



# VAMPIRE COVENANT

## V2.2 - CV STEED MASTER + NECRO MASTER + REVENAN... - 4 499 POINTS




1800 pts (40.00 %) 1129 pts (25.00 %) 550 pts (12.00 %) 0 pts (0.00 %) 1020 pts (23.00 %)

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

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


### Characters




#### VAMPIRE COUNT

Vampire Count - Standard - Cavalry - 25x50

## 1 085 POINTS




|                      |            |            |            |  |            |                       |
|----------------------|------------|------------|------------|--|------------|-----------------------|
| <i>Global</i>        | <i>Adv</i> | <i>Mar</i> | <i>Dis</i> | <i>Model Rules</i>                         |            |                       |
|                      | 6"         | 12"        | 9          | Fear, Fearless, Undead, Autonomous, Awaken |            |                       |
| <i>Defensive</i>     | <i>HP</i>  | <i>Def</i> | <i>Res</i> | <i>Arm</i>                                 |            |                       |
|                      | 3          | 7          | 5          | 0  |            |                       |
| <i>Offensive</i>     | <i>Att</i> | <i>Off</i> | <i>Str</i> | <i>Ap</i>                                  | <i>Agi</i> |                       |
| <b>Vampire Count</b> | 5          | 7          | 5          | 2  | 7          | Vampiric, Hand Weapon |



#### MOUNT SKELETAL STEED

|                       |            |            |            |                    |            |                            |
|-----------------------|------------|------------|------------|--------------------|------------|----------------------------|
| <i>Global</i>         | <i>Adv</i> | <i>Mar</i> | <i>Dis</i> | <i>Model Rules</i> |            |                            |
|                       | 8"         | 16"        | C          | Ghost Step         |            |                            |
| <i>Defensive</i>      | <i>HP</i>  | <i>Def</i> | <i>Res</i> | <i>Arm</i>         |            |                            |
|                       | C          | C          | C          | C+2                |            |                            |
| <i>Offensive</i>      | <i>Att</i> | <i>Off</i> | <i>Str</i> | <i>Ap</i>          | <i>Agi</i> |                            |
| <b>Skeletal Steed</b> | 1          | 2          | 3          | 0                  | 2          | Harnessed, Magical Attacks |


**Options** | General • Shield • Wizard Adept • Wizard Master • Skeletal Steed • Occultism • The Dead Arise • Brotherhood of the Dragon Bloodline • Eternal Duellist • Paired Weapons • Halberd • Great Weapon • Legend of the Black King • Dragonfire Gem



#### NECROMANCER


Necromancer - Standard - Infantry - 20x20

## 460 POINTS



|                    |            |            |            |   |            |             |
|--------------------|------------|------------|------------|---|------------|-------------|
| <i>Global</i>      | <i>Adv</i> | <i>Mar</i> | <i>Dis</i> | <i>Model Rules</i>  |            |             |
|                    | 4"         | 8"         | 7          | Fearless, Undead, Wizard Apprentice, Gates of the Netherworld |            |             |
| <i>Defensive</i>   | <i>HP</i>  | <i>Def</i> | <i>Res</i> | <i>Arm</i>  |            |             |
|                    | 3          | 3          | 3          | 0   |            |             |
| <i>Offensive</i>   | <i>Att</i> | <i>Off</i> | <i>Str</i> | <i>Ap</i>   | <i>Agi</i> |             |
| <b>Necromancer</b> | 1          | 3          | 3          | 0   | 3          | Hand Weapon |


**Options** | Wizard Master • Evocation • Necromantic Staff



#### NECROMANCER

Necromancer - Standard - Infantry - 20x20

## 255 POINTS



|                    |            |            |            |   |            |             |
|--------------------|------------|------------|------------|---|------------|-------------|
| <i>Global</i>      | <i>Adv</i> | <i>Mar</i> | <i>Dis</i> | <i>Model Rules</i>  |            |             |
|                    | 4"         | 8"         | 7          | Fearless, Undead, Wizard Apprentice, Gates of the Netherworld |            |             |
| <i>Defensive</i>   | <i>HP</i>  | <i>Def</i> | <i>Res</i> | <i>Arm</i>  |            |             |
|                    | 3          | 3          | 3          | 0   |            |             |
| <i>Offensive</i>   | <i>Att</i> | <i>Off</i> | <i>Str</i> | <i>Ap</i>   | <i>Agi</i> |             |
| <b>Necromancer</b> | 1          | 3          | 3          | 0   | 3          | Hand Weapon |

