



VAMPIRE COVENANT

LIST CONCLAVES VAMPIRIQUES #1 - 4 499 POINTS



1235 pts (41.00 %) 1040 pts (35.00 %) 1364 pts (45.00 %) 860 pts (29.00 %) 220 pts (7.00 %)
Special **Characters** **Core** **Swift Death** **The Suffering**
 (0 NoLimit) (40 Max) (20 Least) (30 Max) (20 Max)


Characters

NECROMANCER #1 **210 POINTS** 

Necromancer - Standard - Infantry - 20x20


Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Necromancer	4	3	3	3	3	3	3	4	7	Infantry
Model Rules	Undead • Awaken (Zombies, Skeletons) • Gates of the Netherworld • Wizard Apprentice									

Options	Evocation • 2 spells
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FELL WRAITH - BANSHEE #1 **220 POINTS** 

Fell Wraith - Banshee - Standard - Infantry - 20x20


Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Fell Wraith - Banshee	6	3	-	3	3	3	3	1	5	Infantry
Model Rules	Ethereal • Not a Leader • Terror • Undead • Reaper • Ashes to Ashes									

BARROW KING #1 **210 POINTS** 

Barrow King - Standard - Infantry - 20x20

Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Barrow King	4	5	-	4	5	3	4	3	8	Infantry
Model Rules	Lethal Strike • Not a Leader • Undead • Ashes to Ashes • Magic Attacks • Multiple Wounds (2, Infantry, War beast, Cavalry) • Unliving Shield • Heavy Armour • Shield									

Options	Battle Standard Bearer
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NECROMANCER #2 **400 POINTS** 

Necromancer - Standard - Infantry - 20x20

Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Necromancer	4	3	3	3	3	3	3	4	7	Infantry
Wagon	-	-	-	4	4	4	-	-	-	Chariot
Shambling Horde	4	1	-	3	-	-	1	*	2	
Model Rules	Undead • Awaken (Zombies, Skeletons) • Gates of the Netherworld • Wizard Apprentice									

Model Rules (Wagon)	Undead • Random Attacks (2D6) (Shambling Horde) • Regeneration (4+) • Regeneration (5+) • Regeneration (6+) • Mount's Protection (5+)									
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Model Rules (Wagon)	Undead • Random Attacks (2D6) (Shambling Horde) • Regeneration (4+) • Regeneration (5+) • Regeneration (6+) • Mount's Protection (5+)									
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Options	2 spells • Cadaver Wagon • May take Endless Horde
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Core

Core

ZOMBIES #1

Zombies x30 - Standard - Infantry - 20x20

210 POINTS



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

Options	Musician • Standard Bearer
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Core

GHOULS #1

Ghouls x28 - Standard - Infantry - 20x20

474 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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Core

DIRE WOLVES #1

Dire Wolves x5 - Standard - Infantry - 25x50

80 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Dire Wolves	9	3	-	3	3	1	3	1	3	War Beast
Model Rules	Thunderous Charge • Undead • Vanguard • Ashes to Ashes									

Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Skeletons	4	2	2	3	3	1	2	1	4	Infantry
Model Rules	Scoring • Undead • Ashes to Ashes • Light Armour • Shield									

Options	Champion • Musician • Standard Bearer
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Core

DIRE WOLVES #2

Dire Wolves x5 - Standard - Infantry - 25x50

80 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Dire Wolves	9	3	-	3	3	1	3	1	3	War Beast
Model Rules	Thunderous Charge • Undead • Vanguard • Ashes to Ashes									

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

Options	Musician • Standard Bearer
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Special

Special

BARROW GUARD #1

Barrow Guard x30 - Standard - Infantry - 20x20

745 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Barrow Guard	4	3	-	4	4	1	3	1	7	Infantry
Model Rules	Lethal Strike • Scoring • Undead • Ashes to Ashes • Bodyguard (General, Barrow King) • Magic Attacks • Multiple Wounds (2, Infantry, War beast, Cavalry) • Heavy Armour									

Options Great Weapon • Champion • Musician • Standard Bearer

Special

GHOSTS #1

Ghosts x3 - Standard - Infantry - 40x40

200 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+)									

Special

GHOSTS #2

Ghosts x4 - Standard - Infantry - 40x40

290 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+)									

Swift Death

Special

VARKOLAK #1

Varkolak - Standard - Infantry - 25x25

360 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Varkolak	8	5	-	6	5	4	4	5	7	Monstrous Beast
Model Rules	Fear • Hatred • Undead • Vanguard • Vampiric (3+) • Regeneration (4+)									

Special

SHRIEKING HORROR #1

Shrieking Horror - Standard - Infantry - 150x100

500 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Shrieking Horror	6(8)	4	-	5	6	6	2	4	4	Monster
Model Rules	Undead • Ashes to Ashes • Fly (8) • Regeneration (6+) • Chilling Shriek									

Magics



Evocation

		Casting	Range	Type	Duration	Effect
5	Whispers of the Veil	9+	24"	Hex	Remains in Play	The target suffers -1 Leadership and -2 Weapon Skill, to a minimum of 1.
3	Ancestral Aid	7+ [9+]	12"	Augment	One Turn	The target must reroll failed to-hit rolls with its Close Combat [and Shooting] Attacks.

