

## **“Captains of Morgul”**

### **2000 Points Vampire Counts Army**

*“Men of the Empire talk in whispers of a creature said to be ageless that is a master of the darkest of magics forbidden by the Colleges. Little is ever seen of this solitary part-man and few who do live to tell. But the news is that he has now an accomplice, an apprentice necromancer, whether a wizard turned to the dark arts or a foul clone of his master we do not know. And with him is a legion of the once dead, newly arisen. Be bold of heart and take faith in Sigmar, because we fight for our very souls.”*

This army uses the Vampire Counts army book for 6<sup>th</sup> edition Warhammer.

#### **Summary**

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Heroes	3	
Core	3	
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Rare	0	Total Points 1998

#### **Lords**

##### Count Morgul the Dread, Life Strangler, 353p

Necrarch Vampire Count (205p), upgraded to a level 2 wizard (35p). Has “Nehekhara’s Noble Blood” bloodline power (45p) and “Unholy Cynosure” (20p). He is equipped with the “Ring of the Night” (talismán, 30p). Rides a Nightmare (12p) with barding (6p). The Count is the army general.

#### **Heroes**

##### Morgul’s Apprentice, 125p

Necrarch Vampire Thrall (80p). Has “Nehekhara’s Noble Blood” bloodline power (45p).

##### Wraith, 135p

Wraith (90p), with two-handed scythe. He is equipped with the “Obsidian Amulet” (talismán, 45p).

##### Dietmar Von Risling, Necromancer, 150p

Necromancer (65p), upgraded to a level 2 wizard (35p). He carries “The Book of Arkhan” (arcane item, 25p) and a Dispel Scroll (magic scroll, 25p).

## **Core**

### Skeletons, 300p

Unit of 25 Skeleton Warriors (8p ea.) with light armour (2p), spear and shield (1p) (25x11p=275p). The unit includes a Captain (10p), Musician (5p) and Standard Bearer (10p).

### Dire Wolves, 60p

Unit of 6 Dire Wolves (6x10p=60p).

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## **Special**

### Black Knights, 290p

Unit of 9 Black Knights (23p ea.) with hand weapon, lance, heavy armour and shield, riding barded Nightmares (2p) (9x25p=225p). The unit includes a Hell Knight (16p), Musician (8p) and Standard Bearer (16p). The Standard is the "War Banner" (magic banner, 25p).

### Grave Guard, 315p

Unit of 16 Grave Guard (12p ea.) in heavy armour, with halberd (2p) and shield (1p) (16x15p=240p). The unit includes a Crypt Keeper (12p), Musician (6p) and Standard Bearer (12p). The Standard is the "Banner of the Barrows" (magic banner, 45p).

### Fell Bats, 80p

Unit of 4 Fell Bats (4x20p = 80p)

### Spirit Host, 130p

Unit of 2 bases of Spirit Host (2x65p = 130p)