



VAMPIRE COVENANT

VAMP 02 01 1 - 320 POINTS



kampaň - 2S - kolo 1

0 pts (0.00 %) 0 pts (0.00 %) 80 pts (25.00 %) 240 pts (75.00 %) 0 pts (0.00 %) 0 pts (0.00 %)
Rare **Special** **Heroes** **Core** **Mount** **Lords**
 (25 Max) (50 Max) (50 Max) (25 Least) (0 NoLimit) (50 Max)

Heroes



VAMPIRE COURTIER #1
 Vampire Courtier - Standard - Infantry - 20x20

80 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Vampire Courtier	6	6	4	5	4	2	6	4	8	Infantry
Model Rules	Fear • Undead • Vampiric (6+) • Awaken (Zombies) • Master of Undeath									

Magic If upgraded to a Wizard, generate spells from Path of Necromancy, Shadow or Death.

Core



BAT SWARM #1
 Bat Swarm x4 - Standard - Infantry - 20x20

120 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Bat Swarm	1	3	-	2	2	4	3	4	3	Swarm
Model Rules	Storm of Wings • Fly (6) • Undead • Ashes to Ashes • Invocation (D6+3)									



BAT SWARM #2
 Bat Swarm x4 - Standard - Infantry - 20x20

120 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Bat Swarm	1	3	-	2	2	4	3	4	3	Swarm
Model Rules	Storm of Wings • Fly (6) • Undead • Ashes to Ashes • Invocation (D6+3)									

Magics

Model Rules

- Ashes to Ashes:
- Awaken (Zombies):
- Fear:
- Fly (6):
- Hatred:
- Invocation (D6+3):
- Lightning Reflexes:
- Master of Undeath:
- Regeneration (5+):

Storm of Wings:

Throwing Weapons:

Undead:

Vampiric (6+):

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.

Bat Swarm #1



Bat Swarm #2



Vampire Courtier #1

