



VAMPIRE COVENANT

LIST1 - 4 497 POINTS



990 pts (22.00 %) 1475 pts (33.00 %) 920 pts (20.00 %) 860 pts (19.00 %) 252 pts (6.00 %)

Special **Characters** **Core** **Swift Death** **The Suffering**
 (0 NoLimit) (40 Max) (20 Least) (30 Max) (20 Max)

Characters

IVAN
Midnight Aristocracy - Vampire Count - Standard - Infantry - 20x20

730 POINTS

Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Midnight Aristocracy - Vampire Count	6	7	5	5	5	3	7	5	9	Infantry
Skeletal Steed	8	2	-	3	3	1	2	1	3	War Beast
Model Rules	Fear • Undead • Awaken (Zombies) • Vampiric (6+)									
Model Rules (Skeletal Steed)	Undead • Ethereal • Mount's Protection (5+)									
Model Rules (Skeletal Steed)	Undead • Ethereal • Mount's Protection (5+)									

Options	If General, must take the The Dead Arise • Wizard Apprentice • Shield • Skeletal Steed • 3 spells • Ogre Sword • Armour of Destiny
Notes	Nur einen Zauber, dafür von Karnstein und Erleserner Geschmack

LUCILLE
Midnight Aristocracy - Vampire Courtier - Standard - Infantry - 20x20

365 POINTS

Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Midnight Aristocracy - Vampire Courtier	6	6	4	5	4	3	7	4	8	Infantry
Skeletal Steed	8	2	-	3	3	1	2	1	3	War Beast
Model Rules	Fear • Undead • Awaken (Zombies) • Vampiric (6+)									
Model Rules (Skeletal Steed)	Undead • Ethereal • Mount's Protection (5+)									
Model Rules (Skeletal Steed)	Undead • Ethereal • Mount's Protection (5+)									

Options	Shield • Skeletal Steed • Evocation • 2 spells • Blade of Red Thirst
Notes	karnstein dafür nur 1 Zauber

IGOR
Necromancer - Standard - Infantry - 20x20

380 POINTS

Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Necromancer	4	3	3	3	3	3	3	4	7	Infantry
Model Rules	Undead • Awaken (Zombies, Skeletons) • Gates of the Netherworld • Wizard Apprentice									

Options	May become Wizard Master • Evocation • 4 spells
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Core

Core

KNOCHENKRIEGER
Skeletons x32 - Standard - Infantry - 20x20

380 POINTS

Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Skeletons	4	2	2	3	3	1	2	1	4	Infantry
Model Rules	Scoring • Undead • Ashes to Ashes • Light Armour • Shield									

Options	Champion • Musician • Stalker's Standard
Notes	Keine Standarte das sind Hellebardenpunkte

Core

KLAPPRIGE KRIEGER

Skeletons **x31** - Standard - Infantry - 20x20

390 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Skeletons	4	2	2	3	3	1	2	1	4	Infantry
Model Rules	Scoring • Undead • Ashes to Ashes • Light Armour • Shield									

Options	Champion • Musician • Standard Bearer • Stalker's Standard
Notes	Keine Standarte das sind Hellebardenpunkte

Core

SOMMERSCHLUSSVERKAUF

Zombies **x20** - Standard - Infantry - 20x20

150 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Zombies	4	1	-	3	3	1	1	1	2	Infantry
Model Rules	Scoring • Undead • Ashes to Ashes									

Options	Musician • Standard Bearer
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Special

Core

KNOCHENREITER

Barrow Knights **x9** - Standard - Infantry - 25x50

470 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Rider	4	3	-	4	4	1	3	1	7	Cavalry
Skeletal Steed	8	2	-	3	3	1	2	1	3	
Model Rules	Mount's Protection (5+) • Heavy Armour • Shield									
Model Rules (Rider)	Undead • Ashes to Ashes • Lethal Strike • Multiple Wounds (2, Infantry, War beast, Cavalry) • Magical Attacks • Scoring • Lance									
Model Rules (Skeletal Steed)	Ethereal • Magical Attacks									

Options	Champion • Musician • Standard Bearer • War Standard
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Core

