



# VAMPIRE COVENANT

## SUPER SABBAT - 2 345 POINTS



190 pts (8.00%) 400 pts (17.00%) 580 pts (25.00%) 625 pts (27.00%) 190 pts (8.00%) 550 pts (23.00%)

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

### Lords



#### VAMPIRE COUNT #1

Vampire Count - Standard - Infantry - 20x20mm

550 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	-	
Floating Court	-	-	-	5	5	5	-	-	-	Chariot
Paramours (2)	-	5	5	5	-	-	6	2	7	
Ghost Steeds (1)	8	3	0	3	-	-	2	*	-	
<b>Model Rules</b>	Awaken (Zombies) • Master of Undeath • Fear • Undead • Vampiric (6+)									
<b>Model Rules (Bonus Lamia Bloodline)</b>	Lightning Reflexes • Throwing Weapons									
<b>Model Rules (Floating Court)</b>	Vampiric (6+) • Ward Save (4+) • Large Target • Terror • Random Attacks (2D6) • Undead • Ethereal • Innate Defence (5+) • Throwing Weapons									
<b>Model Rules (Floating Court)</b>	Vampiric (6+) • Ward Save (4+) • Large Target • Terror • Random Attacks (2D6) • Undead • Ethereal • Innate Defence (5+) • Throwing Weapons									

<b>Options</b>	Wizard Master • Lamia Bloodline • Mask of Innocence • Shields • Heavy Armour • Court of the Damned
<b>Magic items</b>	Sword of Strength • Dragonscale Helm • Divine Icon
<b>Magic</b>	Level 1 Wizard Apprentice . Generate spells from Path of Necromancy, Shadow or Death.
<b>Notes</b>	Coute 70 point de plus avec anneau de l'éternité et la vrai amélio pour le char

### Heroes



#### FELL WRAITH #1

Fell Wraith - Standard - Infantry - 20x20mm

100 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Banshee	6	3	-	3	3	2	3	1	5	Infantry
<b>Model Rules</b>	Reaper • Not A Leader • Terror • Undead • Ethereal • Ashes to Ashes									
<b>Model Rules (Banshee)</b>	Chilling Shriek (2, 8)									

<b>Options</b>	Banshee
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#### FELL WRAITH #2

Fell Wraith - Standard - Infantry - 20x20mm

100 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Banshee	6	3	-	3	3	2	3	1	5	Infantry
<b>Model Rules</b>	Reaper • Not A Leader • Terror • Undead • Ethereal • Ashes to Ashes									
<b>Model Rules (Banshee)</b>	Chilling Shriek (2, 8)									

<b>Options</b>	Banshee
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### NECROMANCER #2

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

<b>Magic</b>	Level 1 Wizard Apprentice . Generate spells from Path of Necromancy, Fire or Death.
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### NECROMANCER #1

Necromancer - Standard - Infantry - 20x20mm

125 POINTS



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

<b>Options</b>	Wizard Apprentice
<b>Magic items</b>	Dispel Scroll
<b>Magic</b>	Level 1 Wizard Apprentice . Generate spells from Path of Necromancy, Fire or Death.



### NECROMANCER #3

Necromancer - Standard - Infantry - 20x20mm

190 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Necromancer	4	3	3	3	3	2	3	1	7	Infantry
Cadaver Wagon	-	-	-	4	4	4	-	-	-	Chariot
Shambling Horde	4	1	-	3	3	-	1	*	-	
<b>Model Rules (Cadaver Wagon)</b>	Regeneration (4+) • Supernatural Aura • Cart • Random Attacks (2D6) • Undead • Mount's Protection (5+)									
<b>Model Rules (Cadaver Wagon)</b>	Regeneration (4+) • Supernatural Aura • Cart • Random Attacks (2D6) • Undead • Mount's Protection (5+)									

<b>Options</b>	Wizard Apprentice • Cadaver Wagon
<b>Magic items</b>	Tullius' Teeth
<b>Magic</b>	Level 1 Wizard Apprentice . Generate spells from Path of Necromancy, Fire or Death.
<b>Notes</b>	50 pts de moins la charette

## Core



### DIRE WOLVES #1

Dire Wolves x5 - Standard - Infantry - 20x20mm

50 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Dire Wolf	9	3	-	3	3	1	3	1	3	War Beast
Champion	9	4	-	3	3	1	3	2	3	
<b>Model Rules</b>	Invocation (D3+3) • Vanguard • Thunderous Charge • Undead • Ashes to Ashes									

<b>Options</b>	Champion
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### DIRE WOLVES #3

Dire Wolves x5 - Standard - Infantry - 20x20mm

50 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Dire Wolf	9	3	-	3	3	1	3	1	3	War Beast
Champion	9	4	-	3	3	1	3	2	3	
<b>Model Rules</b>	Invocation (D3+3) • Vanguard • Thunderous Charge • Undead • Ashes to Ashes									

<b>Options</b>	Champion
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## GHOULS #1

Ghouls x53 - Standard - Infantry - 20x20mm

525 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

## Special



## BARROW GUARD #1

Barrow Guard x30 - Standard - Infantry - 20x20mm

400 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									

### Options

Halberd • Champion • Musician • Standard Bearer

### Magic banners

Banner of the Barrows Kings (Banner Enchantment)

## Rare



## DARK COACH #1

Dark Coach - Standard - Infantry - 20x20mm

190 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Wagon	-	-	-	5	6	4	-	-	-	Chariot
Fell Wraith (1)	-	3	-	3	-	-	3	3	5	
[Awakened Vampire (0)]	-	6	-	5	-	-	6	4	8	
Undead Mounts (2)	8	3	-	4	-	-	2	1	-	
Ghost Steeds (1)	8	3	0	3	-	-	2	*	4	
<b>Model Rules</b>	Vampiric (4+) • Soul Syphon • Ward Save (4+) • Scythes • Terror • Undead • Invocation (1) • Heavy Armour									
<b>Model Rules (Fell Wraith (1))</b>	Great Weapon									

## Magics

### Magic items

Dispel Scroll:

Divine Icon:

Dragonscale Helm:

Sword of Strength:

Tullius' Teeth:

### Magic banners

Banner of the Barrows Kings:

### Model Rules

Armour Piercing (6):

**Ashes to Ashes:**

**Awaken (Zombies):**

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

**Chilling Shriek (2, 8):**

**Ethereal:**

**Fear:**

**Great Weapon:**

**Hatred:**

**Heavy Armour:**

**Invocation (1):**

**Invocation (D3+3):**

**Invocation (D6+3):**

**Lethal Strike:**

**Lightning Reflexes:**

**Magical Attacks:**

**Master of Undeath:**

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

**Not A Leader:**

**Poisoned Attacks:**

**Reaper:**

**Regeneration (5+):**

**Scythes:**

**Soul Syphon:**

**Terror:**

**Throwing Weapons:**

**Thunderous Charge:**

**Undead:**

**Vampiric (4+):**

**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



Dark Coach #1



Dire Wolves #1



Dire Wolves #3



Fell Wraith #1



Fell Wraith #2



Ghouls #1



Necromancer #2



Necromancer #1



Necromancer #3



Vampire Count #1



