



VAMPIRE COVENANT


1 - 2 720 POINTS



200 pts (7.00 %) 500 pts (18.00 %) 65 pts (2.00 %) 1580 pts (58.00 %) 0 pts (0.00 %) 375 pts (14.00 %)

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


Lords



KALDUR

Vampire Count - Standard - Infantry - 20x20mm


375 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Vampire Count	6	7	5	5	5	3	7	5	10	Infantry
Model Rules	Awaken (Zombies) • Master of Undeath • Fear • Undead • Vampiric (6+)									

Options	Wizard Apprentice • Von Karnstein Bloodline • Storm Caller • Shields • Heavy Armour • Blade of Red Thirst - Vampires only
Magic	Level 1 Wizard Apprentice . Generate spells from Path of Necromancy, Shadow or Death.


Heroes



KUL

Necromancer - Standard - Infantry - 20x20mm


65 POINTS



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

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




DIRE WOLVES #1

Dire Wolves x5 - Standard - Infantry - 20x20mm

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									



SKELETONS #1

Skeletons x20 - Standard - Infantry - 20x20mm

130 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	
Model Rules	Invocation (D6+3) • Undead • Ashes to Ashes • Light Armour									

Options	Spear • Halberd • Champion • Musician • Standard Bearer
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SKELETONS #2

Skeletons **x20** - Standard - Infantry - 20x20mm

130 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	
Model Rules	Invocation (D6+3) • Undead • Ashes to Ashes • Light Armour									

Options	Spear • Halberd • Champion • Musician • Standard Bearer
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ZOMBIES #1

Zombies **x20** - Standard - Infantry - 20x20mm

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									

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									

Options	Musician • Standard Bearer
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Special



BARROW GUARD #1

Barrow Guard **x20** - Standard - Infantry - 20x20mm

280 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	
Model Rules	Bodyguard (General, Barrow King) • Multiple Wounds (2; Infantry, War Beast, Cavalry) • Magical Attacks • Lethal Strike • Undead • Ashes to Ashes • Invocation (D3+3) • Heavy Armour									

Options	Halberd • Champion • Musician • Standard Bearer • Banner of the Barrows Kings
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GHASTS #1

Ghasts **x3** - Standard - Infantry - 20x20mm

110 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Ghast	6	3	-	4	5	3	2	3	5	Monstrous Infantry
Champion	6	4	-	4	5	3	2	4	5	
Model Rules	Fear • Poisoned Attacks • Regeneration (5+) • Undead • Ashes to Ashes • Invocation (2)									

Options	Champion
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GHASTS #2

Ghasts x3 - Standard - Infantry - 20x20mm

110 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Ghast	6	3	-	4	5	3	2	3	5	Monstrous Infantry
Champion	6	4	-	4	5	3	2	4	5	
Model Rules	Fear • Poisoned Attacks • Regeneration (5+) • Undead • Ashes to Ashes • Invocation (2)									

Options

Champion

Rare



SHRIEKING HORROR #1

Shrieking Horror - Standard - Infantry - 20x20mm

200 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Shrieking Horror	6	4	-	5	6	6	2	4	4	Monster
Model Rules	Fly (8) • Undead • Chilling Shriek (6, 4) • Regeneration (6+) • Ashes to Ashes • Invocation (1)									

Magics

Magic items

Blade of Red Thirst - Vampires only:

Magic banners

Banner of the Barrows Kings:

Model Rules

Ashes to Ashes:

Awaken (Zombies):

Bodyguard (General, Barrow King):

Chilling Shriek (6, 4):

Fear:

Fly (8):

Hatred:

Heavy Armour:

Invocation (1):

Invocation (2):

Invocation (2D6+3):

Invocation (D3+3):

Invocation (D6+3):

Lethal Strike:

Light Armour:

Lightning Reflexes:

Magical Attacks:

Master of Undeath:

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

Poisoned Attacks:

Regeneration (6+):

Regeneration (5+):

Throwing Weapons:

Thunderous Charge:

Undead:

Vampiric (6+):

Vanguard:

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



Dire Wolves #1



Ghasts #1



Ghasts #2



Kul



Shrieking Horror #1



Skeletons #1



Skeletons #2



Kaldur



Zombies #1



Zombies #2