**Options** | Wizard Adept • Alchemy • Unholy Tome

# Core



## ZOMBIES

Zombies **x25** - Standard - Infantry - 20x20

**150** POINTS



| Global        | Adv | Mar | Dis | Rea   | Model Rules                               |
|---------------|-----|-----|-----|-------|---|
|               | 4"  | 8"  | 2   | 2D6+4 | Fearless, Scoring, Undead, Ashes to Ashes |
| Defensive     | HP  | Def | Res | Arm   |   |
|               | 1   | 1   | 3   | 0     |   |
| Offensive     | Att | Off | Str | Ap    | Agi                                       |
| <b>Zombie</b> | 1   | 1   | 3   | 0     | 1   |

|                |          |
|----------------|----------|
| <b>Options</b> | Musician |
|----------------|----------|



## DIRE WOLVES

Dire Wolves **x8** - Standard - Beast - 25x50

**135** POINTS



| Global           | Adv | Mar | Dis | Rea  | Model Rules                                |
|------------------|-----|-----|-----|------|--|
|                  | 9"  | 18" | 3   | D3+4 | Fearless, Undead, Vanguard, Ashes to Ashes |
| Defensive        | HP  | Def | Res | Arm  |  |
|                  | 1   | 3   | 3   | 0    |  |
| Offensive        | Att | Off | Str | Ap   | Agi  |
| <b>Dire Wolf</b> | 1   | 3   | 3   | 0    | 3  |

|                |          |
|----------------|----------|
| <b>Options</b> | Champion |
|----------------|----------|



## SKELETONS

Skeletons **x39** - Standard - Infantry - 20x20

**318** POINTS



| Global          | Adv | Mar | Dis | Rea  | Model Rules                               |
|-----------------|-----|-----|-----|------|---|
|                 | 4"  | 8"  | 4   | D6+4 | Fearless, Scoring, Undead, Ashes to Ashes |
| Defensive       | HP  | Def | Res | Arm  |   |
|                 | 1   | 2   | 3   | 0    | Light Armour, Shield                      |
| Offensive       | Att | Off | Str | Ap   | Agi                                       |
| <b>Skeleton</b> | 1   | 2   | 3   | 0    | 2   |

|                |   |
|----------------|---|
| <b>Options</b> | Champion • Musician • Standard Bearer • Legion Standard |
|----------------|---|



## SKELETONS

Skeletons **x36** - Standard - Infantry - 20x20

**297** POINTS



| Global          | Adv | Mar | Dis | Rea  | Model Rules                               |
|-----------------|-----|-----|-----|------|---|
|                 | 4"  | 8"  | 4   | D6+4 | Fearless, Scoring, Undead, Ashes to Ashes |
| Defensive       | HP  | Def | Res | Arm  |   |
|                 | 1   | 2   | 3   | 0    | Light Armour, Shield                      |
| Offensive       | Att | Off | Str | Ap   | Agi                                       |
| <b>Skeleton</b> | 1   | 2   | 3   | 0    | 2   |

|                |   |
|----------------|---|
| <b>Options</b> | Champion • Musician • Standard Bearer • Legion Standard |
|----------------|---|



**BAT SWARMS**  
Bat Swarms **x3** - Standard - Beast - 40x40

124 POINTS



| Global    | Adv | Mar | Dis | Model Rules   |                          |
|-----------|-----|-----|-----|---|--------------------------|
|           | 1"  | 2"  | 3   | Fearless, Fly, Light Troops, Skirmisher, Undead, Ashes to Ashes, Storm of Wings |                          |
|           | 6"  | 12" |     |   |                          |
| Defensive | HP  | Def | Res | Arm   |                          |
|           | 4   | 3   | 2   | 0   | Distracting, Hard Target |
| Offensive | Att | Off | Str | Ap  | Agi                      |
| Bat Swarm | 4   | 3   | 2   | 0   | 3                        |



