



VAMPIRE COVENANT

LIST VAMPIRE COVENANT - UPDATE IN PROGRESS #1 - 2 355 POINTS



410 pts (17.00%) 610 pts (26.00%) 100 pts (4.00%) 655 pts (28.00%) 0 pts (0.00%) 580 pts (25.00%)
Rare **Special** **Heroes** **Core** **Mount** **Lords**
 (25 Max) (50 Max) (50 Max) (25 Least) (0 NoLimit) (50 Max)

Lords



NECROMANTE

Necromancer Lord - *Standard - Infantry - 20x20mm*

205 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	Level 3 Wizard Master . Generate spells from Path of Necromancy, Fire or Death.



LORD VAMPIRO STRIGOI

Vampire Count - *Standard - Infantry - 20x20mm*

375 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 Strigoi Bloodline	-	-	-	-	-	+1	-	-	-	
Model Rules	Awaken (Zombies) • Master of Undeath • Fear • Undead • Vampiric (6+)									
Model Rules (Bonus Strigoi Bloodline)	Regeneration (5+) • Hatred									

Options	Strigoi Bloodline • Ghoul Lord
Magic items	Giant Sword (Lords) • Dragonfire Gem
Magic	Level 1 Wizard Apprentice . Generate spells from Path of Necromancy, Shadow or Death.

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
Model Rules	Reaper • Not A Leader • Terror • Undead • Ethereal • Ashes to Ashes									
Model Rules (Banshee)	Chilling Shriek (2, 8)									

Options	Banshee
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Core



DIRE WOLVES #1

Dire Wolves x5 - *Standard - Infantry - 20x20mm*

40 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 x5 - Standard - Infantry - 20x20mm

40 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									



GHOULS #1

Ghouls x40 - Standard - Infantry - 20x20mm

385 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 • Standard Bearer
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SKELETONS #1

Skeletons x30 - Standard - Infantry - 20x20mm

190 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 x30 - Standard - Infantry - 20x20mm

350 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Barrow Guard	4	3	-	4	4	1	3	1	7	Infantry
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
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PHANTOM HOST #1

Phantom Host x6 - Standard - Infantry - 20x20mm

260 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



ALTAR OF UNDEATH #1

Altar of Undeath - Standard - Infantry - 20x20mm

220 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Reaper	-	-	-	5	5	5	-	-	-	Chariot
Master	-	3	1	3	-	-	3	1	5	
Banshee	-	3	-	3	-	-	3	3	5	
Ghost Steeds (1)	8	3	-	3	-	-	2	*	4	
Model Rules	Aura of Undeath • Large Target • Regeneration (4+) • Terror • Undead • Ashes to Ashes • Invocation (1) • Mount's Protection (5+) • Innate Defence (5+)									
Model Rules (Banshee)	Chilling Shriek (2,8)									
Model Rules (Ghost Steeds (1))	Random Attacks (2D6) • Ethereal									

Options	Banshee (1)
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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	
Model Rules	Vampiric (4+) • Soul Syphon • Ward Save (4+) • Scythes • Terror • Undead • Invocation (1) • Heavy Armour									
Model Rules (Fell Wraith (1))	Great Weapon									

Magics

Magic items

Dragonfire Gem:

Giant Sword (Lords):

Model Rules

Armour Piercing (6):

Ashes to Ashes:

Aura of Undeath:

Awaken (Zombies):

Awaken (Zombies; Skeletons):

Bodyguard (General, Barrow King):

Chilling Shriek (2,8):

Chilling Shriek (2, 8):

Ethereal:

Fear:

Great Weapon:

Hatred:

Heavy Armour:

Innate Defence (5+):

Invocation (1):

Invocation (D3+3):

Invocation (D6+3):

Large Target:

Lethal Strike:

Light Armour:

Lightning Reflexes:

Magical Attacks:

Master of Undeath:

Mount's Protection (5+):

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

Not A Leader:

Poisoned Attacks:

Random Attacks (2D6):

Reaper:

Regeneration (4+):

Regeneration (5+):

Scythes:

Soul Syphon:

Terror:

Throwing Weapons:

Thunderous Charge:

Undead:

Vampiric (4+):

Vampiric (6+):

Vanguard:

Ward Save (4+):

Qr codes of your army

You 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.

Altar of Undeath #1



Barrow Guard #1



Dark Coach #1



Dire Wolves #1



Dire Wolves #2



Fell Wraith #1



Ghouls #1



Necromante



Phantom Host #1



Skeletons #1



Lord Vampiro Strigoi

