



# VAMPIRE COVENANT

## LIST VAMPIRE COVENANT - UPDATE IN PROGRESS #1 - 1 155 POINTS



0 pts (0.00 %) 350 pts (30.00 %) 0 pts (0.00 %) 805 pts (70.00 %) 0 pts (0.00 %) 0 pts (0.00 %)

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

### Core



#### DIRE WOLVES #1

Dire Wolves **x10** - Standard - Infantry - 20x20mm

**80 POINTS**



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



#### GHOULS #1

Ghouls **x30** - Standard - Infantry - 20x20mm

**295 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)									

#### Options

Champion • Musician • Standard Bearer



#### SKELETONS #1

Skeletons **x40** - Standard - Infantry - 20x20mm

**250 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									

#### Options

Halberd • Champion • Musician • Standard Bearer



#### ZOMBIES #1

Zombies **x60** - Standard - Infantry - 20x20mm

**180 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 **x30** - Standard - Infantry - 20x20mm

350 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>	Halberd • Champion • Musician • Standard Bearer
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### Magics

### Model Rules

**Ashes to Ashes:**

**Bodyguard (General, Barrow King):**

**Heavy Armour:**

**Invocation (2D6+3):**

**Invocation (D3+3):**

**Invocation (D6+3):**

**Lethal Strike:**

**Light Armour:**

**Magical Attacks:**

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

**Poisoned Attacks:**

**Thunderous Charge:**

**Undead:**

**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.

<p>Barrow Guard #1</p>
<p>Dire Wolves #1</p>
<p>Ghouls #1</p>
<p>Skeletons #1</p>



Zombies #1

