



VAMPIRE COVENANT

LIST VAMPIRE COVENANT - UPDATE IN PROGRESS #1 - 872 POINTS



230 pts (26.00%) 0 pts (0.00%) 0 pts (0.00%) 267 pts (31.00%) 20 pts (2.00%) 375 pts (43.00%)
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

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 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 • Undeath • Vampiric (6+)									
Model Rules (Skeletal Steed)	Undeath • Ethereal • Mount's Protection (6+)									
Model Rules (Skeletal Steed)	Undeath • Ethereal • Mount's Protection (6+)									

Options	Brotherhood of the Dragon Bloodline • Eternal Duelist • Shields • Skeletal Steed
Magic items	King Slayer • Armour of Destiny • Lucky Charm
Magic	Level 1 Wizard Apprentice . Generate spells from Path of Necromancy, Shadow or Death.

Core



DIRE WOLVES #1

Dire Wolves x10 - Standard - Infantry - 20x20mm

80 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	
Model Rules	Invocation (D3+3) • Vanguard • Thunderous Charge • Undeath • Ashes to Ashes									

Options	Champion
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SKELETONS #1

Skeletons x23 - Standard - Infantry - 20x20mm

95 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Skeleton	4	2	2	3	3	1	2	1	6	Infantry
Model Rules	Invocation (D6+3) • Undeath • Ashes to Ashes • Light Armour									

Options	Spear
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SKELETONS #2

Skeletons x23 - Standard - Infantry - 20x20mm

92 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Skeleton	4	2	2	3	3	1	2	1	6	Infantry
Model Rules	Invocation (D6+3) • Undeath • Ashes to Ashes • Light Armour									

Rare



VAMPIRE KNIGHTS #1

Vampire Knights x5 - Standard - Infantry - 20x20mm

230 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Rider	4	5	3	5	4	2	5	2	8	Cavalry
Champion	4	6	4	5	4	2	5	3	8	
Undead Mount	8	3	-	4	3	1	2	1	3	
Model Rules	Fear • Undead • Vampiric (6+) • Invocation (2) • Mount's Protection (6+) • Barding • Heavy Armour • Lance • Shield									

Options	Champion • Musician • Standard Bearer • (Brotherhood of the Dragon) May take Plate Armour and gain the Devastating Charge special rule
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Magics

Magic items

Armour of Destiny:
King Slayer:
Lucky Charm:

Model Rules

Ashes to Ashes:
Awaken (Zombies):
Barding:
Fear:
Hatred:
Heavy Armour:
Invocation (2):
Invocation (D3+3):
Invocation (D6+3):
Lance:
Light Armour:
Lightning Reflexes:
Master of Undeath:
Mount's Protection (6+):
Regeneration (5+):
Shield:
Throwing Weapons:
Thunderous Charge:
Undead:
Vampiric (6+):
Vanguard:

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.

Dire Wolves #1



Skeletons #1



Skeletons #2



Vampire Count #1



Vampire Knights #1