



# VAMPIRE COVENANT

## VC - 18 FEB 2019 - 3 654 POINTS



1190 pts (33.00 %) 1526 pts (42.00 %) 438 pts (12.00 %) 500 pts (14.00 %) 0 pts (0.00 %)

**Characters** (40 Max)    **Core** (20 Least)    **Special** (0 NoLimit)    **Swift Death** (30 Max)    **The Suffering** (20 Max)

### Characters



#### VCOURT2 - VON KARNSTEIN

Vampire Courtier Von Karnstein - Standard - Infantry - 20x20mm

320 POINTS



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

Options	Wizard Apprentice • Paired Weapons • Heavy Armour • Hypnotic Pendant
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#### VCOURT1 - VON KARNSTEIN

Vampire Courtier Von Karnstein - Standard - Cavalry - 25x50mm

355 POINTS



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

Options	The Dead Arise • Wizard Apprentice • Skeletal Steed • Heavy Armour • General • Night's Crown
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#### MOUNT SKELETAL STEED

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

Options	The Dead Arise • Wizard Apprentice • Skeletal Steed • Heavy Armour • General • Night's Crown
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#### NECRO1

Necromancer - Standard - Cavalry - 25x50mm

220 POINTS



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



### MOUNT SKELETAL STEED

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

**Options**

Alchemy • Wizard Adept • Skeletal Steed • Light Armour



### BA KING1

Barrow King - Standard - Cavalry - 25x50mm

295 POINTS



Global	Adv	Mar	Dis	Rea	Model Rules	
	4"	8"	8	1	Fearless, Not a Leader, Undead, Ashes to Ashes, Unliving Shield	
Defensive	HP	Def	Res	Arm		
	4	5	5	0	Heavy Armour, Shield	
Offensive	Att	Off	Str	Ap	Agi	
Barrow King	3	5	4	1	4	Lethal Strike, Multiple Wounds (2, against Standard), Magical Attacks, Hand Weapon



### MOUNT SKELETAL STEED

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

**Options**

Battle Standard Bearer • Paired Weapons • Skeletal Steed

## Core



### Z01

Zombies x29 - Standard - Infantry - 20x20mm

190 POINTS



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

**Options**

Musician • Standard Bearer



### Z02

Zombies x30 - Standard - Infantry - 20x20mm



195 POINTS



Global	Adv	Mar	Dis	Rea	Model Rules
	4"	8"	2	2D6+4	Scoring, Fearless, Undead, Ashes to Ashes
Defensive	HP	Def	Res	Arm	
	1	1	3	0	



<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
<b>Zombies</b>	1	1	3	0	1

<b>Options</b>	Musician • Standard Bearer
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	<b>SK2</b> Skeletons <b>x20</b> - <i>Standard - Infantry - 20x20mm</i>	<b>200</b> POINTS	
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<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Rea</i>	<i>Model Rules</i>
	4"	8"	4	D6+4	Scoring, Fearless, Undead, Ashes to Ashes
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	Light Armour, Shield
	1	2	3	0	
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
<b>Skeletons</b>	1	2	3	0	2

<b>Options</b>	Halberd • Champion • Musician • Standard Bearer
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	<b>SK1</b> Skeletons <b>x20</b> - <i>Standard - Infantry - 20x20mm</i>	<b>250</b> POINTS	
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<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Rea</i>	<i>Model Rules</i>
	4"	8"	4	D6+4	Scoring, Fearless, Undead, Ashes to Ashes
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	Light Armour, Shield
	1	2	3	0	
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
<b>Skeletons</b>	1	2	3	0	2

<b>Options</b>	Spear • Champion • Musician • Standard Bearer • Rending Banner
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	<b>GH01</b> Ghouls <b>x20</b> - <i>Standard - Infantry - 20x20mm</i>	<b>295</b> POINTS	
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<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Rea</i>	<i>Model Rules</i>
	4"	8"	6	D6+4	Scoring, Fearless, 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>
<b>Ghouls</b>	2	3	3	0	4
					Unholy Appetite, Poison Attacks

<b>Options</b>	Champion
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	<b>BS1</b> Bat Swarms <b>x3</b> - <i>Standard - Beast - 40x40mm</i>	<b>132</b> POINTS	
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<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Rea</i>	<i>Model Rules</i>
	1"	2"	3	D6+4	Light Troops, Fearless, Skirmisher, Undead, Ashes to Ashes, Storm of Wings
	6"	12"			
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	Distracting, Hard Target (1, 1)
	4	3	2	0	
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
<b>Bat Swarm</b>	4	3	2	0	3

**BS2**

Bat Swarms x3 - Standard - Beast - 40x40mm

**132 POINTS**

Global	Adv	Mar	Dis	Rea	Model Rules
	1"	2"	3	D6+4	Light Troops, Fearless, Skirmisher, Undead, Ashes to Ashes, Storm of Wings
	6"	12"			
Defensive	HP	Def	Res	Arm	
	4	3	2	0	Distracting, Hard Target (1, 1)
Offensive	Att	Off	Str	Ap	Agi
Bat Swarm	4	3	2	0	3

