



# VAMPIRE COVENANT

## LIST CONCLAVES VAMPIRIQUES #4 - 1 585 POINTS



1585 pts (100.00 %) 0 pts (0.00 %) 0 pts (0.00 %) 125 pts (8.00 %) 0 pts (0.00 %)  
**Characters**      **Core**      **Special**      **Swift Death**      **The Suffering**  
 (40 Max)      (20 Least)      (0 NoLimit)      (30 Max)      (20 Max)

### Characters




**COMTE VAMPIRE LAMIA #1**  
 Vampire Count Lamia - Large - Cavalry - 60x100

**695 POINTS**




Global	Adv	Mar	Dis	Rea	Model Rules	
	6"	12"	9	1	Fear, Fearless, Awaken, Autonomous, Undead, Blood Ties, Lamia Bloodline	
Defensive	HP	Def	Res	Arm		
	3	7	5	0		
Offensive	Att	Off	Str	Ap	Agi	
<b>Lamia Count</b>	4	7	5	2	7	Vampiric (6+), Lightning Reflexes, Hand Weapon




**MOUNT GREAT MONSTROUS REVENANT**


Global	Adv	Mar	Dis	Rea	Model Rules	
	6"	12"	C		Fear, Towering Presence, Fly (8", 16", 8", 16"), Light Troops	
	8"	16"				
Defensive	HP	Def	Res	Arm		
	4	C	5	C		
Offensive	Att	Off	Str	Ap	Agi	
<b>Great Monstrous Revenant</b>	4	4	6	3	2	Harnessed, Poison Attacks, Lethal Strike, Devastating Charge

**Options** Wizard Apprentice • Shield • Light Armour • Heavy Armour • Great Weapon • Great Monstrous Revenant • Obsidian Rock • Legend of the Black King



**COURTISANE VAMPIRE LAMIA #1**  
 Vampire Courtier Lamia - Large - Construct - 60x100

**890 POINTS**



Global	Adv	Mar	Dis	Rea	Model Rules	
	6"	12"	8	1	Fear, Fearless, Awaken, Autonomous, Undead, Blood Ties, Lamia Bloodline	
Defensive	HP	Def	Res	Arm		
	3	6	4	0		
Offensive	Att	Off	Str	Ap	Agi	
<b>Lamia's Courtier</b>	3	6	5	2	6	Vampiric (6+), Lightning Reflexes, Hand Weapon



**MOUNT COURT LAMIA OF THE DAMNED**

Global	Adv	Mar	Dis	Rea	Model Rules	
	8"	8"	C		Fear, Ghost Step, Towering Presence, Autonomous, Chill of the Grave, War Platform, Blood Ties	
Defensive	HP	Def	Res	Arm		
	5	C	5	C	Aegis (4+)	
Offensive	Att	Off	Str	Ap	Agi	
<b>Paramours (2)</b>	2	5	5	2	6	Vampiric (6+)
<b>Spectral Pallbearers</b>	8	2	3	0	2	Harnessed, Magical Attacks
<b>Chassis</b>	D6		5	2		Impact Hits (D6, D6), Inanimate

<b>Options</b>	Battle Standard Bearer • Witchcraft • The Dead Arise • Wizard Adept • Shield • Heavy Armour • Light Armour • Great Weapon • Court Lamia of the Damned • General • Stalker's Standard x1 • Aether Icon x1
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## Magics

### Racial Trait Spell

This spell has a second Boosted version, which is shown using {{this colour-coding}}

	Casting	Range	Type	Duration
<b>Arise!</b>				
<i>Mf</i>	4+ [8+] {11+}	18" [6" Aura] {12" Aura}	Translation missing: en.magic_spell.type_target.Augment	Instant
<p><i>When resolving the spell, choose one of the following effects for each target:</i></p> <ul style="list-style-type: none"> <li>• The R&amp;F part of the target Raises a number of Health Points equal to its Reanimated value.</li> <li>• Up to one Character within the target Recovers a number of Health Points equal to its Reanimated value.</li> </ul> <p><i>Models with Towering Presence cannot Recover more than 2 Health Points from this spell in a single Magic Phase.</i></p>				



Witchcraft

		Casting	Range	Type	Duration	Effect
<b>5</b>	Will-o'-the-Wisp	8+ [8+]	18"	Universal	One Turn	The target gains Random Movement (2D6 [3D6])
<b>3</b>	Twisted Effigy	5+ [7+]	36"	Hex	One Turn	The target cannot use Shooting Attacks [and suffers a -2 modifier to its casting rolls].
<b>4</b>	The Wheel Turns	8+ [10+]	24"	Hex	One Turn	Melee Attacks made by {and distributed towards} R&F models in the target unit are set to wound on a 4+, and Close Combat Attacks made by {and allocated against} R&F models in the target unit additionally are set to hit on a 4+, regardless of Offensive Skill, Defensive Skill, Strength, and Resilience. Apply this effect before other to-hit and to-wound modifiers.
<b>6</b>	Bewitching Glare	8+ [12+]	18"	Hex	One Turn	Melee {and Shooting} Attacks against the target must reroll failed to-wound rolls.
<b>1</b>	Raven's Wing	7+ [9+]	18"	Augment	Instant	The target may perform a 8" [12"] Magical Move and gains Fly and Light Troops until the end of the Player Turn. Nominate a single model part affected by the spell. This model part may perform a Sweeping Attack during the move (possibly in addition to other Sweeping Attacks). This Sweeping Attack causes D6 hits with Strength 4, Armour Penetration 1, and Magical Attacks.
<b>A</b>	Evil Eye		24"	Universal	One Turn	If this spell targets a friendly unit, the target gains +1 Advance Rate and +2 March Rate. If this spell targets an enemy unit, the target suffers -1 Advance Rate and -2 March Rate, to a minimum of 3 and 6 respectively. A unit cannot be affected by this spell more than twice in the same Magic Phase.
<b>2</b>	Deceptive Glamour	4+ [6+]	24"	Hex	One Turn	The target suffers -1 [-2] Offensive Skill, -1 [-2] Defensive Skill and -1 [-2] Agility.

