

“Revenge 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	3	
Special	3	
Rare	1	Total Points 1999

Lords

Count Morgul the Dread, Life Strangler, 335p

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” (talisman, 30p). The Count is the army general.

Heroes

Morgul’s Apprentice, 125p

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

Wight Lord, 166p

Wight Lord (60p), with heavy armour (4p). He rides a Nightmare (8p) with barding (4p) and carries the Battle Standard (25p), which is the “Hell Banner” (magic banner, 65p).

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, 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, 100p

Unit of 5 Fell Bats (5x20p = 100p)

Spirit Host, 130p

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

Rare

Banshee, 90p

Banshee (90p)