




VAMPIRE COVENANT

LMIA - 4 498 POINTS



1665 pts (37.00 %) 1273 pts (28.00 %) 1560 pts (35.00 %) 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



VAMPIRE COUNT #1

Vampire Count - Large - Construct - 60x100

1 345 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>
Vampire Count	5	7	5	2	7
Vampiric, Hand Weapon					



MOUNT COURT OF THE DAMNED

<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>	
	4"	8"	C	Ghost Step, Fear, Towering Presence, War Platform, Chill of the Grave	
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	5	5	5	C	
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
Paramour	2	5	5	2	6
Vampiric					
Spectral Pallbearers	8	2	3	0	2
Harnessed, Magical Attacks					


Options • General • Shield • Heavy Armour • Wizard Master • Court of the Damned • The Dead Arise • Lamia Bloodline • Commandment • Witchcraft • Aegis (4+) • Hypnotic Pendant • True Thirst • Ghostly Guard



BARROW KING #1

Barrow King - Standard - Infantry - 20x20


320 POINTS



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>	
	4"	8"	8	Fearless, Not a Leader, Undead, Ashes to Ashes, Unliving Shield	
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	4	5	5	0	
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
Barrow King	3	5	4	1	4
Lethal Strike, Magical Attacks, Multiple Wounds, Hand Weapon					

Options • Battle Standard Bearer • Aether Icon x1 • Legend of the Black King

Core



ZOMBIES #1

Zombies x35 - Standard - Infantry - 20x20

200 POINTS



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

Options	Musician • Standard Bearer
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ZOMBIES #2
Zombies x35 - Standard - Infantry - 20x20

200 POINTS



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

Options	Musician • Standard Bearer
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GHOULS #1
Ghouls x34 - Standard - Infantry - 20x20

485 POINTS



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Rea</i>	<i>Model Rules</i>
	4"	8"	6		Fearless, Scoring, Undead, Ashes to Ashes, First Raised
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	1	3	4	0	
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
Ghoul	2	3	3	0	4

Options	Champion
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ZOMBIES #3
Zombies x36 - Standard - Infantry - 20x20

194 POINTS



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

Options	Standard Bearer
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ZOMBIES #4
Zombies x36 - Standard - Infantry - 20x20

194 POINTS



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

Options	Standard Bearer
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Special



COURT OF THE DAMNED #1
Court of the Damned - Large - Construct - 60x100

380 POINTS



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Rea</i>	<i>Model Rules</i>
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Global	Adv	Mar	Dis	Rea	Model Rules	
	4"	8"	7	1	Fear, Fearless, Ghost Step, Not a Leader, Towering Presence, Undead, War Platform, Chill of the Grave	
Defensive	HP	Def	Res	Arm		
	5	5	5	2		
Offensive	Att	Off	Str	Ap	Agi	
Paramour(3)	2	5	5	2	6	Vampiric
Spectral Pallbearers	8	2	3	0	2	Harnessed, Magical Attacks

Options	Must take Aegis (4+)
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CADAVER WAGON #1

Cadaver Wagon - Large - Construct - 60x100

250 POINTS



Global	Adv	Mar	Dis	Rea	Model Rules	
	4"	8"	5	2	Fearless, Fearless, Not a Leader, Undead, War Platform, Ashes to Ashes, Necromantic Aura, No Rest for the Wicked	
Defensive	HP	Def	Res	Arm		
	4	3	4	2	Fortitude	
Offensive	Att	Off	Str	Ap	Agi	
Cadaver Master	1	3	3	0	3	
Shambling Horde	8	1	3	0	1	Harnessed
Chassis			4	1		Impact Hits, Inanimate



CADAVER WAGON #2

Cadaver Wagon - Large - Construct - 60x100

250 POINTS



Global	Adv	Mar	Dis	Rea	Model Rules	
	4"	8"	5	2	Fearless, Not a Leader, Undead, War Platform, Ashes to Ashes, Necromantic Aura, No Rest for the Wicked	
Defensive	HP	Def	Res	Arm		
	4	3	4	2	Fortitude	
Offensive	Att	Off	Str	Ap	Agi	
Cadaver Master	1	3	3	0	3	
Shambling Horde	8	1	3	0	1	Harnessed
Chassis			4	1		Impact Hits, Inanimate



