



VAMPIRE COVENANT

LIST VAMPIRE COVENANT - UPDATE IN PROGRESS #1 - 2 280 POINTS



380 pts (17.00 %) 729 pts (32.00 %) 225 pts (10.00 %) 606 pts (27.00 %) 0 pts (0.00 %) 340 pts (15.00 %)

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 - 20x20mm

340 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 Strigoi Bloodline	-	-	-	-	-	+1	-	-	-	
Model Rules	Awaken (Zombies) • Master of Undeath • Fear • Undead • Vampiric (6+)									
Model Rules (Bonus Strigoi Bloodline)	Regeneration (5+) • Hatred									

Options	Strigoi Bloodline • Obsidian Sword • Talisman of Supreme Shielding x1
Magic	Level 1 Wizard Apprentice . Generate spells from Path of Necromancy, Shadow or Death.

Heroes



VAMPIRE COURTIER - BSB

Vampire Courtier - BSB - Standard - Infantry - 20x20mm

225 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									

Options	Shields • Bat Form (models on foot only) • Stalker's Standard • Armour of Destiny
Magic	If upgraded to a Wizard, generate spells from Path of Necromancy, Shadow or Death.

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									



DIRE WOLVES #2

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									



GHOULS #2

Ghouls **x20** - Standard - Infantry - 20x20mm

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	
Model Rules	Poisoned Attacks • Undead • Ashes to Ashes • Invocation (D6+3)									

Options	Champion • Musician • Standard Bearer
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GHOULS #1

Ghouls **x28** - Standard - Infantry - 20x20mm

331 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	
Model Rules	Poisoned Attacks • Undead • Ashes to Ashes • Invocation (D6+3)									

Options	Champion • Musician • Standard Bearer • Vanguard
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Special



BARROW GUARD #1

Barrow Guard **x24** - Standard - Infantry - 20x20mm

254 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	Shield • Champion • Musician • Standard Bearer
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PHANTOM HOST #1

Phantom Host **x2** - Standard - Infantry - 20x20mm

140 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Phantom Host	6	3	-	3	3	4	1	4	4	Infantry
Model Rules	Fear • Undead • Ethereal • Ashes to Ashes • Invocation (D3+3)									

Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Phantom Host	6	3	-	3	3	4	1	4	4	Infantry
Model Rules	Fear • Undead • Ethereal • Ashes to Ashes • Invocation (D3+3)									



VARKOLAK #1
Varkolak - Standard - Infantry - 20x20mm

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



ALTAR OF UNDEATH #1
Altar of Undeath - Standard - Infantry - 20x20mm

200 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Reaper	-	-	-	5	5	5	-	-	-	Chariot
Master	-	3	1	3	-	-	3	1	5	
Ghost Steeds (1)	8	3	-	3	-	-	2	*	4	
Model Rules	Aura of Undeath • Large Target • Regeneration (4+) • Terror • Undead • Ashes to Ashes • Invocation (1) • Mount's Protection (5+) • Innate Defence (5+)									
Model Rules (Ghost Steeds (1))	Random Attacks (2D6) • Ethereal									



WRAITHS #1
Wraiths x6 - Standard - Infantry - 20x20mm

180 POINTS



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

Magics

Magic items
Obsidian Sword:
Talisman of Supreme Shielding:
Armour of Destiny:

Magic banners
Stalker's Standard:

Model Rules
Armour Piercing (6):
Ashes to Ashes:
Aura of Undeath:
Awaken (Zombies):
Bodyguard (Fell Wraith, Banshee):
Bodyguard (General, Barrow King):
Chilling Shriek (2,8):

Ethereal:

Fear:

Great Weapon:

Hatred:

Heavy Armour:

Innate Defence (5+):

Invocation (1):

Invocation (2):

Invocation (D3+3):

Invocation (D6+3):

Large Target:

Lethal Strike:

Lightning Reflexes:

Magical Attacks:

Master of Undeath:

Mount's Protection (5+):

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

Poisoned Attacks:

Random Attacks (2D6):

Reaper:

Regeneration (4+):

Regeneration (5+):

Skirmishers:

Terror:

Throwing Weapons:

Thunderous Charge:

Undead:

Vampiric (3+):

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.

Altar of Undeath #1



Barrow Guard #1



Dire Wolves #1



Dire Wolves #2



Ghouls #2



Ghouls #1



Phantom Host #1



Phantom Host #2



Vampire Count #1



Vampire Courtier - BSB



Varkolak #1



Wraiths #1

