



# VAMPIRE COVENANT

## LIST VAMPIRE COVENANT (v2020) #1 - 860 POINTS



860 pts (19.00 %) 0 pts (0.00 %) 0 pts (0.00 %) 115 pts (3.00 %) 0 pts (0.00 %)  
**Characters** **Core** **Special** **Swift Death** **The Suffering**  
 (40 Max) (20 Least) (0 NoLimit) (30 Max) (20 Max)

### Characters



#### VAMPIRE COUNT BROTHERHOOD OF THE DRAGON BLOODLINE #1

Vampire Count Brotherhood of the Dragon Bloodline - Large - Cavalry - 50x50

705 POINTS



Global	Adv	Mar	Dis	Rea	Model Rules	
	6"	12"	9	1	Fear, Fearless, Awaken, Autonomous, Undead, Blood Ties, Brotherhood of the Dragon Bloodline	
Defensive	HP	Def	Res	Arm		
	3	7	5	0	Plate Armour	
Offensive	Att	Off	Str	Ap	Agi	
Count of Brotherhood	5	9	5	2	7	Vampiric (6+), Weapon Master, Hand Weapon



#### MOUNT 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	
Monstrous Revenant	4	4	5	2	2	Harnessed, Poison Attacks, Lethal Strike

**Options** Wizard Apprentice • Lance • Monstrous Revenant • Shield • Cursed Medallion • Dragon Staff • Legend of the Black King



#### VAMPIRE COURTIER NOSFERATU #1

Vampire Courtier Nosferatu - Standard - Infantry - 20x20

155 POINTS



Global	Adv	Mar	Dis	Rea	Model Rules	
	6"	12"	8	1	Fear, Gates of the Netherworld, Awaken, Autonomous, Undead, Blood Ties	
Defensive	HP	Def	Res	Arm		
	3	6	4	0		
Offensive	Att	Off	Str	Ap	Agi	
Nosferatu Courtier	3	4	5	2	6	Vampiric (6+), Hand Weapon

### 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>			
Mf	4+ [8+] {11+}	18" [6" Aura] {12" Aura}	Translation missing: en.magic_spell.type_target.Augment	Instant

When resolving the spell, choose one of the following effects for each target:

- The R&F part of the target Raises a number of Health Points equal to its Reanimated value.
  - Up to one Character within the target Recovers a number of Health Points equal to its Reanimated value.
- Models with Towering Presence cannot Recover more than 2 Health Points from this spell in a single Magic Phase.

## Magic items

**Cursed Medallion:** Right before the battle (during step 7 of the Deployment Phase Sequence), choose a Character, Champion, or a single model unit in the opponent's Army List. The bearer must reroll failed to-hit and to-wound rolls against the chosen model.

**Dragon Staff:** The bearer gains Breath Attack (Str 3, AP 0, Flaming Attacks).

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

## 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.

**Brotherhood of the Dragon Bloodline:** The Vampire cannot refuse Duels and must issue one whenever possible, unless another model does so first.

**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.

**Gates of the Netherworld:** Whenever a model with Gates of the Netherworld successfully casts Arise!, after resolving the spell's effect, choose a friendly unit with a Reanimated value and within 12" of the Caster. This unit, or a single Character inside the unit, Raises 1 Health Point. No unit can be chosen more than twice per Magic Phase by Gates of the Netherworld.

**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

**Plate Armour:** +3 Armor

**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.

**Weapon Master:**

## 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.

Vampire Count Brotherhood of the Dragon Bloodline #1



Vampire Courtier Nosferatu #1

