

“Children of Morgul” 2000 Points Vampire Counts Army

This army uses the Vampire Counts army book for 6th edition Warhammer.

Summary

Lords	1	
Heroes	3	
Core	4	
Special	3	
Rare	1	Total Points 1993

Lords

Count Morgul the Dread, Life Strangler, 348p

Necrarch Vampire Count (205p), upgraded to a level 2 wizard (35p). Has “The Awakening” bloodline power (25p), “Master of the Black Arts” (20p) and “Unholy Cynosure” (20p). Equipped with the “Gem of Blood” (talisman, 25p). Rides a Nightmare (12p) with barding (6p). The Vampire is the army general.

Heroes

Wight Lord, 91p

Wight Lord (60p), with heavy armour (4p), hand weapon and shield (2p). He wields the “Sword of the Kings” (magic weapon, 25p).

Wight Lord, 96p

Wight Lord (60p), with heavy armour (4p) and Great Weapon (4p). He carries the “Ring of the Night” (talisman, 30p).

Necromancer, 150p

Necromancer (65p), upgraded to a level 2 wizard (35p). He has a “Power Familiar” (arcane item, 50p).

Core

Skeletons, 278p

Unit of 23 Skeleton Warriors (8p ea.) with light armour (2p), spear and shield (1p) (23x11p=253p). The unit includes a Captain (10p), Musician (5p) and Standard Bearer (10p).

Skeletons, 255p

Unit of 23 Skeleton Warriors (8p ea.) with light armour (2p), hand weapon and shield (23x10p=230p). 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).

Fell Bats, 80p

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

Spirit Host, 195p

Unit of 3 bases of Spirit Host (3x65p = 195p)

Rare

Banshee, 90p

Banshee (90p)