



VAMPIRE COVENANT

VAMPIRE ALL PAINTED - 2 624 POINTS



819 pts (31.00 %) **Special** (0 NoLimit)
 925 pts (35.00 %) **Characters** (40 Max)
 520 pts (20.00 %) **Core** (20 Least)
 360 pts (14.00 %) **Swift Death** (30 Max)
 160 pts (6.00 %) **The Suffering** (20 Max)

Characters

FELL WRAITH #1

Fell Wraith - Standard - Infantry - 20x20

160 POINTS

Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Fell Wraith	6	4	-	3	3	3	2	3	5	Infantry
Model Rules	Ethereal • Not a Leader • Terror • Undead • Reaper • Ashes to Ashes • Armour Piercing (6) • Wail of Woe									
Options	May take a Great Weapon									

MIDNIGHT ARISTOCRACY - VAMPIRE COUNT #1

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

535 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
Model Rules	Fear • Undead • Awaken (Zombies) • Vampiric (6+)									
Options	If General, must take the The Dead Arise • Wizard Master • Heavy Armour • Evocation • 1 spell • Skull Splitter									

NECROMANCER #1

Necromancer - Standard - Infantry - 20x20

230 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 • 1 spell									

Core

DIRE WOLVES #1

Dire Wolves x5 - Standard - Infantry - 25x50

80 POINTS

Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Dire Wolves	9	3	-	3	3	1	3	1	3	War Beast
Model Rules	Thunderous Charge • Undead • Vanguard • Ashes to Ashes									


SKELETONS #1

Skeletons x20 - Standard - Infantry - 20x20

220 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
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Core **ZOMBIES #1** 110 POINTS 

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

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									

Core **ZOMBIES #2** 110 POINTS 

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

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									


Special

BARROW GUARD #1 475 POINTS 

Barrow Guard **x20** - Standard - Infantry - 20x20

Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Barrow Guard	4	3	-	4	4	1	3	1	7	Infantry
Model Rules	Lethal Strike • Scoring • Undead • Ashes to Ashes • Bodyguard (General, Barrow King) • Magic Attacks • Multiple Wounds (2, Infantry, War beast, Cavalry) • Heavy Armour									


Options	Great Weapon • Champion • Musician • Standard Bearer
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BARROW KNIGHTS #1 240 POINTS 

Barrow Knights **x5** - Standard - Infantry - 25x50

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
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GREAT BATS #1 104 POINTS 

Great Bats **x3** - Standard - Infantry - 40x40

Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Great Bats	1(8)	3	-	3	3	2	3	2	3	War Beast
Model Rules	Skirmishers • Undead • Ashes to Ashes • Fly (8)									

Swift Death

VARKOLAK #1
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]
7	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

Skull Splitter: Type: Shooting Weapon. Range 24", Strength 4, Armour Piercing (1), Multiple Shots (4). Shooting Attacks made with this weapon ignore Ballistic Skill and all to-hit modifiers, and instead hit on 4+.

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):

Bodyguard (General, Barrow King):

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.

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:

Magic Attacks:

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):

Not a Leader: Models with this rule can never be the General.

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 choose 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:

Skirmishers: Models with this special rule always gain Light Troops. Shooting at Skirmishers suffers a -1 to-hit modifier.

Skirmishing models are not placed in base to base contact with each other. Instead, models are placed with a 12.5mm distance between them. This gap is considered part of the unit for Line of Sight purposes, and will have the same Height as the largest fraction of the models in the unit. Other than this gap between models, units of Skirmishers follow the normal rules for forming units and therefore have a front, two flanks, a rear, can perform Supporting Attacks from the second rank, and so on. Skirmishing units can only be joined by Characters that have the same Troop Type as the unit. A Character which joins a unit of Skirmishers gains Skirmishers for as long as it remains with the unit. The unit ceases to be Skirmishers if all models with Skirmishers are wiped out, immediately contracting their loose formation into a normal formation, without moving the centre of the front rank. Nudge any unit as normal to maintain base contact when possible. The Character is always considered Mismatched for the purpose of placement within the unit unless it has the exact same base size as the other Skirmisher models.

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.

Thunderous Charge: In the first round of a combat after a model with this rule has successfully charged, model parts with this special rule receive a +1 Strength bonus to their normal Close Combat Attacks. This Strength bonus can only be used for Attacks directed against the charged enemies.

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.

Wail of Woe: Model parts with this special rule have the Special Shooting Attack and Special Close Combat Attack detailed below.

- As a Special Shooting Attack (normally in the Shooting Phase): Choose a target using the normal rules for Shooting Attacks. The attack hits automatically and has the following profile: Range 8", Strength 4, Multiple Shots (D6+2), Magical Attacks. 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 non-Special Attacks. Choose a single unit in base contact as the target. The target unit suffers D3+1 Strength 4 Hits with Magical Attacks.

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.

Barrow Guard #1	Barrow Knights #1	Dire Wolves #1	Fell Wraith #1	Great Bats #1	Midnight Aristocracy - Vampire Count #1	Necromancer #1	Skeletons #1	Varkolak #1	Zombies #1	Zombies #2
										