



VAMPIRE COVENANT

HUGE VC - 2 545 POINTS



0 pts (0.00%) 515 pts (20.00%) 0 pts (0.00%) 1725 pts (68.00%) 0 pts (0.00%) 305 pts (12.00%)

Rare **Special** **Heroes** **Core** **Mount** **Lords**
 (25 Max) (50 Max) (50 Max) (25 Least) (0 NoLimit) (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
Magic items	Armour of Destiny • Book of Arcane Power (Lords)
Magic	Level 3 Wizard Master . Generate spells from Path of Necromancy, Fire or Death.

Core



SKELETONS #1
 Skeletons x60 - Standard - Infantry - 20x20mm

385 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
Magic banners	War Standard (Banner Enchantment)



ZOMBIES #1
 Zombies x60 - Standard - Infantry - 20x20mm

1 340 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									

Options	Musician • Standard Bearer
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Special



BARROW GUARD #1
 Barrow Guard x40 - Standard - Infantry - 20x20mm

515 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	Halberd • Champion • Musician • Standard Bearer
Magic banners	Rending Banner (Banner Enchantment)
Notes	Actually Banner of Zagvozd (unit 4+ Ward Save vs shooting)

Magics

Magic items

Armour of Destiny:

Book of Arcane Power (Lords):

Magic banners

Rending Banner:

War Standard:

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

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



Necromancer Lord #1



Skeletons #1



Zombies #1