**BAT SWARMS**  
Bat Swarms **x2** - Standard - Beast - 40x40

105 POINTS



| Global    | Adv | Mar | Dis | Model Rules   |                          |
|-----------|-----|-----|-----|---|--------------------------|
|           | 1"  | 2"  | 3   | Fearless, Fly, Light Troops, Skirmisher, Undead, Ashes to Ashes, Storm of Wings |                          |
|           | 6"  | 12" |     |   |                          |
| Defensive | HP  | Def | Res | Arm   |                          |
|           | 4   | 3   | 2   | 0   | Distracting, Hard Target |
| Offensive | Att | Off | Str | Ap  | Agi                      |
| Bat Swarm | 4   | 3   | 2   | 0   | 3                        |

Special



**GREAT BATS**  
Great Bats **x2** - Standard - Beast - 40x40

95 POINTS



| Global    | Adv | Mar | Dis | Rea  | Model Rules   |
|-----------|-----|-----|-----|------|---|
|           | 1"  | 2"  | 5   | D3+1 | Fearless, Fly, Light Troops, Skirmisher, Undead, Ashes to Ashes |
|           | 9"  | 18" |     |      |   |
| Defensive | HP  | Def | Res | Arm  |   |
|           | 2   | 3   | 3   | 0    | Hard Target   |
| Offensive | Att | Off | Str | Ap   | Agi   |
| Great Bat | 2   | 3   | 3   | 0    | 3   |



**DARK COACH**  
Dark Coach - Large - Construct - 50x100

455 POINTS



| Global       | Adv | Mar | Dis | Rea | Model Rules   |                               |
|--------------|-----|-----|-----|-----|---|-------------------------------|
|              | 8"  | 8"  | 7   | 1   | Fear, Fearless, Ghost Step, Swiftstride, Undead, Unholy Conduit |                               |
| Defensive    | HP  | Def | Res | Arm |   |                               |
|              | 5   | 3   | 5   | 4   | Aegis   |                               |
| Offensive    | Att | Off | Str | Ap  | Agi   |                               |
| Coachman     | 2   | 3   | 3   | 10  | 2   | Magical Attacks, Great Weapon |
| Vampire      | 4   | 6   | 5   | 2   | 6   | Vampiric                      |
| Undead Mount | 1   | 3   | 4   | 1   | 2   | Harnessed                     |
| Chassis      |     |     | 5   | 2   |   | Impact Hits, Inanimate        |

Swift Death



## SHRIEKING HORROR

Shrieking Horror - Gigantic - Beast - 150x100

**510 POINTS**



|                  |            |            |            |            |   |
|------------------|------------|------------|------------|------------|---|
| <i>Global</i>    | <i>Adv</i> | <i>Mar</i> | <i>Dis</i> | <i>Rea</i> | <i>Model Rules</i>                                  |
|                  | 6"         | 12"        | 4          | 1          | Fearless, Fly, Light Troops, Undead, Ashes to Ashes |
|                  | 8"         | 16"        |            |            |   |
| <i>Defensive</i> | <i>HP</i>  | <i>Def</i> | <i>Res</i> | <i>Arm</i> | Fortitude   |
|                  | 6          | 4          | 6          | 0          |   |
| <i>Offensive</i> | <i>Att</i> | <i>Off</i> | <i>Str</i> | <i>Ap</i>  | <i>Agi</i>  |
| Shrieking Horror | 4          | 4          | 5          | 2          | 2   |
|                  |            |            |            |            | Harnessed, Chilling Shriek                          |



## SHRIEKING HORROR

Shrieking Horror - Gigantic - Beast - 150x100

**510 POINTS**



|                  |            |            |            |            |   |
|------------------|------------|------------|------------|------------|---|
| <i>Global</i>    | <i>Adv</i> | <i>Mar</i> | <i>Dis</i> | <i>Rea</i> | <i>Model Rules</i>                                  |
|                  | 6"         | 12"        | 4          | 1          | Fearless, Fly, Light Troops, Undead, Ashes to Ashes |
|                  | 8"         | 16"        |            |            |   |
| <i>Defensive</i> | <i>HP</i>  | <i>Def</i> | <i>Res</i> | <i>Arm</i> | Fortitude   |
|                  | 6          | 4          | 6          | 0          |   |
| <i>Offensive</i> | <i>Att</i> | <i>Off</i> | <i>Str</i> | <i>Ap</i>  | <i>Agi</i>  |
| Shrieking Horror | 4          | 4          | 5          | 2          | 2   |
|                  |            |            |            |            | Harnessed, Chilling Shriek                          |

