



VAMPIRE COVENANT

LIST VAMPIRE COVENANT - UPDATE IN PROGRESS #1 - 1 075 POINTS



0 pts (0.00 %) 270 pts (25.00 %) 230 pts (21.00 %) 280 pts (26.00 %) 140 pts (13.00 %) 295 pts (27.00 %)

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

Lords



NETHZERI

Necromancer Lord - *Standard - Infantry - 20x20mm*

295 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Necromancer Lord	4	3	3	3	4	3	3	1	8	Infantry
Monstrous Revenant	6	4	-	5	5	4	2	4	4	Monstrous Beast
Model Rules	Awaken (Zombies; Skeletons) • Undead • Master of Undeath									
Model Rules (Monstrous Revenant)	Fear • Large Target • Undead									
Model Rules (Monstrous Revenant)	Fear • Large Target • Undead									

Options	Wizard Master • Monstrous Revenant
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*

140 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	*	-	
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 Apprentice • Cadaver Wagon
Magic	Level 1 Wizard Apprentice . Generate spells from Path of Necromancy, Fire or Death.

Core



SKELETONS #1

Skeletons x10 - Standard - Infantry - 20x20mm

70 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 x10 - Standard - Infantry - 20x20mm

70 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 #3

Skeletons x10 - Standard - Infantry - 20x20mm

70 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 #4

Skeletons x10 - Standard - Infantry - 20x20mm

70 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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Special



BARROW GUARD #1

Barrow Guard x10 - Standard - Infantry - 20x20mm

100 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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BARROW KNIGHTS #1

Barrow Knights x5 - Standard - Infantry - 20x20mm

170 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Rider	4	3	-	4	4	1	3	1	7	Cavalry
Champion	4	4	-	4	4	1	3	2	7	
Skeletal Steed	8	2	-	3	3	1	2	1	3	
Model Rules	Invocation (2) • Magical Attacks • Undead • Ashes to Ashes • Multiple Wounds (2, Infantry, War Beast, Cavalry) • Heavy Armour • Lance • Mount's Protection (5+) • Shield									
Model Rules (Rider)	Lethal Strike									
Model Rules (Skeletal Steed)	Ethereal									

Options	Champion • Musician • Standard Bearer
Magic banners	Banner of the Barrows Kings (Banner Enchantment)

Magics

Magic banners

Banner of the Barrows Kings:

Model Rules

Ashes to Ashes:

Awaken (Zombies; Skeletons):

Bodyguard (General, Barrow King):

Ethereal:

Heavy Armour:

Invocation (2):

Invocation (D3+3):

Invocation (D6+3):

Lance:

Lethal Strike:

Light Armour:

Magical Attacks:

Master of Undeath:

Mount's Protection (5+):

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

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

Shield:

Undead:

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 Knights #1



Necromancer #2



Necromancer #1



Nethzeri



Skeletons #1



Skeletons #2



Skeletons #3



Skeletons #4