SKELETTREITER

Barrow Knights **x9** - Standard - Infantry - 25x50

520 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Rider	4	3	-	4	4	1	3	1	7	Cavalry
Skeletal Steed	8	2	-	3	3	1	2	1	3	
Model Rules	Mount's Protection (5+) • Heavy Armour • Shield									
Model Rules (Rider)	Undead • Ashes to Ashes • Lethal Strike • Multiple Wounds (2, Infantry, War beast, Cavalry) • Magical Attacks • Scoring • Lance									
Model Rules (Skeletal Steed)	Ethereal • Magical Attacks									

Options	Champion • Musician • Standard Bearer • Banner of the Barrows Kings
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The Suffering

Core

PUTZLAPPEN

Wraiths **x7** - Standard - Infantry - 20x20

252 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Wraiths	6	3	-	3	3	1	2	2	5	Cavalry
Model Rules	Ethereal • Light Troops • Terror • Undead • Reaper • Armour Piercing (6) • Ashes to Ashes • Great Weapon									

Swift Death

KREISCHIE

Shrieking Horror - Standard - Infantry - 150x100

500 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Shrieking Horror	6(8)	4	-	5	6	6	2	4	4	Monster
Model Rules	Undead • Ashes to Ashes • Fly (8) • Regeneration (6+) • Chilling Shriek									

FRITZ

Varkolak - Standard - Infantry - 25x25

360 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Varkolak	8	5	-	6	5	4	4	5	7	Monstrous Beast
Model Rules	Fear • Hatred • Undead • Vanguard • Vampiric (3+) • Regeneration (4+)									

Magics



Evocation

		Casting	Range	Type	Duration	Effect
5	Whispers of the Veil	9+	24"	Hex	Remains in Play	The target suffers -1 Leadership and -2 Weapon Skill, to a minimum of 1.
3	Ancestral Aid	7+ [9+]	12"	Augment	One Turn	The target must reroll failed to-hit rolls with its Close Combat [and Shooting] Attacks.
4	Touch of the Reaper	7+ [10+]	12" [24"]	Hex Damage Focused Direct	Instant	The target suffers D3 hits with Strength 10 and Armour Piercing (6). When rolling to wound with this attack, substitute the target's Toughness for its Leadership.
6	Hasten the Hour	12+	18"	Hex Damage Direct	Instant	Choose up to 3 different models in the target unit (which may be Characters or Champions). Each of them suffers 1 hit that wounds automatically with Armour Piercing (6).
1	Spectral Blades	5+ [10+]	18"	Augment	One Turn	The target must reroll failed to-wound rolls in Close Combat. [The target gains Lethal Strike]
T	Evocation of Souls	5+ [8+] [11+]	18" [6"Aura] [12"Aura]	Augment	One Turn	If the target has at least one model with an Evoked value: The target unit, or a single Character inside the target unit, Raises a number of Wounds as stated in its profile under Evoked. Characters and models with Towering Presence cannot Raise more than 2 Wounds from this spell in a single Magic Phase. If the target has no models with an Evoked value: The target gains Fear, and all enemy units within 6" of the target suffer -1 Leadership. Measure this when using the Leadership value (not when the spell is cast). This modifier cannot be combined with other modifiers caused by Evocation of Souls, except from Fear.
2	Danse Macabre	6+ [11+]	12" [12"Aura]	Augment	Instant	The target may perform an 8" Magical Move, and counts as having Ethereal during this move.

Magic items

Armour of Destiny: Infantry, Cavalry and War Beasts only.
Type: Heavy Armour. The wearer gains a Ward Save (4+).

Ogre Sword: Type: Hand Weapon. Attacks made with this weapon gain +2 Strength.

Blade of Red Thirst: - Midnight Aristocracy only

Type: Hand Weapon. Attacks made with this weapon gain +1 Strength. The wielder gains Vampiric (3+), and makes a Vampiric roll for each unsaved wound caused by this weapon (instead of just one). Instead of following normal rules for successful Vampiric Rolls, each successful roll can be used to either Recover 1 wound to wielder, or Raise 1 Wound in Wielder's unit. Wielder's model can never Recover more than 1 Wound per phase with this.

Magic banners

War Standard: The bearer's unit adds +1 to the Combat Score of any combat they are involved in.

