



VAMPIRE COVENANT

MELEE - 1 470 POINTS



0 pts (0.00 %) 290 pts (20.00 %) 195 pts (13.00 %) 680 pts (46.00 %) 0 pts (0.00 %) 305 pts (21.00 %)

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

Lords



NECROMANCER LORD #1
Necromancer Lord - Standard - Infantry - 20x20mm

305 POINTS



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

Options	Wizard Master • Talisman of Supreme Shielding x1 • Book of Arcane Power (Lords)
Magic	Level 3 Wizard Master . Generate spells from Path of Necromancy, Fire or Death.

Heroes



NECROMANCER #2
Necromancer - Standard - Infantry - 20x20mm

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 #1
Necromancer - Standard - Infantry - 20x20mm

105 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 • Tome of Arcane Lore (Heroes)
Magic	Level 1 Wizard Apprentice . Generate spells from Path of Necromancy, Fire or Death.

Core



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

90 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 **x30** - Standard - Infantry - 20x20mm

90 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 GUARD #1

Barrow Guard **x25** - Standard - Infantry - 20x20mm

290 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	Champion • Musician • Standard Bearer • Banner of the Barrows Kings
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Magics

Magic items

Tome of Arcane Lore (Heroes):

Book of Arcane Power (Lords):

Talisman of Supreme Shielding:

Magic banners

Banner of the Barrows Kings:

Model Rules

Ashes to Ashes:

Awaken (Zombies; Skeletons):

Bodyguard (General, Barrow King):

Heavy Armour:

Invocation (2D6+3):

Invocation (D3+3):

Invocation (D6+3):

Lethal Strike:

Light Armour:

Magical Attacks:

Master of Undeath:

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

Undead:

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 Guard #1



Necromancer #2



Necromancer #1



Necromancer Lord #1



Skeletons #1



Skeletons #2



Zombies #1



Zombies #2

