

## **“Morgul’s Apprentice” 1500 Points Vampire Counts Army**

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

### **Summary**

Lords	0	
Heroes	3	
Core	3	
Special	3	
Rare	0	Total Points 1491

### **Lords**

None permitted.

### **Heroes**

#### Morgul’s Apprentice, 137p

Necrarch Vampire Thrall (80p), with “Nehekhara’s Noble Blood” bloodline power (45p). Rides a Nightmare (8p) with barding (4p). The Vampire Thrall is the army general.

#### 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).

#### 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, 80p

Unit of 8 Dire Wolves (8x10p=80p).

## **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, 130p

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

## **Rare**

None