Banner of the Barrows Kings: Barrow Knights and Barrow Guard in the bearer's unit gain a +1 to-hit modifier in Close Combat

Stalker's Standard: The bearer's unit gains Strider and Swiftstride.

Model Rules

Armour Piercing (6):

Ashes to Ashes: At the end of any phase in which the Master is removed as a casualty, every unit in the army with one or more models with Ashes to Ashes must pass a Leadership Test or suffer a number of wounds equal to the amount by which the test was failed, with no saves of any kind allowed. These wounds are distributed following the rules for Unstable, except that they can never be distributed to models that do not have Ashes to Ashes. The number of wounds inflicted is reduced by 1 if the unit received Hold Your Ground.

At the end of the Player Turn in which the Master was removed as a casualty, a new Master may be selected. In order to do so, nominate an eligible Character who is a Wizard, either with the Vampiric special rule or using Evocation. This Character is your new Master.

At the start of each friendly Player Turn in which the army's Master has been removed as a casualty (and no new Master has been selected), every unit with the Ashes to Ashes rule must once again pass a Leadership Test or suffer wounds as described above.

Awaken (Zombies, Skeletons):

Awaken (Zombies):

Chilling Shriek: Model parts with this special rule have a Special Shooting Attack and a Special Close Combat Attack as detailed below.

- As a Special Shooting Attack (normally in the Shooting Phase): Choose a target using the normal rules for Shooting Attacks. The attack has a Range of 8". This attack can be used even if the model Marched previously this Player Turn.

- As a Special Close Combat Attack (normally in the Close Combat Phase): If used, the attack is made at the model part's Initiative and replaces the model part's normal non-Special Attacks. Choose a single unit in base contact as the target.

Regardless of whether it is used as a Shooting or Close Combat Attack, the Chilling Shriek causes 1 automatic hit to the target for each Wound the shooting model part currently has. These hits are resolved at Strength 10 and have Armour Piercing (6) and Magical Attacks. When rolling to wound with this attack, use the opponent's Leadership instead of the opponent's Toughness.

Ethereal: Models with this special rule treat all Terrain as Open Terrain for movement purposes, but cannot end their movement inside (or within 1" of) Impassable Terrain. Model parts with Ethereal gain Magical Attacks, and non-mount model parts with Ethereal gain Ward Save (5+), which is increased to Ward Save (3+) against all attacks that are not Magical Attacks. Units including any non-mount R&F part with Ethereal can only be joined by Characters with Ethereal on a non-mount part.

Fear: All enemy units in base contact with one or more models with this special rule suffer a 1 Leadership modifier. Models that are Immune to Psychology or that have Fear themselves are immune to the effects of Fear. At the start of each Combat Round, units in base contact with one or more enemy models with Fear must take a Leadership Test. If this test is failed, the models in the unit have their Weapon Skill reduced to 1 for the remainder of the Combat Round.

Fly (8): Units composed entirely of models with this special rule can make Flying Movements in the Move Chargers and Remaining Moves sub-phases. When a unit makes a Flying Movement, substitute the models' Movement Characteristic with the value given in brackets (X). However, they cannot end their Movement inside or within 1" of a unit or Impassable Terrain (unless charging, when the normal exceptions to the Unit Spacing rule apply). Units using Flying Movement ignore any Terrain or units they fly over from their starting to their ending position, but they are still affected by the effects of the Terrain from which they take off and in which they land. Flying Movement can be used to March. Models with the Fly special rule also always have Swiftstride and Light Troops.

Gates of the Netherworld: Whenever the caster successfully casts Evocation of Souls, after resolving the effect of the Spell, choose a Friendly unit with an Evoked value and within 12" of the caster. This unit, or a single Character inside the unit, Raises 1 Wound. No unit can be chosen by this special rule more than twice per Magic Phase.

Great Weapon:

Hatred: Model parts with this special rule may reroll failed to hit rolls during the first Round of Combat. Sometimes this rule may only work against certain enemies, which are then stated in brackets. For example, "Hatred (Army Book: Empire of Sonnstahl)" means that Hatred only applies when attacking models from the Empire of Sonnstahl Army Book.

Heavy Armour:

Lance:

Lethal Strike: If an Attack with this special rule, or a Close Combat Attack from a model part with this special rule rolls an unmodified '6' to wound, this Wound has Armour Piercing (6) and Regeneration Saves cannot be taken against it.