## Magics

### Racial Trait Spell

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

|  | Casting   | Range  | Type   | Duration |
|--|---|--|--|----------|
| <b><i>H rep Arise!</i></b>   |   |  |  |          |
| <i>Mf</i>  | (18")<br><span style="color: blue;">{6" Aura}</span><br><span style="color: green;">{{12" Aura}}</span> | (4+)<br><span style="color: blue;">{8+}</span><br><span style="color: green;">{{11+}}</span> | Translation missing:<br>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>• <i>The R&amp;F part of the target Raises a number of Health Points equal to its Reanimated value.</i></li> <li>• <i>Up to one Character within the target Recovers a number of Health Points equal to its Reanimated value.</i></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> |   |  |  |          |



|          |                   | Casting   | Range   | Type               | Duration  | Effect  |
|----------|-------------------|---|---|--------------------|-----------|---|
| <b>5</b> | Corruption of Tin | 8+  | 36"   | Hex                | Permanent | The target suffers -1 Armour.   |
| <b>3</b> | Glory of Gold     | 8+  | 18"   | Augment            | One Turn  | The target gains +1 Armour Penetration, Flaming Attacks and Magical Attacks.  |
| <b>4</b> | Silver Spike      | <span style="color: red;">&lt;6+&gt;</span><br><span style="color: blue;">{9+}</span> | <span style="color: red;">&lt;18"&gt;</span><br><span style="color: blue;">{36"}</span> | Hex Missile Damage | Instant   | The target suffers 1 hit with Strength 4 [6], Armour Penetration 10, <b>Magical Attacks</b> , <b>[Multiple Wounds (D3)]</b> , and <b>Area Attack (1x5)</b> .  |
| <b>2</b> | Word of Iron      | <span style="color: red;">&lt;5+&gt;</span><br><span style="color: blue;">{9+}</span> | <span style="color: red;">&lt;24"&gt;</span><br><span style="color: blue;">{18"}</span> | Augment            | One Turn  | The target gains <span style="color: red;">&lt;+1&gt;</span> <span style="color: blue;">{+2}</span> to its Armour.  |
| <b>6</b> | Molter Copper     | 7+  | 24"   | Hex Missile Damage | Instant   | The target suffers D3+4 hits with Strength X, Armour Penetration 4, Flaming Attacks, and Magical Attacks, where X is equal to the target's Armour.  |
| <b>1</b> | Quicksilver Lash  | 7+  | 24"   | Hex Missile Damage | Instant   | The target suffers D3+1 hits with Flaming Attacks, Magical Attacks, and Armour Penetration 10. These hits always wound on a roll equal to or greater than "7 minus the target's Armour". An unmodified '6' always wounds and an unmodified '1' always fails to wound. |
| <b>A</b> | Alchemical Fire   |   | 18"   | Hex                | One Turn  | The target gains Flammable against Melee Attacks.   |



### Evocation

|          |                      | <i>Casting</i> | <i>Range</i>    | <i>Type</i>                       | <i>Duration</i> | <i>Effect</i>   |
|----------|----------------------|----------------|-----------------|-----------------------------------|-----------------|---|
| <b>1</b> | Spectral Blades      | 5+ [9+]        | 18"             | Augment                           | One Turn        | The target must reroll failed to-wound rolls with its Melee Attacks and gains [Lethal Strike][color].   |
| <b>3</b> | Hasten the Hour      | 7+ [10+]       | 24"<br>[18"]    | Hex Damage Direct                 | Instant         | Choose 1 {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 Penetration 10 and Magical Attacks.       |
| <b>2</b> | Whispers of the Veil | 8+             | 24"             | Hex                               | One Turn        | The target suffers -1 Resilience. In addition, a unit with at least one model affected by one or more instances of the spell suffers -1 Discipline.   |
| <b>4</b> | Evocation of Souls   |                |                 |                                   | Instant         | If your Veil Token pool contains less than 3 Veil Tokens, you gain one Veil Token. No more than 1 Veil Token can be gained from this spell each Phase.  |
| <b>5</b> | Touch of the Reaper  | <7+><br>[9+]   | <24"><br>[18"]  | Hex Missile Damage Focused Direct | Instant         | The target suffers 1D3 hits with Strength 10, Armour Penetration 10, and <b>Magical Attacks</b> . When rolling to wound with this attack, use the target's Discipline instead of the target's Resilience. |
| <b>6</b> | Danse Macabre        | 6+ [9+]        | 18"<br>[9"Aura] | Augment                           | Instant         | The target may perform a 12" [6"] Magical Move and gains Ghost Step during this move.   |
| <b>4</b> | Ancestral Aid        | 6+ [7+]        | 12"<br>[18"]    | Augment                           | One Turn        | The target must reroll failed to-hit rolls with its Close Combat Attacks.   |



### Occultism

**The Sacrifice:** When casting a non-Bound Spell from this Path, immediately after the casting roll, but before any Dispelling Attempt, the Active Player may choose the Caster's unit or another friendly unengaged unit within 24".