		Casting	Range	Type	Duration	Effect
4	Touch of the Reaper	7+ [10+]	12" [24"]	Hex Damage Focused Direct	Instant	The target suffers D3 hits with Strength 10 and Armour Piercing (6). When rolling to wound with this attack, substitute the target's Toughness for its Leadership.
6	Hasten the Hour	12+	18"	Hex Damage Direct	Instant	Choose 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 Piercing (6).
1	Spectral Blades	5+ [10+]	18"	Augment	One Turn	The target must reroll failed to-wound rolls in Close Combat. [The target gains Lethal Strike]
7	Evocation of Souls	5+ [8+] {11+}	18" [6"Aura] {12"Aura}	Augment	One Turn	If the target has at least one model with an Evoked value: The target unit, or a single Character inside the target unit, Raises a number of Wounds as stated in its profile under Evoked. Characters and models with Towering Presence cannot Raise more than 2 Wounds from this spell in a single Magic Phase. If the target has no models with an Evoked value: The target gains Fear, and all enemy units within 6" of the target suffer -1 Leadership. Measure this when using the Leadership value (not when the spell is cast). This modifier cannot be combined with other modifiers caused by Evocation of Souls, except from Fear.
2	Danse Macabre	6+ [11+]	12" [12"Aura]	Augment	Instant	The target may perform an 8" Magical Move, and counts as having Ethereal during this move.

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, Skeletons):

Bodyguard (General, Barrow King):

Chilling Shriek: Model parts with this special rule have a Special Shooting Attack and a Special Close Combat Attack as detailed below.

- As a Special Shooting Attack (normally in the Shooting Phase): Choose a target using the normal rules for Shooting Attacks. The attack has a Range of 8". This attack can be used even if the model Marched previously this Player Turn.

- As a Special Close Combat Attack (normally in the Close Combat Phase): If used, the attack is made at the model part's Initiative and replaces the model part's normal non-Special Attacks. Choose a single unit in base contact as the target.

Regardless of whether it is used as a Shooting or Close Combat Attack, the Chilling Shriek causes 1 automatic hit to the target for each Wound the shooting model part currently has. These hits are resolved at Strength 10 and have Armour Piercing (6) and Magical Attacks. When rolling to wound with this attack, use the opponent's Leadership instead of the opponent's Toughness.

Ethereal: Models with this special rule treat all Terrain as Open Terrain for movement purposes, but cannot end their movement inside (or within 1" of) Impassable Terrain. Model parts with Ethereal gain Magical Attacks, and non-mount model parts with Ethereal gain Ward Save (5+), which is increased to Ward Save (3+) against all attacks that are not Magical Attacks. Units including any non-mount R&F part with Ethereal can only be joined by Characters with Ethereal on a non-mount part.

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.

Fly (8): Units composed entirely of models with this special rule can make Flying Movements in the Move Chargers and Remaining Moves sub-phases. When a unit makes a Flying Movement, substitute the models' Movement Characteristic with the value given in brackets (X). However, they cannot end their Movement inside or within 1" of a unit or Impassable Terrain (unless charging, when the normal exceptions to the Unit Spacing rule apply). Units using Flying Movement ignore any Terrain or units they fly over from their starting to their ending position, but they are still affected by the effects of the Terrain from which they take off and in which they land. Flying Movement can be used to March. Models with the Fly special rule also always have Swiftstride and Light Troops.

Gates of the Netherworld: Whenever the caster successfully casts Evocation of Souls, after resolving the effect of the Spell, choose a Friendly unit with an Evoked value and within 12" of the caster. This unit, or a single Character inside the unit, Raises 1 Wound. No unit can be chosen by this special rule more than twice per Magic Phase.

Hatred: Model parts with this special rule may reroll failed to hit rolls during the first Round of Combat. Sometimes this rule may only work against certain enemies, which are then stated in brackets. For example, "Hatred (Army Book: Empire of Sonnstahl)" means that Hatred only applies when attacking models from the Empire of Sonnstahl Army Book.

Heavy Armour:

Lethal Strike: If an Attack with this special rule, or a Close Combat Attack from a model part with this special rule rolls an unmodified '6' to wound, this Wound has Armour Piercing (6) and Regeneration Saves cannot be taken against it.

Light Armour:

Magic Attacks:

Multiple Wounds (2, Infantry, War beast, Cavalry):

Not a Leader: Models with this rule can never be the General.

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 to hit 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.

Reaper: Any unit consisting entirely of models with this special rule may ignore all Terrain and units during the Remaining Moves sub-phase (from its starting position to its ending position) but must abide by the Unit Spacing rule upon the completion of its move. The unit may perform a Sweeping Attack. The enemy suffers 1 hit for each model with the Reaper special rule that moved through the target. These hits use the Reaper model's Strength, including weapon modifiers and special rules affecting Close Combat Attacks (such as Armour Piercing or Flaming Attacks).

Regeneration (4+): 4+ 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.

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.

Regeneration (6+): Save with value stated in brackets, 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.

Shield:

Terror: When a unit with one or more models with this special rule declares a Charge, its target must take a Panic Test. If the test is failed, the target of the Charge must declare a Flee reaction, if able to do so. All models with Terror also have the Fear special rule and are immune to Fear and Terror.

Thunderous Charge: In the first round of a combat after a model with this rule has successfully charged, model parts with this special rule receive a +1 Strength bonus to their normal Close Combat Attacks. This Strength bonus can only be used for Attacks directed against the charged enemies.

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.

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

Vampiric (3+):

Vanguard: After Deployment (including Scouts), units composed entirely of models with this special rule may perform a 12" move. The move is performed as if in the Remaining Moves subphase, including any actions and restrictions the unit would normally have in the Remaining Moves subphase (such as Wheeling, Reforming, joining units, leaving units and so on).

The 12" distance is used instead of the unit's Movement Characteristic and no March Moves are allowed. 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: Wizard Apprentices add +1 to their casting and dispelling rolls.

Qr codes of your army

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