ALTAR OF UNDEATH #1

Altar of Undeath - Large - Construct - 50x100

340 POINTS



Global	Adv	Mar	Dis	Rea	Model Rules	
	8"	8"	5	1	Fear, Fearless, Ghost Step, Swiftstride, Terror, Towering Presence, Undead, Ashes to Ashes, Aura of Undeath, Lash of Souls	
Defensive	HP	Def	Res	Arm		
	5	3	5	2	Fortitude	
Offensive	Att	Off	Str	Ap	Agi	
Dark Conductor	1	3	3	0	3	
Ghost Steeds	8	2	3	0	2	Harnessed, Magical Attacks
Chassis			5	2		Impact Hits, Inanimate



ALTAR OF UNDEATH #2

Altar of Undeath - Large - Construct - 50x100

340 POINTS



Global	Adv	Mar	Dis	Rea	Model Rules	
	8"	8"	5	1	Fear, Fearless, Ghost Step, Swiftstride, Terror, Towering Presence, Undead, Ashes to Ashes, Aura of Undeath, Lash of Souls	
Defensive	HP	Def	Res	Arm	Fortitude	
	5	3	5	2		
Offensive	Att	Off	Str	Ap	Agi	
Dark Conductor	1	3	3	0	3	
Ghost Steeds	8	2	3	0	2	Harnessed, Magical Attacks
Chassis			5	2		Impact Hits, Inanimate

Magics

Racial Trait Spell

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

	Casting	Range	Type	Duration
H rep Arise!				
<i>Mf</i>	(18") {6" Aura} {{12" Aura}}	(4+) {8+} {{11+}}	Translation missing: en.magic_spell.type_target.Augment	Instant
<p>When resolving the spell, choose one of the following effects for each target:</p> <ul style="list-style-type: none"> 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. <p>Models with Towering Presence cannot Recover more than 2 Health Points from this spell in a single Magic Phase.</p>				



Witchcraft

		Casting	Range	Type	Duration	Effect
1	Raven's Wing	7+ [9+]	18"	Augment	Instant	The target may perform a 8" [12"] Magical Move and gains Fly and Light Troops until the end of the Player Turn. Nominate a single model part affected by the spell. This model part may perform a Sweeping Attack during the move (possibly in addition to other Sweeping Attacks). This Sweeping Attack causes D6 hits with Strength 4, Armour Penetration 1, and Magical Attacks.
3	Twisted Effigy	5+ [7+]	36"	Hex	One Turn	The target cannot use Shooting Attacks [and suffers a -2 modifier to its casting rolls].
2	Deceptive Glamour	4+ [6+]	24"	Hex	One Turn	The target suffers -1 [-2] Offensive Skill, -1 [-2] Defensive Skill and -1 [-2] Agility.
A	Evil Eye		24"	Universal	One Turn	If this spell targets a friendly unit, the target gains +1 Advance Rate and +2 March Rate. If this spell targets an enemy unit, the target suffers -1 Advance Rate and -2 March Rate, to a minimum of 3 and 6 respectively. A unit cannot be affected by this spell more than twice in the same Magic Phase.
5	Will-o'-the-Wisp	8+ [8+]	18"	Universal	One Turn	Choose which effect to apply when casting the spell: • The target gains Random Movement (2D6") • The target gains Random Movement (3D6")
6	Bewitching Glare	8+ [12+]	18"	Hex	One Turn	Melee [and Shooting] Attacks against the target must reroll failed to-wound rolls.
4	The Wheel Turns	8+ [10+]	24"	Hex	One Turn	Melee Attacks made by [and distributed towards] R&F models in the target unit are set to wound on a 4+, and Close Combat Attacks made by [and allocated against] R&F models in the target unit additionally are set to hit on a 4+, regardless of Offensive Skill, Defensive Skill, Strength, and Resilience. Apply this effect before other to-hit and to-wound modifiers.

Magic items

Ghostly Guard: The wearer gains +2 Armour against non-Magical Attacks.

Hypnotic Pendant: The bearer gains **Distracting**. All Standard Height R&F models in the bearer's unit gain **Parry**.

True Thirst: Attacks made with this weapon gain +1 Strength, +1 Armour Penetration, and **Vampiric (3+)**, and become **Magical Attacks**. For each unsaved wound caused by this weapon during a Melee Phase, Raise 1 Health Point of R&F models in the wielder's unit at the end of the Melee Phase. The number of Raised Health Points in each phase cannot exceed the fixed component of the Reanimated value of the R&F models in the unit, disregarding any D3 or D6 parts (e.g. you can Raise 4 Zombies in a single phase).

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

Magic banners

Aether Icon: The bearer gains Magic Resistance (1). If the unit contains a model with another instance of Magic Resistance, it increases that model's Magic Resistance value by 1 instead.

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 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.

