



VAMPIRE COVENANT

LIST VAMPIRE COVENANT #1 - 1 230 POINTS



220 pts (18.00 %) 350 pts (28.00 %) 660 pts (54.00 %) 0 pts (0.00 %) 0 pts (0.00 %)

Special **Characters** **Core** **Swift Death** **The Suffering**

(0 NoLimit) (40 Max) (20 Least) (30 Max) (20 Max)

Characters

MIDNIGHT ARISTOCRACY - VAMPIRE COUNT #1

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

350 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+)									

Core

GHOULS #1

Ghouls **x20** - *Standard - Infantry - 20x20*

330 POINTS

Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Ghouls	4	3	-	3	4	1	4	2	6	Infantry
Model Rules	Poisoned Attacks • Scoring • Undead • Ashes to Ashes									

Options	Champion
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GHOULS #2

Ghouls **x20** - *Standard - Infantry - 20x20*

330 POINTS

Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Ghouls	4	3	-	3	4	1	4	2	6	Infantry
Model Rules	Poisoned Attacks • Scoring • Undead • Ashes to Ashes									

Options	Champion
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Special

GHOSTS #1

Ghosts **x3** - *Standard - Infantry - 40x40*

220 POINTS

Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Ghosts	6	3	-	4	5	3	2	3	5	Monstrous Infantry
Model Rules	Fear • Poisoned Attacks • Undead • Ashes to Ashes • Regeneration (5+)									

Options	Champion
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Magics

Model Rules

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):

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.

Poisoned Attacks: If an attack with this special rule, or an attack from a model part with this special rule (both Shooting and Close Combat Attacks), rolls a successful hit with a tohit roll of an unmodified '6', this hit automatically wounds with no to wound roll needed. Shooting Attacks that need a 7+ to hit (or more) can never benefit from Poisoned Attacks. If the Attack can be turned into more than one hit (such as for a hit with Penetrating or Area Attack), only a single hit (of attacker's choice) automatically wounds, all other hits must roll to wound as normal.

Regeneration (5+): 5+ 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.

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.

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 (6+):

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.

Ghasts #1



Ghouls #1



Ghouls #2



Midnight Aristocracy - Vampire Count #1

