



# VAMPIRE COVENANT

## UNDEAD MANTIC MEGA FORCE + ARMY - 2 590 POINTS




150€

600 pts (23.00 %) 800 pts (31.00 %) 0 pts (0.00 %) 950 pts (37.00 %) 0 pts (0.00 %) 240 pts (9.00 %)


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

### Lords



**NECROMANCER LORD #1**  
 Necromancer Lord - Standard - Infantry - 20x20


**240 POINTS**



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Necromancer Lord	4	3	3	3	4	3	3	1	8	Infantry
<b>Model Rules</b>	Awaken (Zombies; Skeletons) • Undead • Master of Undeath									


<b>Options</b>	Wizard Master • Dispel Scroll
<b>Magic</b>	Level 3 Wizard Master . Generate spells from Path of Necromancy, Fire or Death.

### Core




**GHOULS #1**  
 Ghouls x20 - Standard - Infantry - 20x20

**195 POINTS**




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

<b>Options</b>	Champion • Musician • Standard Bearer
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**GHOULS #2**  
 Ghouls x20 - Standard - Infantry - 20x20

**195 POINTS**




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

<b>Options</b>	Champion • Musician • Standard Bearer
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**SKELETONS #1**  
 Skeletons x30 - Standard - Infantry - 20x20

**190 POINTS**



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Skeleton	4	2	2	3	3	1	2	1	6	Infantry
Champion	4	3	3	3	3	1	2	2	6	
<b>Model Rules</b>	Invocation (D6+3) • Undead • Ashes to Ashes • Light Armour									

<b>Options</b>	Spear • Halberd • Champion • Musician • Standard Bearer
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### SKELETONS #2

Skeletons x30 - Standard - Infantry - 20x20

190 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Skeleton	4	2	2	3	3	1	2	1	6	Infantry
Champion	4	3	3	3	3	1	2	2	6	
<b>Model Rules</b>	Invocation (D6+3) • Undead • Ashes to Ashes • Light Armour									

<b>Options</b>	Spear • Halberd • Champion • Musician • Standard Bearer
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### ZOMBIES #1

Zombies x30 - Standard - Infantry - 20x20

90 POINTS



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



### ZOMBIES #2

Zombies x30 - Standard - Infantry - 20x20

90 POINTS



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

## Special



### BARROW GUARD #1

Barrow Guard x20 - Standard - Infantry - 20x20

210 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Barrow Guard	4	3	-	4	4	1	3	1	7	Infantry
Champion	4	4	-	4	4	1	3	2	7	
<b>Model Rules</b>	Bodyguard (General, Barrow King) • Multiple Wounds (2; Infantry, War Beast, Cavalry) • Magical Attacks • Lethal Strike • Undead • Ashes to Ashes • Invocation (D3+3) • Heavy Armour									

<b>Options</b>	Shield • Champion • Musician • Standard Bearer
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### BARROW GUARD #2

Barrow Guard x20 - Standard - Infantry - 20x20

210 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Barrow Guard	4	3	-	4	4	1	3	1	7	Infantry
Champion	4	4	-	4	4	1	3	2	7	
<b>Model Rules</b>	Bodyguard (General, Barrow King) • Multiple Wounds (2; Infantry, War Beast, Cavalry) • Magical Attacks • Lethal Strike • Undead • Ashes to Ashes • Invocation (D3+3) • Heavy Armour									

<b>Options</b>	Shield • Champion • Musician • Standard Bearer
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## 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	
<b>Model Rules</b>	Invocation (2) • Magical Attacks • Undead • Ashes to Ashes • Multiple Wounds (2, Infantry, War Beast, Cavalry) • Heavy Armour • Lance • Mount's Protection (5+) • Shield									
<b>Model Rules (Rider)</b>	Lethal Strike									
<b>Model Rules (Skeletal Steed)</b>	Ethereal									

<b>Options</b>	Champion • Musician • Standard Bearer
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## VAMPIRE SPAWN #1

Vampire Spawn x3 - Standard - Infantry - 20x20

130 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Vampire Spawn	6	4	-	5	4	3	4	3	8	Infantry
Champion	6	5	-	5	4	3	4	4	8	
<b>Model Rules</b>	Fly (9) • Fear • Frenzy • Undead • Vampiric (6+) • Invocation (2)									

<b>Options</b>	Champion
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Rare



## WRAITHS #1

Wraiths x10 - Standard - Infantry - 20x20

300 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Wraith	6	3	-	3	3	2	2	2	5	Infantry
<b>Model Rules</b>	Bodyguard (Fell Wraith, Banshee) • Skirmishers • Terror • Armour Piercing (6) • Undead • Ethereal • Ashes to Ashes • Reaper • Invocation (2) • Great Weapon									



## WRAITHS #2

Wraiths x10 - Standard - Infantry - 20x20

300 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Wraith	6	3	-	3	3	2	2	2	5	Infantry
<b>Model Rules</b>	Bodyguard (Fell Wraith, Banshee) • Skirmishers • Terror • Armour Piercing (6) • Undead • Ethereal • Ashes to Ashes • Reaper • Invocation (2) • Great Weapon									

### Magics

### Magic items

Dispel Scroll:

### Model Rules

Armour Piercing (6):

Ashes to Ashes:

Awaken (Zombies; Skeletons):

Bodyguard (Fell Wraith, Banshee):

Bodyguard (General, Barrow King):

Ethereal:

Fear:

Fly ( 9 ):

Frenzy:

Great Weapon:

Heavy Armour:

Invocation (2):

Invocation (2D6+3):

Invocation (D3+3):

Invocation (D6+3):

Lance:

Lethal Strike:

Light Armour:

Magical Attacks:

Master of Undeath:

Mount's Protection (5+):

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

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

Poisoned Attacks:

Reaper:

Shield:

Skirmishers:

Terror:

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.

Barrow Guard #1	Barrow Guard #2	Barrow Knights #1	Ghouls #1	Ghouls #2	Necromancer Lord #1	Skeletons #1	Skeletons #2	Vampire Spawn #1	Wraiths #1	Wraiths #2	Zombies #1	Zombies #2