Aura of Undeath: During its Shooting Phase, the model part can make a Shooting Attack that targets all enemy units within 12" of the model (including those Engaged in Combat and outside Front Arc and/or Line of Sight). This attack can be used even if the Altar is Engaged in Combat. The targets suffer D6 hits with a Strength equal to the current Game Turn number and Armour Penetration 2.

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.

Chill of the Grave: Enemy units within 6" of one or more models with Chill of the Grave suffer -2 Agility and -2 Defensive Skill.

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.

First Raised: Ghoul Champions gain **Swift Reform**.

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

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.

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

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.

Heavy Armour: +2 Armor

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).

Lash of Souls: The model can cast Pentagram of Pain (Occultism) as a Bound Spell with Power Level (4/8).

Lethal Strike: If the attack wounds with a natural to-wound roll of 6+, its Armour Penetration is set to 10 and the target of the attack cannot take a Regeneration save against it.

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).

Multiple Wounds: Attacks & Weapons, Melee

Unsaved wounds caused by the attacks are multiplied into the value given in brackets (X). If the value is a dice (e.g. Multiple Wounds (D3)), roll one dice for each unsaved wound with Multiple Wounds. The amount of wounds that the attack is multiplied into can never be higher than the Health Points Characteristic of the target (excluding Health Points lost previously in the battle). For example, if a Multiple Wounds (D6) attack wounds a unit of Trolls (HP 3) and rolls a '5' for the multiplier, the number of unsaved wounds is reduced to 3, even if the Troll unit has already lost one or two Health Points previously in battle.

If Clipped Wings is stated after the X value in brackets, any unsaved wound caused by the attack against a model with Fly is multiplied into X+1 instead of X.

Necromantic Aura: All friendly units within 6" of one or more models with Necromantic Aura reduce the number of Health Point losses caused by Ashes to Ashes and Unstable by 1.

No Rest for the Wicked: All R&F models in friendly units within 6" gain **Fortitude (6+)**. Ghosts in friendly units within 6" gain **Fortitude (4+)** instead. In addition, all R&F models in friendly units that count towards Core within 6" of one or more Cadaver Wagons gain **Fortitude (+1, max. 5+)** during their First Round of Combat.

Not a Leader: The model cannot be the General.

Poison Attacks: If the attack successfully hits with a natural to-hit roll of '6', it automatically wounds with no to-wound roll needed. Shooting Attacks using the Hopeless Shot can only automatically wound if the first to-hit roll is a natural '6'. Note that the second to-hit roll must still be successful in order to hit the target. If the attack can be turned into more than one hit (e.g. a hit with Area Attack, Battle Focus, or Penetrating), only a single hit, chosen by the attacker, automatically wounds. All other hits must roll to wound as normal.

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.

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.

Terror: The model gains Fear and is immune to the effects of Terror. When a unit with one or more models with Terror Declares a Charge, its target must take a Panic Test. If the test is failed, the target of the charge must declare a Flee Charge Reaction, if able to do so.

Towering Presence: The model gains Tall and can never be joined or join a unit (unless it is a War Platform). A model with Towering Presence increases its Rally Around the Flag and Commanding Presence ranges by 6".

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 Appetite: After a Round of Combat in which at least one attack with Unholy Appetite caused an unsaved wound, all attacks with Unholy Appetite from models in the same unit must reroll failed to-hit rolls until the end of the next Player Turn.

Unliving Shield: Enemy models cannot allocate Close Combat Attacks towards a Necromancer as long as they can allocate attacks towards a model with Unliving Shield in the same unit as the Necromancer. This rule cannot be used if there are also models with Vampiric in the same unit as the Necromancer.

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.

War Platform: Unless selected as a mount for a Character, a model with War Platform gains Not a Leader and Character, with the following exceptions:

- It does not count towards the Characters category (for Army List creation).
- It cannot issue Duels, Accept Duels or Make Way.
- It can perform Swirling Melee.
- It does not count as Character regarding Bodyguard and Multiple Wounds.

The model can join units even if it has Towering Presence, and having Chariot does not prevent it from joining units without Chariot. When joined to a unit, it must always be placed in the centre of the front rank, possibly pushing back other models with Front Rank, and must keep its position in the centre of the front rank at all times (as long as it is joined to the unit). If two positions are equally central (e.g. in a unit with an even number of models in the first rank and a War Platform replacing an uneven number of models per rank), the War Platform can be placed in either of these positions. If the War Platform cannot be placed in the centre of the front rank (e.g. due to Mismatching Bases or the front rank being too narrow), the model cannot join the unit. This means that a War Platform can never join a unit with Mismatching Bases and that only a single War Platform can be in the same unit unless noted otherwise.

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.