A unit may only be chosen once per phase. The chosen unit suffers X hits that wound automatically with Armour Penetration 10 and Magical Attacks, and with no saves of any kind allowed, where X is determined by the Discipline value of the largest fraction of models in the unit, ignoring all Discipline modifiers. In case of a tie, use the lower value:

- 0 to 4: 3 hits
- 5 to 7: 2 hits
- 8 to 10: 1 hit

Any Health Point loss from The Sacrifice that would remove the last model of the chosen unit as a casualty is discarded.

These Health Points losses never cause Panic Tests.

If at least one Health Point loss was caused, the spell is cast with the {amplified} version. In that case, use any text marked with {}.

|          |                      | <i>Casting</i> | <i>Range</i> | <i>Type</i>                           | <i>Duration</i> | <i>Effect</i>  |
|----------|----------------------|----------------|--------------|---------------------------------------|-----------------|--|
| <b>3</b> | The Rot Within       | 6+             | 24"          | Hex                                   | Permanent       | The target suffers -1 Offensive Skill and -1 Defensive Skill.<br>{The Caster gains +1 Offensive Skill and +1 Defensive Skill.}   |
| <b>2</b> | Hand of Glory        | 6+ [8+]        | Caster [12"] | [Augment] Focused                     | One Turn        | The target <<, all models in its unit when the spell is cast, and Raised models in the unit>> gain Aegis (6+) and Aegis (+1, max 3+).<br>{This spell may only target Characters, Champions, and single model units.}                     |
| <b>4</b> | Pentagram of Pain    | 5+[6+]         | 24"[12"Aura] | [Hex]  Direct <br>[Universal]  Damage | Instant         | The target suffers D6 hits with Strength 4, Armour Penetration 1, and Magical Attacks.<br>{The Caster's unit is unaffected.}<br>{If one or more unsaved wounds are caused with this spell, the Caster Recovers 1 Health Point.}          |
| <b>5</b> | Marked for Doom      | 9+             | 24"          | Hex Damage Direct                     | Instant         | The target suffers 1 hit with Strength 10, Armour Penetration 10, Multiple Wounds (D3), and Magical Attacks.<br>{If the target is within 12" of the Caster, the spell targets a single Character or Champion joined to the target unit.} |
| <b>6</b> | The Grave Calls      | 11+            | 12"          | Hex Damage Direct                     | Instant         | The target suffers 2D6 hits with Strength 5, Armour penetration 2, and Magical Attacks.<br>{The hits gain +1 Strength and +1 Armour Penetration.}  |
| <b>1</b> | Breath of Corruption | 6+ [9+]        | Caster [12"] | [Augment] Focused                     | One Turn        | The target gains Breath Attack (Magical Attacks, Toxic Attacks).<br>{This spell may only target Characters, Champions, and single model units.}<br>{If the Breath Attack is used as a Shooting Attack, its range is increased to 18".}   |

### Magic items

**Dragonfire Gem:** The bearer gains Aegis (2+, against Flaming Attacks). The bearer automatically fails all Fortitude Saves.

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

**Necromantic Staff:** The bearer gains **Channel (1)** and can cast the first Boosted version (6" Aura) of Arise! (Hereditary Spell) as a Bound Spell with Power Level (4/8).

**Unholy Tome:** The bearer can cast Danse Macabre (Evocation) as a Bound Spell with Power Level (4/8).

## Magic banners

**Legion Standard:** A unit with one Legion Standard increases the maximum of its Rank Bonus by +1 (normally this means the unit can add up to 4 Full Ranks to its Combat Score). A unit with two or more Legion Standards increases the maximum of its Rank Bonus by +2 instead.