## Magic items

**Legend of the Black King:** The bearer gains +1 Armour and Aegis (4+).

**Obsidian Rock:** The bearer gains Magic Resistance (2).

## Magic banners

**Aether Icon:** The bearer gains Magic Resistance (1). If the unit contains a model with another instance of Magic Resistance, it increases that model's Magic Resistance value by 1 instead.

**Stalker's Standard:** The bearer's unit gains Strider.

## Model Rules

**Autonomous:** Undead units consisting entirely of models with Autonomous may perform March Moves as normal, even when outside the range of friendly models' Commanding Presence. The unit must still pass a Discipline Test in order to do so if within 8" of non-Fleeing enemy units.

**Awaken:** The model can Raise Health Points above a unit's starting size for the units stated within brackets. However, units cannot be increased beyond twice their starting size or beyond the maximum unit size written in their unit entry. A unit's starting size is the size of the unit as written on the Army List or the size of the unit when it is Summoned.

**Blood Ties:** Certain unit entries in this Army Book include the term Blood Ties, followed by the name of a Bloodline in brackets. If the army includes at least one Vampire Count or Vampire Courtier matching the Bloodline written in brackets in a unit entry, this unit gains access to the associated Blood Ties upgrade.

**Fear:** Units in base contact with one or more enemy models with Fear suffer -1 Discipline. At the start of each Round of Combat, such units must take a Discipline Test, called a Fear Test. If this test is failed, the models in the unit are Shaken until the end of the Round of Combat. Models that have Fear themselves are immune to the effects of Fear.

**Fearless:** If more than half of a unit's models are Fearless, the unit automatically passes Panic Tests and Decimated Tests and cannot declare a Flee Charge Reaction (unless already Fleeing). Models that are Fearless are also immune to the effects of Fear.

**Hand Weapon:** All models come equipped with a Hand Weapon as their default equipment. If a model has any Close Combat Weapon other than a Hand Weapon, it cannot choose to use the Hand Weapon (unless specifically stated). Hand Weapons wielded by models on foot can be used alongside a Shield, then giving Parry

**Lamia Bloodline:** Enemy units in base contact with one or more Lamia Vampires suffer -1 Agility, to a minimum of 1. If the Vampire is not equipped with Heavy Armour and/or Shield, it gains Distracting. Duels issued by the Vampire must be accepted if possible. Enemy model parts in a Duel with the Vampire suffer -1 Attack Value, to a minimum of 1.

#### Lightning Reflexes:

**Undead:** The model gains Unstable. Models with Undead cannot perform March Moves, unless their unit starts the March Move within the range of a friendly model's Commanding Presence. The only Charge Reaction a unit with one or more models with Undead can make is Hold.

When units consisting entirely of models with Undead lose Health Points due to Unstable, the number of lost Health Points can be reduced in some situations. Apply the modifiers in the following order:

1. If the unit is Stubborn, halve the number of lost Health Points (round fractions up).
2. If the unit is Steadfast, reduce all lost Health Points above 12 to 12.
3. If the unit receives Rally Around the Flag, reduce the number of lost Health Points with the unit's current Rank Bonus. Units with no Rank Bonus reduce the number of Health Points lost by 1 instead.
4. Apply all other modifiers (from Special Equipment, Model Rules, spells, etc.) afterwards.

**Vampiric:** At the end of each Melee Phase, check and resolve the following effects for all models with Vampiric:

- Character – If at least one attack with Vampiric made by the Character caused an unsaved wound against enemy units, the Character can make a single Vampiric roll. If successful, the Character Recovers a single Health Point.
- R&F model – If at least one attack with Vampiric made by a R&F model in the unit caused an unsaved wound against enemy units, the unit can make a single Vampiric roll. If successful, the unit Raises a single Health Point.

A Vampiric roll is successful if the D6 scores X+, where X is the number stated within brackets. Use only the best value if a unit or Character has multiple parts with this Attack Attribute that each caused unsaved wounds. A roll of '1' on a Vampiric roll is always a failure and a '6' is always a success. Models with Towering Presence suffer a -2 modifier to their Vampiric rolls.

## Qr codes of your army

You can print this page to have all your army's units qrcode and cut them to stick them on your units, with them you can directly access to the unit's profil with your phone.

Comte vampire Lamia #1



Courtisane vampire Lamia #1