**BS3**

Bat Swarms x3 - Standard - Beast - 40x40mm

**132 POINTS**

Global	Adv	Mar	Dis	Rea	Model Rules
	1"	2"	3	D6+4	Light Troops, Fearless, Skirmisher, Undead, Ashes to Ashes, Storm of Wings
	6"	12"			
Defensive	HP	Def	Res	Arm	
	4	3	2	0	Distracting, Hard Target (1, 1)
Offensive	Att	Off	Str	Ap	Agi
Bat Swarm	4	3	2	0	3

**Special****BA KN1**

Barrow Knights x9 - Standard - Cavalry - 25x50mm

**438 POINTS**

Global	Adv	Mar	Dis	Rea	Model Rules
	8"	16"	7	D3+2	Scoring, Fearless, Undead, Ghost Step, Ashes to Ashes
Defensive	HP	Def	Res	Arm	
	1	3	4	2	Heavy Armour, Shield
Offensive	Att	Off	Str	Ap	Agi
Barrow Knights	1	3	4	1	3
Skeletal Steed	1	2	3	0	2

**Options**

Champion • Musician • Standard Bearer • Black Standard of Zagvozd

**Swift Death****SH H01**

Shrieking Horror - Gigantic - Beast - 150x100mm

**500 POINTS**

Global	Adv	Mar	Dis	Rea	Model Rules
	6"	12"	4	1	Light Troops, Fearless, Undead, Ashes to Ashes, Fly (8", 16", 8", 16")
	8"	16"			
Defensive	HP	Def	Res	Arm	
	6	4	6	0	Fortitude (6+)
Offensive	Att	Off	Str	Ap	Agi

Offensive	Att	Off	Str	Ap	Agi	
Shrieking Horror	4	4	5	2	2	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>Arise!</b>				
<i>Mf</i>	4+ [8+] {11+}	18" [6" Aura] {12" Aura}	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>• The R&amp;F part of the target Raises a number of Health Points equal to its Reanimated value.</li> <li>• Up to one Character within the target Recovers a number of Health Points equal to its Reanimated value.</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>				



Alchemy

		Casting	Range	Type	Duration	Effect
<b>5</b>	Corruption of Tin	8+	36"	Hex	Permanent	The target suffers -1 Armour.
<b>2</b>	Word of Iron	5+ [9+]	24"	Augment	Last one Turn	The target gains +1[+2] to its Armour.
<b>3</b>	Glory of Gold	8+	18"	Augment	Last one Turn	The target gains +1 Armour Penetration, Flaming Attacks and Magical Attacks.
<b>4</b>	Silver Spike	(6+)[9+] (18"){36"}		Hex, Missile, Damage	Instant	The target suffers 1 hit with Strength 4 [6], Armour Penetration 10, Magical Attacks, [Multiple Wounds (D3)], and Area Attack (1x5).
<b>6</b>	Molter Copper	7+	24"	Hex, Missile, Damage	Instant	The target suffers D3+3 hits with Strength X, Armour Penetration 4, Flaming Attacks, and Magical Attacks, where X is equal to the target's Armour.
<b>A</b>	Alchemical Fire		18"	Hex	Last one Turn	The target gains Flammable against Melee Attacks.
<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.

## Magic items

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

**Night's Crown:** Close Combat Attacks allocated towards the bearer's model do not gain Strength modifiers of the +X type conferred by Close Combat Weapons. Close Combat Attacks can never wound the bearer's model on better than 4+.

## Magic banners

**Rending Banner:** One use only. May be activated at the start of a Round of Combat. Close Combat Attacks from R&F models in the bearer's unit gain +1 Armour Penetration until the bearer's unit is no longer Engaged in Combat. A model can only be affected by a single Rending Banner at the same time.

**Black Standard of Zagvozd:** Close Combat Attacks made by R&F model parts without Harnessed in the bearer's unit gain +1 to hit. At the start of any Melee Phase, if the bearer's unit is unengaged, you may choose a friendly Standard Height Infantry or Barrow Knight unit within 6" of the bearer. Close Combat Attacks made by R&F model parts without Harnessed in that unit gain +1 to hit until the end of the Melee Phase.

## 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.

**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.

**Chilling Shriek:** Special Attack.

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.

**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.

**First Raised:** As long as the unit has a Champion, it can perform Swift Reforms as if it had a Musician.

**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.

**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 with at least one model part with Harnessed is considered to be mounted.

**Heavy Armour:** +2 Armor

**Lance:** Attacks made with a Lance and allocated toward models in the wielders' Front Facing gain Devastating Charge (+2 Strength, +2 Armour Penetration). Infantry cannot use Lances.

**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.

**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).

**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.

**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.

**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 Bat Swarms suffer -1 Offensive Skill and -1 Defensive Skill, both to a minimum of 1.

**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 attacks with Unholy Appetite caused an enemy model to lose one or more Health Points, 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.

**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.

**Von Karnstein Bloodline:**

**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

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## 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.

VCourt2 - Von Karnstein



VCourt1 - Von Karnstein



Necro1



Ba King1



Zo1



Zo2



Sk2



Sk1



Gho1



BS1



BS2





BS3



Ba Kn1



Sh Ho1