## Model Rules

### Aegis:

**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 Discipline Test or lose a number of Health Points equal to the amount by which the test was failed, with no saves of any kind allowed. These Health Point losses are allotted following the rules for Unstable, except that they can never be allotted to models that do not have Ashes to Ashes. The number of Health Points lost is reduced by 1 if the unit is within range of Rally Around the Flag. 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 a friendly Wizard Character that either has Vampiric or has chosen Evocation. This Character becomes the new Master. At the start of each friendly Player Turn after the army's Master has been removed as a casualty and no new Master has been selected, every unit with Ashes to Ashes **must** once again pass a Discipline Test or lose Health Points as described above.

**Autonomous:** Undead units consisting entirely of models with Autonomous may perform March Moves as normal, even when outside the range of Commanding Presence of any friendly models. 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.

**Chilling Shriek:** A model with this Special Attack can use it as 1. a Shooting Attack, and as 2. a Special Attack when Engaged in Combat. 1. Choose a target using the normal rules for Shooting Attacks. The attack has Range 8" and **March and Shoot**. 2. The attack is made at the model part's Agility. Declare that you are using Chilling Shriek when allocating attacks. If used, the model part cannot perform any Close Combat Attacks. Choose a single unit in base contact as the target. Regardless of whether it is used as a Shooting or Melee Attack, the Chilling Shriek inflicts 1 hit for each Health Point the model with Chilling Shriek currently has. These hits **always** have Strength 10, Armour Penetration 10, and **Magical Attacks**. When rolling to wound with this attack, use the enemy's Discipline instead of its Resilience.

### Devastating Charge: Attacks & Weapons, Melee

A charging model part with Devastating Charge, or using a weapon with Devastating Charge, gains the Model Rules and Characteristic modifiers stated in brackets. For example, a charging model part with Devastating Charge (+1 Strength, Poison Attacks) gains +1 Strength and Poison Attacks when it is charging. This rule is cumulative: a model part with several instances of Devastating Charge applies all Attack Attributes and Characteristics modifiers from all of them when charging.

**Distracting:** Close Combat Attacks allocated towards a model with Distracting suffer a -1 to-hit modifier. This to-hit modifier cannot be combined with any other negative to-hit modifiers.

**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.

**Fly:** The model gains Light Troops and Swiftstride. Units composed entirely of models with Fly may make Flying Movements when performing a Move Chargers move, an Advance Move, or a March Move. When a unit makes a Flying Movement, substitute its models' Advance Rate with the first value given in brackets (X), and their March Rate with the second value given in brackets (Y). All modifiers to ground movement values are also applied to the flying values of a model. Units using Flying Movement ignore all Terrain Features and units during the Flying Movement (from their starting to their ending position), but must abide by the Unit Spacing rule at the end of the move (unless charging, when the normal exceptions to the Unit Spacing rule apply). They are still affected by the effects of the Terrain Features from which they take off and in which they land.

**Fortitude:** Fortitude is a Special Save. Fortitude Saves cannot be taken against attacks with Lethal Strike that rolled a natural 6+ to wound, or against attacks with Flaming Attacks

**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.

**Ghost Step:** The model treats all Terrain Features as Open Terrain for movement purposes, but must abide by the Unit Spacing rule upon the completion of its moves.

**Great Weapon:** Attacks made with a Great Weapon gain +2 Strength, +2 Armour Penetration and always strike at Initiative Step 0 (regardless of the wielder's Agility). A model using this weapon cannot simultaneously use a Shield against Melee Attacks

**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

### Hard Target:

**Harnessed:** Model parts with Harnessed cannot make Supporting Attacks and cannot use Weapons. Shooting Weapons carried by model parts with Harnessed can be used by other model parts of the same model (as long as they do not have Harnessed or Inanimate). A model with at least one model part with Harnessed is considered to be mounted.

**Impact Hits:** At Initiative Step 10, a charging model part with Impact Hits must choose an enemy unit that is in base contact with the attacking model's Front Facing. This unit suffers a number of hits equal to the value stated in brackets (X). These hits are resolved with the attacking model part's Strength and Armour Penetration.

If a model has both Grind Attacks and Impact Hits, it may only use one of these rules in the same Round of Combat (its controlling player may choose which). In multipart models, only model parts that also have Harnessed or Inanimate can use their Impact Hits. When several models in the same unit have Impact Hits,

and when X is a random number (e.g. Impact Hits (D6)), roll for the number of hits separately for each model part.

