



VAMPIRE COVENANT

LAHMIANE - 1 836 POINTS



0 pts (0.00%) 556 pts (30.00%) 100 pts (5.00%) 510 pts (28.00%) 50 pts (3.00%) 670 pts (36.00%)

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*

310 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Necromancer Lord	4	3	3	3	4	3	3	1	8	Infantry
Cadaver Wagon	-	-	-	4	4	4	-	-	-	Chariot
Shambling Horde	4	1	-	3	3	-	1	*	-	
Model Rules	Awaken (Zombies; Skeletons) • Undead • Master of Undeath									
Model Rules (Cadaver Wagon)	Regeneration (4+) • Supernatural Aura • Cart • Random Attacks (2D6) • Undead • Mount's Protection (5+)									
Model Rules (Cadaver Wagon)	Regeneration (4+) • Supernatural Aura • Cart • Random Attacks (2D6) • Undead • Mount's Protection (5+)									

Options	Wizard Master • Cadaver Wagon
Magic items	Backlash Scroll
Magic	Level 3 Wizard Master . Generate spells from Path of Necromancy, Fire or Death.



VAMPIRE COUNT #1

Vampire Count - *Standard - Infantry - 20x20mm*

360 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 Lamia Bloodline	-	-	+2	-	-	-	-	-1	-	
Model Rules	Awaken (Zombies) • Master of Undeath • Fear • Undead • Vampiric (6+)									
Model Rules (Bonus Lamia Bloodline)	Lightning Reflexes • Throwing Weapons									

Options	Lamia Bloodline • Commandment • Paired Weapons
Magic items	Giant Sword (Lords)
Magic	Level 1 Wizard Apprentice . Generate spells from Path of Necromancy, Shadow or Death.

Heroes



NECROMANCER #1

Necromancer - *Standard - Infantry - 20x20mm*

100 POINTS



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

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

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
Model Rules	Invocation (D3+3) • Vanguard • Thunderous Charge • Undead • Ashes to Ashes									



DIRE WOLVES #2

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
Model Rules	Invocation (D3+3) • Vanguard • Thunderous Charge • Undead • Ashes to Ashes									



DIRE WOLVES #3

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
Model Rules	Invocation (D3+3) • Vanguard • Thunderous Charge • Undead • Ashes to Ashes									



ZOMBIES #2

Zombies x40 - Standard - Infantry - 20x20mm

120 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 #1

Zombies x50 - Standard - Infantry - 20x20mm

150 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 x27 - Standard - Infantry - 20x20mm

391 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	Great Weapon • Champion • Musician • Standard Bearer
Magic banners	Banner of the Barrows Kings (Banner Enchantment)



COURT OF THE DAMNED #1

Court of the Damned - Standard - Infantry - 20x20mm

165 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Floating Court	-	-	-	5	5	5	-	-	-	Chariot
Paramours (3)	-	5	5	5	-	-	6	2	7	
Ghost Steeds	8	2	-	3	-	-	2	*	3	Chariot
Model Rules	Large Target • Ward Save (4+) • Terror • Undead • Vampiric (6+) • Invocation (1) • Innate Defence (5+)									
Model Rules (Paramours (3))	Throwing Weapons									
Model Rules (Ghost Steeds)	Random Attacks (2D6) • Ethereal									

Options	(Lamia) May gain Wake the Dead
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Magics

Magic items

Backlash Scroll:

Dispel Scroll:

Giant Sword (Lords):

Magic banners

Banner of the Barrows Kings:

Model Rules

Ashes to Ashes:

Awaken (Zombies):

Awaken (Zombies; Skeletons):

Bodyguard (General, Barrow King):

Ethereal:

Fear:

Hatred:

Heavy Armour:

Innate Defence (5+):

Invocation (1):

Invocation (2D6+3):

Invocation (D3+3):

Large Target:

Lethal Strike:

Lightning Reflexes:

Magical Attacks:

Master of Undeath:

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

Random Attacks (2D6):

Regeneration (5+):

Terror:

Throwing Weapons:

Thunderous Charge:

Undead:

Vampiric (6+):

Vanguard:

Ward Save (4+):

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



Court of the Damned #1



Dire Wolves #1



Dire Wolves #2



Dire Wolves #3



Necromancer #1



Necromancer Lord #1



Vampire Count #1



Zombies #2



Zombies #1

