



VAMPIRE COVENANT

PIERRE MORIN - 280 POINTS



280 pts (7.00%) 0 pts (0.00%) 0 pts (0.00%) 0 pts (0.00%) 0 pts (0.00%)
Characters **Core** **Special** **The Suffering** **Swift Death**
 (40 Max) (25 Least) (0 NoLimit) (20 Max) (30 Max)

Characters



COMTE VAMPIRE #1
 Vampire Count - Standard - 20x20

280 POINTS



Global	Cha	Mob	Cou	Rea	Model Rules	
	"	"		1	Unstable, Undead, Autonomous, Fearless, Awaken (Zombies), Light Troops, Light Troops	
Defensive	HP	Def	Res	Arm		
	3	7	5	2		
Offensive	Att	Off	Str	Ap	Agi	
Vampire Count	5	7	5	2	7	Metal Armour, Vampiric (6+), Hand Weapon, Vampire

Options	Light Troops
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Magics

Racial Trait Spell

One of the gifts of the Thirst is an extraordinary affinity for death magic, making vampires natural necromancers from the moment they are sired. Fuelled by stored souls, a Lord of Night can turn any nearby corpse into a grasping vessel, continuously raising it back to undeath, and adding fresh victims to their ranks.

	Casting	Range	Type	Duration
Arise!				
<i>Mf</i>	6+	18"	Translation missing: en.magic_spell.type_target.Augment	Instant
<p><i>Choose one of the following effects when resolving the spell*:</i></p> <ul style="list-style-type: none"> <i>The Rank-and-File part of the target Raises HP equal to its Resurrected value.</i> <i>An Attachable Model in the target Recovers HP equal to its Resurrected value.</i> <p><i>Height 4-5 models with Exclusive, and Attachable Models cannot Recover more than 2 HP from this spell each Magic Phase.</i></p> <p><i>* If multiple targets, each target can make a different choice</i></p>				

Model Rules

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.

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.

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

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.

Metal Armour:

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.

Unstable:

Vampire:

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.

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.

Comte vampire #1