**Inanimate:** Inanimate - Melee

Model parts with Inanimate cannot make Close Combat Attacks and cannot use Shooting Weapons. Shooting Weapons carried by model parts with Inanimate can be used by other model parts of the same model (as long as they do not have Harnessed or Inanimate).

**Light Armour:** Armor +1

**Light Troops:** Units composed entirely of models with Light Troops are allowed to make any number of Reforms when performing Advance Moves or March Moves. They are allowed to shoot even if they Marched or Reformed. No model can end its movement with its centre further away than its March Rate from its starting position, around any obstructions (including the Unit Spacing rule). This means that when checking the distance travelled by a model, check the path the model would have taken if it was alone, with the exception that the unit as a whole cannot break the Unit Spacing rule while performing the move. If a model performed any action during the movement (such as a Sweeping Attack), 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 Light Troops, 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 they remain with the unit. An Infantry Character joined to an Infantry unit with both Light Troops and the same Size as the Character gains Light Troops for as long as it remains with the unit.

**Magical Attacks:** The attack doesn't have any special effects. However, it interacts with other rules, such as Otherworldly. Model parts with Magical Attacks apply it also to their Special Attacks (such as Stomp Attacks, Impact Hits and Breath Attack).

**Scoring:** Units with at least one model with Scoring are considered to be Scoring Units, which are used for winning Secondary Objectives (see section XVI.2 "Scoring Secondary Objectives", page 67). Every army needs a few Scoring units to be able to complete Secondary Objectives, which is why units with Scoring are marked in the Army Books with a special pennant icon:

Scoring can be lost during the game:

- A unit that is Fleeing loses Scoring for as long as it is Fleeing.
- An Ambushing unit that enters the Battlefield on Game Turn 4 or later loses Scoring.
- A unit that has performed a Post-Combat Reform loses Scoring until the start of the following Player Turn.

**Shield:** +1 Armour Hand Weapons wielded by models on foot can be used alongside a Shield, then giving Parry.

**Skirmisher:** The model can draw Lines of Sight in any direction (i.e. it is not limited by the Front Arc) from any point on its base (remember that Charge Moves are limited by a single Wheel of no more than 90°, and that Stand and Shoot Charge Reactions can only be done against enemies in the Front Arc) and can always use Shooting Attacks from any rank (they are not limited to shooting from first and second rank).

Units with at least one R&F model with Skirmisher are formed into a skirmish formation. They are not placed in base to base contact with each other. Instead, models are placed with a 12.5 mm distance between them. This gap is considered part of the unit for Cover purposes, and will have the same Size as the models in the unit. Other than this gap between models, units with Skirmisher follow the normal rules for forming units and therefore have a Front, two Flanks, a Rear, can perform Supporting Attacks, and so on. Units in skirmish formation gain Hard Target and Light Troops, never block Line of Sight, and when units in skirmish formation would contribute to Hard Cover, they contribute to Soft Cover instead.

**Storm of Wings:** Enemy units in base contact with one or more models with Storm of Wings suffer -1 Offensive Skill and -1 Defensive Skill.

**Swiftstride:** When a unit composed entirely of models with Swiftstride rolls Charge Range, Flee Distance, Pursuit Distance or Overrun Distance, it rolls an additional D6 (normally this will lead to rolling 3D6) and discards the lowest D6 rolled.

**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.

**Unholy Conduit:** Friendly units within 6" gain **Autonomous**.

**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.

**Vanguard:** After Deployment (including units with Scout), models with Vanguard may perform a 12" move. The move is performed as an Advance Move in the Movement Phase, including any actions and restrictions the unit would normally have (such as Wheeling, Reforming, joining units, leaving units and so on). The 12" distance is used instead of the unit's Advance Rate and March Rate. 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:** - Knows 1 spell.

- Can select between the Learned Spell 1 of its chosen Path and the Hereditary Spell of its army.  
The Wizard selects its spells as described in Spell Selection

## QR codes of your army

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

|                  |                  |               |             |         |             |           |           |            |            |             |            |            |
|------------------|------------------|---------------|-------------|---------|-------------|-----------|-----------|------------|------------|-------------|------------|------------|
| Shrieking Horror | Shrieking Horror | Vampire Count | Necromancer | Zombies | Dire Wolves | Skeletons | Skeletons | Great Bats | Dark Coach | Necromancer | Bat Swarms | Bat Swarms |
|------------------|------------------|---------------|-------------|---------|-------------|-----------|-----------|------------|------------|-------------|------------|------------|

