furie Rouge • Séduction
Magic items	Skabscrath



MAÎTRE NECROMANT #1

Maître Nécromant - Standard - Infantry - 20x20mm

240 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Maître Nécromant	4	3	3	3	4	3	3	1	8	Infantry
Model Rules	Wizard(Level 3) • Mort-Vivant • Hand weapon									

Options	Maître des Morts
Magic items	Périapte Noir

Heroes



NECROMANCIEN #1

Nécromancien - Standard - Infantry - 20x20mm

90 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)									

Magic items	Dispell scroll
--------------------	----------------



SPECTRE DES CAIRNS #1

Spectre des cairns - *Standard - Infantry - 20x20mm*

60 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Spectre de Cairns	6	3	0	3	3	2	2	3	5	Infantry
Model Rules	Éthéré • Mort-Vivant • Terror • Toucher Spectral • Great Weapon									



SPECTRE DES CAIRNS #1

Spectre des cairns - *Standard - Infantry - 20x20mm*

60 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Spectre de Cairns	6	3	0	3	3	2	2	3	5	Infantry
Model Rules	Éthéré • Mort-Vivant • Terror • Toucher Spectral • Great Weapon									



BANSHEE #1

Banshee - *Standard - Infantry - 20x20mm*

95 POINTS



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



BANSHEE #1

Banshee - *Standard - Infantry - 20x20mm*

95 POINTS



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



BANSHEE #1

Banshee - *Standard - Infantry - 20x20mm*

95 POINTS



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

Core



GOULES #1

Goules x36 - *Standard - Infantry - 20x20mm*

370 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
Model Rules	Poisoned Attacks • Mort-Vivant									

Options

Champion



GOULES #1

Goules x35 - Standard - Infantry - 20x20mm

360 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
Model Rules	Poisoned Attacks • Mort-Vivant									

Options	Champion
----------------	----------



ZOMBIES #1

Zombies x32 - Standard - Infantry - 20x20mm

101 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Zombie	4	1	0	3	3	1	1	1	2	Infantry
Model Rules	Always Strikes First • Mort-Vivant • Cadavres Frais									

Options	Standard Bearer
----------------	-----------------



GUERRIERS SQUELETTES #1

Guerriers Squelettes x25 - Standard - Infantry - 20x20mm

180 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
Magic banners	Bannière Hurlante (Banner Enchantment)

Special



HORREURS DES CRYPTES #1

Horreurs des Cryptes x6 - Standard - Infantry - 20x20mm

228 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Horreur des Cryptes	6	3	0	4	5	3	2	3	5	Monstrous Infantry
Hideur des Cryptes	6	3	0	4	5	3	2	4	5	Monstrous Infantry
Model Rules	Poisoned Attacks • Mort-Vivant • Regeneration(5+) • Hand weapon									



HORREURS DES CRYPTES #1

Horreurs des Cryptes x6 - Standard - Infantry - 20x20mm

228 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Horreur des Cryptes	6	3	0	4	5	3	2	3	5	Monstrous Infantry
Hideur des Cryptes	6	3	0	4	5	3	2	4	5	Monstrous Infantry
Model Rules	Poisoned Attacks • Mort-Vivant • Regeneration(5+) • Hand weapon									



ÉMISSAIRES D'OUTRE-TOMBE #1

Émissaires d'Outre-Tombe x5 - Standard - Infantry - 20x20mm

150 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Émissaire d'Outre-tombe	6	3	0	3	3	1	2	1	5	Cavalry
Émissaire Infernal	6	3	0	3	3	1	2	2	5	Cavalry
Coursier Squelette	8	2	0	3	3	1	2	1	3	
Model Rules	Fast Cavalry • Éthéré • Mort-Vivant • Terror • Voleurs d'âmes • Arpenteurs Spirituels • Chasseurs Spectraux • Great Weapon									



ÉMISSAIRES D'OUTRE-TOMBE #1

Émissaires d'Outre-Tombe x5 - Standard - Infantry - 20x20mm

150 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Émissaire d'Outre-tombe	6	3	0	3	3	1	2	1	5	Cavalry
Émissaire Infernal	6	3	0	3	3	1	2	2	5	Cavalry
Coursier Squelette	8	2	0	3	3	1	2	1	3	
Model Rules	Fast Cavalry • Éthéré • Mort-Vivant • Terror • Voleurs d'âmes • Arpenteurs Spirituels • Chasseurs Spectraux • Great Weapon									

Rare



TERREURGHEIST #1

Terreurgheist - Standard - Infantry - 20x20mm

225 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Terreurgheist	6	3	0	5	6	6	3	4	4	Monster
Model Rules	Large target • Mort-Vivant • Regeneration(6+) • Terror • Fly • Cri Mortel									



MACHINE MORTIS #1

Machine Mortis - Standard - Infantry - 20x20mm

240 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Machine Mortis	-	-	-	5	5	5	-	-	-	Chariot
Croque-mort	-	3	0	3	-	-	2	1	5	
Nuée de Banshees	-	3	0	3	-	-	3	3	-	
Horde d'Esprits	8	3	0	3	-	-	1	2D6*	-	
Model Rules	Attaque aléatoires(2D6) • Coursiers Spectraux • Large target • Mort-Vivant • Regeneration • Terror • Nuée de Banshees • Reliquaire • Hand weapon									

Options	Grimoire Blasphématoire
----------------	-------------------------

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.

Dragonbane Gem: The bearer of the Dragonbane Gem has a 2+ ward save against Flaming Attacks.

Ogre Blade: Close combat attacks made with this sword are resolved at +2 Strength.

Périapte Noir:

Skabscrath:

Magic banners

Bannière Hurlante:

Model Rules

Always Strikes First:

Arpenteurs Spirituels:

Attaque aléatoires:

Cadavres Frais:

Chasseurs Spectraux:

Coursiers Spectraux:

Cri Funèbre:

Cri Mortel:

Éthéré:

Fast Cavalry:

Fly:

Great Weapon:

Haine éternelle:

Hand weapon:

Heavy armour:

Large target:

Mort-Vivant:

Nuée de Banshees:

Poisoned Attacks:

Regeneration:

Reliquaire:

Shield:

Soif Rouge:

Terror:

Toucher Spectral:

Vampirique:

Voleurs d'âmes:

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.

Roi Goule #1



Roi Goule #2



Maître Nécromant #1



Nécromancien #1



Spectre des cairns #1



Spectre des cairns #1



Banshee #1



Banshee #1



Banshee #1



Goules #1



Goules #1



Horreurs des Cryptes #1



Horreurs des Cryptes #1



Émissaires d'Outre-Tombe #1



Émissaires d'Outre-Tombe #1



Terreurgheist #1



Zombies #1



Guerriers Squelettes #1



Machine Mortis #1

