

[Vampire Counts]												Name	Amount	Options	Costs
M	WS	BS	S	T	W	I	A	LD	US	Type		Ghoul King (300.0p)	1	<ul style="list-style-type: none"> • PM Hellish Vigour 3/5+ (35p) • BM Hand of Dust (5+) (35p) • Terrorgeist (250p) • Aura of Dark Majesty (25p) • Master Strike (c) (15p) 	660.0p
Ghoul King															
6	8	4	5	5	4	7	5	9	1	Inf					
Terrorgeist															
6	3	0	5	6	6	2	4	4	6	Mon	Magic: A Ghoul King is a Level 3 wizard. He must choose 1-2 PM and 1-3 BM spells. Equipment: Hand weapon. May take up to 150p of magic items (incl. Bloodline Powers). Special Rules: Regeneration (5+), Immortal Rage, The Hunger. Terrorgeist: Equipment: Hand weapon. Special Rules: Flying Model, Large Target, Terror, Regeneration (6+), Death Shriek				
M	WS	BS	S	T	W	I	A	LD	US	Type		Necromancer (100.0p)	1	<ul style="list-style-type: none"> • PM Invokation of Nehek 2/6+ (0p) • Staff of Sorcery (20p) 	120.0p
Necromancer															
4	3	3	3	3	2	3	1	7	1	Inf					
Magic: A Necromancer is a Level 2 wizard. He must choose 1-2 PM and 0-2 BM spells. Equipment: Hand weapon. May take up to 50p of magic items. Special Rules: none. : 0															
M	WS	BS	S	T	W	I	A	LD	US	Type		Necromancer (100.0p)	1	<ul style="list-style-type: none"> • PM Invokation of Nehek 2/6+ (0p) 	100.0p
Necromancer															
4	3	3	3	3	2	3	1	7	1	Inf					
Magic: A Necromancer is a Level 2 wizard. He must choose 1-2 PM and 0-2 BM spells. Equipment: Hand weapon. May take up to 50p of magic items. Special Rules: none. : 0															
M	WS	BS	S	T	W	I	A	LD	US	Type		Skeleton Warrior (90.0p)	10	<ul style="list-style-type: none"> • Standard (20p) • Musician (5p) • Champion (10p) 	125.0p
Skeleton Warrior															
4	2	0	3	3	1	2	1	3	1	Inf					
Champion															
4	2	0	3	3	1	2	2	3	1	Inf	Equipment: Hand weapon, light armour and shield. Special Rules: Shambling, Block (shield). : 0				
M	WS	BS	S	T	W	I	A	LD	US	Type		Skeleton Warrior (90.0p)	10	<ul style="list-style-type: none"> • Standard (20p) • Musician (5p) • Champion (10p) 	125.0p
Skeleton Warrior															
4	2	0	3	3	1	2	1	3	1	Inf					
Champion															
4	2	0	3	3	1	2	2	3	1	Inf	Equipment: Hand weapon, light armour and shield. Special Rules: Shambling, Block (shield). : 0				
M	WS	BS	S	T	W	I	A	LD	US	Type		Ghoul (120.0p)	10		120.0p
Ghoul															
5	3	0	3	4	1	3	2	5	1	Inf					
Champion															
5	3	0	3	4	1	3	3	5	1	Inf	Equipment: Hand weapon. Special Rules: Light Infantry, Shambling, Poisoned Attacks (1). : 0				
M	WS	BS	S	T	W	I	A	LD	US	Type		Ghoul (120.0p)	10		120.0p
Ghoul															
5	3	0	3	4	1	3	2	5	1	Inf					
Champion															
5	3	0	3	4	1	3	3	5	1	Inf	Equipment: Hand weapon. Special Rules: Light Infantry, Shambling, Poisoned Attacks (1). : 0				
M	WS	BS	S	T	W	I	A	LD	US	Type		Ghoul (120.0p)	10		120.0p
Ghoul															
5	3	0	3	4	1	3	2	5	1	Inf					
Champion															
5	3	0	3	4	1	3	3	5	1	Inf	Equipment: Hand weapon. Special Rules: Light Infantry, Shambling, Poisoned Attacks (1). : 0				
M	WS	BS	S	T	W	I	A	LD	US	Type		Cairn Wraith (110.0p + Nx 50p)	4		160.0p
Cairn Wraith															
6	3	0	3	3	2	2	2	5	1	Inf					
Equipment: Great weapon. Special Rules: Shambling, Ethereal, Skirmish, Terror. : 0															
M	WS	BS	S	T	W	I	A	LD	US	Type		Varghulf (150.0p + Nx 25p)	1		175.0p
Varghulf															
8	5	0	5	5	4	4	5	7	4	Mon					
Equipment: Hand weapon. Special Rules: Terror, Hatred, Regeneration (4+), March Blocker, Bestial Fury. : 0															
M	WS	BS	S	T	W	I	A	LD	US	Type		Black Coach (125.0p + Nx 50p)	1		175.0p
Black Coach															
-	-	-	5	6	5	-	-	-	5	Chariot					
Wraith															
-	3	0	3	-	-	2	3	7	-	-					
Skeletal Steed															
8	3	0	3	-	-	2	1	-	-	-	Chariot: 4+AS, 1 Wraith, 2 Skeletal Steeds Equipment: The Wraith is armed with a great weapon. Special Rules: Impact Hits (D3+1), Spectral Steeds, Terror, Demonic Ward Save (5+), Evocation of Death. : 0				