



VAMPIRE COVENANT


2000 PTS - 2 090 POINTS



230 pts (11.00 %) 445 pts (21.00 %) 270 pts (13.00 %) 595 pts (28.00 %) 270 pts (13.00 %) 550 pts (26.00 %)

Rare (25 Max) **Special** (50 Max) **Heroes** (50 Max) **Core** (25 Least) **Mount** (0 NoLimit) **Lords** (50 Max)


Lords



VAMPIRE COUNT #1

Vampire Count - Standard - Infantry - 20x20


550 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Vampire Count	6	7	5	5	5	3	7	5	10	Infantry
Bonus Brotherhood of the Dragon Bloodline	-	+2	-	-	-	-	-	-	-	
Zombie Dragon	6	4	-	6	6	6	2	5	4	Monster
Model Rules	Awaken (Zombies) • Master of Undeath • Fear • Undead • Vampiric (6+)									
Model Rules (Zombie Dragon)	Breath Weapon (Strength 2) with Armour Piercing (6) • Regeneration (6+) • Fly (7) • Distracting • Innate Defence (4+)									
Model Rules (Zombie Dragon)	Breath Weapon (Strength 2) with Armour Piercing (6) • Regeneration (6+) • Fly (7) • Distracting • Innate Defence (4+)									

Options	Wizard Apprentice • Brotherhood of the Dragon Bloodline • Great Weapon • Zombie Dragon
Magic	Level 1 Wizard Apprentice . Generate spells from Path of Necromancy, Shadow or Death.


Heroes



NECROMANCER #1


Necromancer - Standard - Infantry - 20x20

90 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Necromancer	4	3	3	3	3	2	3	1	7	Infantry


Options	Wizard Apprentice
Magic	Level 1 Wizard Apprentice . Generate spells from Path of Necromancy, Fire or Death.



NECROMANCER #2


Necromancer - Standard - Infantry - 20x20

90 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Necromancer	4	3	3	3	3	2	3	1	7	Infantry


Options	Wizard Apprentice
Magic	Level 1 Wizard Apprentice . Generate spells from Path of Necromancy, Fire or Death.



NECROMANCER #3

Necromancer - Standard - Infantry - 20x20

90 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Necromancer	4	3	3	3	3	2	3	1	7	Infantry

Options	Wizard Apprentice
Magic	Level 1 Wizard Apprentice . Generate spells from Path of Necromancy, Fire or Death.

Core



DIRE WOLVES #1

Dire Wolves **x5** - Standard - Infantry - 20x20

40 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Dire Wolf	9	3	-	3	3	1	3	1	3	War Beast
Model Rules	Invocation (D3+3) • Vanguard • Thunderous Charge • Undead • Ashes to Ashes									



DIRE WOLVES #2

Dire Wolves **x5** - Standard - Infantry - 20x20

40 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Dire Wolf	9	3	-	3	3	1	3	1	3	War Beast
Model Rules	Invocation (D3+3) • Vanguard • Thunderous Charge • Undead • Ashes to Ashes									



DIRE WOLVES #3

Dire Wolves **x5** - Standard - Infantry - 20x20

40 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Dire Wolf	9	3	-	3	3	1	3	1	3	War Beast
Model Rules	Invocation (D3+3) • Vanguard • Thunderous Charge • Undead • Ashes to Ashes									



DIRE WOLVES #4

Dire Wolves **x5** - Standard - Infantry - 20x20

40 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Dire Wolf	9	3	-	3	3	1	3	1	3	War Beast
Model Rules	Invocation (D3+3) • Vanguard • Thunderous Charge • Undead • Ashes to Ashes									



GHOULS #1

Ghouls **x10** - Standard - Infantry - 20x20

315 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Ghoul	4	3	-	3	4	1	3	2	6	Infantry
Model Rules	Poisoned Attacks • Undead • Ashes to Ashes • Invocation (D6+3)									

Options

Skirmishers



ZOMBIES #1

Zombies **x20** - Standard - Infantry - 20x20

60 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Zombie	4	1	-	3	3	1	1	1	2	Infantry
Model Rules	Invocation (2D6+3) • Undead • Ashes to Ashes									



ZOMBIES #2
Zombies **x20** - Standard - Infantry - 20x20

60 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Zombie	4	1	-	3	3	1	1	1	2	Infantry
Model Rules	Invocation (2D6+3) • Undead • Ashes to Ashes									

Special



BARROW KNIGHTS #1
Barrow Knights **x10** - Standard - Infantry - 20x20

250 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Rider	4	3	-	4	4	1	3	1	7	Cavalry
Champion	4	4	-	4	4	1	3	2	7	
Skeletal Steed	8	2	-	3	3	1	2	1	3	
Model Rules	Invocation (2) • Magical Attacks • Undead • Ashes to Ashes • Multiple Wounds (2, Infantry, War Beast, Cavalry) • Heavy Armour • Lance • Mount's Protection (5+) • Shield									
Model Rules (Rider)	Lethal Strike									
Model Rules (Skeletal Steed)	Ethereal									

Options	Champion • Musician • Standard Bearer
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VARKOLAK #1
Varkolak - Standard - Infantry - 20x20

195 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Varkolak	8	5	-	6	5	4	4	5	7	Monstrous Beast
Model Rules	Invocation (1) • Vampiric (3+) • Fear • Hatred • Regeneration (4+) • Undead									

Options	Fly (8)
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Rare



VAMPIRE KNIGHTS #1
Vampire Knights **x5** - Standard - Infantry - 20x20

230 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Rider	4	5	3	5	4	2	5	2	8	Cavalry
Champion	4	6	4	5	4	2	5	3	8	
Undead Mount	8	3	-	4	3	1	2	1	3	
Model Rules	Fear • Undead • Vampiric (6+) • Invocation (2) • Mount's Protection (6+) • Barding • Heavy Armour • Lance • Shield									

Options	Champion • Musician • Standard Bearer • (Brotherhood of the Dragon) May take Plate Armour and gain the Devastating Charge special rule
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Magics

Model Rules

Ashes to Ashes:

Awaken (Zombies):

Barding:

Ethereal:

Fear:

Hatred:

Heavy Armour:

Invocation (1):

Invocation (2):

Invocation (2D6+3):

Invocation (D3+3):

Invocation (D6+3):

Lance:

Lethal Strike:

Lightning Reflexes:

Magical Attacks:

Master of Undeath:

Mount's Protection (5+):

Mount's Protection (6+):

Multiple Wounds (2, Infantry, War Beast, Cavalry):

Poisoned Attacks:

Regeneration (4+):

Regeneration (5+):

Shield:

Throwing Weapons:

Thunderous Charge:

Undead:

Vampiric (3+):

Vampiric (6+):

Vanguard:

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.

Barrow Knights #1	Dire Wolves #1	Dire Wolves #2	Dire Wolves #3	Dire Wolves #4	Ghouls #1	Necromancer #1	Necromancer #2	Necromancer #3	Vampire Count #1	Vampire Knights #1	Varkolak #1	Zombies #1	Zombies #2