Light Armour:

Light Troops: Units composed entirely of models with this special rule are allowed to make any number of Reforms when moving in the Remaining Moves subphase, while they may still Advance or March. They are allowed to shoot even if they Marched or Reformed. No model may move more than its Movement allowance (or twice that number if Marching), from its starting position to its final position, around any obstructions (including the Unit Spacing rule). If a model performed any action during the movement (such as Sweeping attacks), the distance moved is counted from its starting position to the point on the Battlefield where it performed that action and then to its final position. If more than half the models in a unit have the Light Troops special rule, the unit always counts as having 0 Full Ranks. Characters with Light Troops that are joined to units with one or more models without Light Troops, lose this rule for as long as it remains with the unit.

Magical Attacks: Attacks with this special rule or Attacks made by model parts with this special rule normally don't have any special effect. However, they interact with other rules (such as Ethereal). Models with this special rule apply it to all their attacks, including Special Attacks such as Stomp, Impact Hits, and Breath Attacks (unless stated otherwise). All attacks caused by spells and Magical Items have Magical Attacks.

Mount's Protection (5+):

Multiple Wounds (2, Infantry, War beast, Cavalry):

Reaper: Any unit consisting entirely of models with this special rule may ignore all Terrain and units during the Remaining Moves sub-phase (from its starting position to its ending position) but must abide by the Unit Spacing rule upon the completion of its move. The unit may perform a Sweeping Attack. The enemy suffers 1 hit for each model with the Reaper special rule that moved through the target. These hits use the Reaper model's Strength, including weapon modifiers and special rules affecting Close Combat Attacks (such as Armour Piercing or Flaming Attacks).

Regeneration (4+): 4+ save, taken after failed armour saves. Cannot be combined with Ward Save (if a model has both, it must chose which one to use), taken against Flaming Attacks or Killing Blows that rolled a '6' to wound.

Regeneration (6+): Save with value stated in brackets, taken after failed armour saves. Cannot be combined with Ward Save (if a model has both, it must chose which one to use), taken against Flaming Attacks or Killing Blows that rolled a '6' to wound.

Scoring: Units with at least one model with the Scoring special rule are considered Scoring Units and are used for capturing Secondary Objectives. Every army needs a few Scoring units to be able to complete Secondary Objectives, which is why units with the Scoring special rule are marked in the Armybooks with a special pennant icon:

The Scoring special rule can be lost during the game:

- One or more models in the unit are Light Troops.
- A unit that is Fleeing loses its Scoring special rule for as long as it is Fleeing.
- An Ambushing unit that entered the Battlefield on Game Turn 4 or later loses its Scoring Special rule.
- A unit that has performed a Post-Combat Reform loses its Scoring special rule until the end of the current Player Turn.

Shield:

Terror: When a unit with one or more models with this special rule declares a Charge, its target must take a Panic Test. If the test is failed, the target of the Charge must declare a Flee reaction, if able to do so. All models with Terror also have the Fear special rule and are immune to Fear and Terror.

Undead: Units with this special rule gain Unstable and Immune to Psychology. Undead units cannot March, unless they start their move within the range of a friendly model's Inspiring Presence. The only Charge Reaction an Undead unit can make is Hold.

Vampiric (3+):

Vampiric (6+):

Vanguard: After Deployment (including Scouts), units composed entirely of models with this special rule may perform a 12" move. The move is performed as if in the Remaining Moves subphase, including any actions and restrictions the unit would normally have in the Remaining Moves subphase (such as Wheeling, Reforming, joining units, leaving units and so on).

The 12" distance is used instead of the unit's Movement Characteristic and no March Moves are allowed. This move cannot be used to move within 12" of enemy units. This is decreased to 6" for enemy units which have either Scouted or Vanguarded. Units that have moved in this way may not Declare Charges in the first Player Turn (if their side has the first turn). If both players have units with Vanguard, alternate moving units one at a time, starting with the player that finished deploying last. Instead of moving a unit, a player may declare to not move any more Vanguarding units.

Wizard Apprentice: Wizard Apprentices add +1 to their casting and dispelling 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.

