



VAMPIRE COVENANT

2000 - 2 182 POINTS



200 pts (9.00%) 240 pts (11.00%) 400 pts (18.00%) 557 pts (26.00%) 20 pts (1.00%) 785 pts (36.00%)

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

Lords



LORD MONTE

Vampire Count - Standard - Infantry - 20x20mm

385 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 Brotherhood of the Dragon Bloodline	-	+2	-	-	-	-	-	-	-	
Skeletal Steed	8	2	-	3	3	1	2	1	3	War Beast
Model Rules	Awaken (Zombies) • Master of Undeath • Fear • Undead • Vampiric (6+)									
Model Rules (Skeletal Steed)	Undead • Ethereal • Mount's Protection (6+)									
Model Rules (Skeletal Steed)	Undead • Ethereal • Mount's Protection (6+)									

Options	Wizard Apprentice • Brotherhood of the Dragon Bloodline • Shields • Heavy Armour • Skeletal Steed
Magic items	Ogre Sword • Talisman of Supreme Shielding
Magic	Level 1 Wizard Apprentice . Generate spells from Path of Necromancy, Shadow or Death.



LORD PIED

Vampire Count - Standard - Infantry - 20x20mm

400 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 Brotherhood of the Dragon Bloodline	-	+2	-	-	-	-	-	-	-	
Model Rules	Awaken (Zombies) • Master of Undeath • Fear • Undead • Vampiric (6+)									

Options	Brotherhood of the Dragon Bloodline • Crimson Rage
Magic items	Mithril Mail - models on foot only (Lords) • Sword of Strength • Talisman of Supreme Shielding
Magic	Level 1 Wizard Apprentice . Generate spells from Path of Necromancy, Shadow or Death.

Heroes



NECROMANCER #1

Necromancer - Standard - Infantry - 20x20mm

130 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 items	Talisman of Shielding • Book of Arcane Power (Heroes)
Magic	Level 1 Wizard Apprentice . Generate spells from Path of Necromancy, Fire or Death.



NECROMANCER #2

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

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



VAMPIRE COURTIER - BSB
Vampire Courtier - BSB - Standard - Infantry - 20x20mm

130 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Vampire Courtier	6	6	4	5	4	2	6	4	8	Infantry
Model Rules	Fear • Undead • Vampiric (6+) • Awaken (Zombies) • Master of Undeath									

Options	Heavy Armour
Magic banners	Holy Icon (Banner Enchantment)
Magic	If upgraded to a Wizard, generate spells from Path of Necromancy, Shadow or Death.

Core



GHOULS #1
Ghouls x20 - Standard - Infantry - 20x20mm

195 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	
Model Rules	Poisoned Attacks • Undead • Ashes to Ashes • Invocation (D6+3)									

Options	Champion • Musician • Standard Bearer
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SKELETONS #2
Skeletons x28 - Standard - Infantry - 20x20mm

178 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	Halberd • Champion • Musician • Standard Bearer
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SKELETONS #1
Skeletons x29 - Standard - Infantry - 20x20mm

184 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	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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PHANTOM HOST #1

Phantom Host x2 - Standard - Infantry - 20x20mm

140 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Phantom Host	6	3	-	3	3	4	1	4	4	Infantry
Model Rules	Fear • Undead • Ethereal • Ashes to Ashes • Invocation (D3+3)									

Rare



SHRIEKING HORROR #1

Shrieking Horror - Standard - Infantry - 20x20mm

200 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Shrieking Horror	6	4	-	5	6	6	2	4	4	Monster
Model Rules	Fly (8) • Undead • Chilling Shriek (6, 4) • Regeneration (6+) • Ashes to Ashes • Invocation (1)									

Magics

Magic items

Book of Arcane Power (Heroes):

Dispel Scroll:

Divine Icon:

Mithril Mail - models on foot only (Lords):

Ogre Sword:

Sword of Strength:

Talisman of Shielding:

Talisman of Supreme Shielding:

Magic banners

Holy Icon:

Model Rules

Ashes to Ashes:

Awaken (Zombies):

Bodyguard (General, Barrow King):

Chilling Shriek (6, 4):

Ethereal:

Fear:

Fly (8):

Hatred:

Heavy Armour:

Invocation (1):

Invocation (D3+3):

Invocation (D6+3):

Lethal Strike:

Light Armour:

Lightning Reflexes:

Magical Attacks:

Master of Undeath:

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

Poisoned Attacks:

Regeneration (6+):

Regeneration (5+):

Throwing Weapons:

Undead:

Vampiric (6+):

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



Ghouls #1



Necromancer #1



Necromancer #2



Phantom Host #1



Shrieking Horror #1



Skeletons #2



Skeletons #1



LORD MONTE



LORD PIED



Vampire Courtier - BSB

