



# VAMPIRE COVENANT

## LIST VAMPIRE COVENANT #1 - 3 290 POINTS



875 pts (27.00 %) 380 pts (12.00 %) 1320 pts (40.00 %) 715 pts (22.00 %) 0 pts (0.00 %)

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

### Characters

**BARROW KING #1**  
 Barrow King - Standard - Infantry - 20x20mm

**220 POINTS**

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

**NECROMANCER #1**  
 Necromancer - Standard - Infantry - 20x20mm

**160 POINTS**

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

**BAT SWARM #1**  
 Bat Swarm x3 - Standard - Infantry - 40x40mm

**160 POINTS**

Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Bat Swarm	1(6)	3	-	2	2	4	3	4	3	Swarm
<b>Model Rules</b>	Distracting • Undead • Ashes to Ashes • Fly (6) • Soul Syphon									

**BAT SWARM #2**  
 Bat Swarm x3 - Standard - Infantry - 40x40mm

**160 POINTS**


Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Bat Swarm	1(6)	3	-	2	2	4	3	4	3	Swarm
<b>Model Rules</b>	Distracting • Undead • Ashes to Ashes • Fly (6) • Soul Syphon									

**DIRE WOLVES #1**  
 Dire Wolves x10 - Standard - Infantry - 25x50mm


**160 POINTS**

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

Options	Champion
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Core	<b>SKELETONS #1</b> Skeletons <b>x40</b> - Standard - Infantry - 20x20mm	<b>420 POINTS</b> 																				
<b>Troops</b>	<table border="1" style="width: 100%; border-collapse: collapse;"> <thead> <tr> <th>M</th> <th>WS</th> <th>BS</th> <th>S</th> <th>T</th> <th>W</th> <th>I</th> <th>A</th> <th>Ld</th> <th>Type</th> </tr> </thead> <tbody> <tr> <td style="text-align: center;">4</td> <td style="text-align: center;">2</td> <td style="text-align: center;">2</td> <td style="text-align: center;">3</td> <td style="text-align: center;">3</td> <td style="text-align: center;">1</td> <td style="text-align: center;">2</td> <td style="text-align: center;">1</td> <td style="text-align: center;">4</td> <td style="text-align: center;">Infantry</td> </tr> </tbody> </table>	M	WS	BS	S	T	W	I	A	Ld	Type	4	2	2	3	3	1	2	1	4	Infantry	
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<b>Model Rules</b>	Scoring • Undead • Ashes to Ashes • Light Armour • Shield																					

<b>Options</b>	Spear • Champion • Musician • Standard Bearer
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Core	<b>SKELETONS #2</b> Skeletons <b>x40</b> - Standard - Infantry - 20x20mm	<b>420 POINTS</b> 																				
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<b>Model Rules</b>	Scoring • Undead • Ashes to Ashes • Light Armour • Shield																					

<b>Options</b>	Spear • Champion • Musician • Standard Bearer
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## Special

	<b>ALTAR OF UNDEATH #1</b> Altar of Undeath - Standard - Infantry - 50x100mm	<b>400 POINTS</b> 																																																		
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<b>Model Rules</b>	Innate Defense (5+)																																																			
<b>Model Rules (Altar)</b>	Towering Presence • Terror • Regeneration (4+) • Soul Syphon																																																			
<b>Model Rules (Master)</b>	Undead • Ashes to Ashes																																																			
<b>Model Rules (Deathly Choir)</b>	Wail of Woe																																																			
<b>Model Rules (Ghost Steeds)</b>	Ethereal • Random Attacks (2D6)																																																			

	<b>BARROW GUARD #1</b> Barrow Guard <b>x20</b> - Standard - Infantry - 20x20mm	<b>475 POINTS</b> 																				
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<b>Model Rules</b>	Lethal Strike • Scoring • Undead • Ashes to Ashes • Bodyguard (General, Barrow King) • Magic Attacks • Multiple Wounds (2, Infantry, War beast, Cavalry) • Heavy Armour																					

<b>Options</b>	Shield • Champion • Musician • Standard Bearer • Banner of the Barrows Kings
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## Swift Death

**VAMPIRE KNIGHTS #1**  
Vampire Knights x5 - Standard - Infantry - 25x50mm

**715 POINTS**



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Rider	4	5	3	5	4	2	5	2	7	Cavalry
Undead Mount	8[7]	3	-	4	3	1	2	1	3	
<b>Model Rules</b>	Mount's Protection (6+) • Heavy Armour • Shield • Barding									
<b>Model Rules (Rider)</b>	Vampiric (6+) • Fear • Scoring • Lance									

<b>Options</b>	Champion • Musician • Standard Bearer • Must gain Plate Armour and Devastating Charge (Rider only) • Rending Banner • Flaming Lance • Dragonfire Gem x1
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**Magics**

**Magic items**

**Hardened Shield:** Type: Shield. The bearer gains an additional +1 to its Armour Save (for a total of +2) while using the shield . The bearer attacks with normal Close Combat Attacks at -3 Initiative (to a minimum of 1).

**Dragonfire Gem:** The bearer gains Fireborn.

**Flaming Lance:** Type: Lance. Attacks made with this weapon gain Flaming Attacks.

**Magic banners**

**Banner of the Barrows Kings:** Barrow Knights and Barrow Guard in the bearer's unit gain a +1 to-hit modifier in Close Combat

**Rending Banner:** All non-character models in the bearer's unit gain Armour Piercing (1).

**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):**

**Barding:**

**Bodyguard (General, Barrow King):**

**Distracting:** Close Combat Attacks allocated at a model with this special rule suffer a 1 penalty when rolling to hit. This to hit modifier cannot be combined with any other negative to hit modifiers.

**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 (6):** 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.

**Heavy Armour:****Innate Defense (5+):****Lance:**

**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:****Mount's Protection (6+):****Multiple Wounds (2, Infantry, War beast, Cavalry):**

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

**Random Attacks (2D6):** Each time a part of a model with this Special Rule has to attack in Close Combat, it will have a number of Attacks equal to 2D6, disregarding its Attacks Characteristic (and any modifier to it).

**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.

**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:**

**Soul Syphon:** At the beginning of each friendly Player Turn, choose one of the following effects. For both effects, X is equal to the current Turn number.

- ❖ All enemy units within 12" suffer D6 hits with Strength X.
- ❖ All friendly units within 6+X" gain Regeneration (6+), which lasts until the beginning of the next friendly Player Turn. If a unit already has Regeneration then it is increased by +1, up to maximum of 4+. The effect continues even after leaving the area of effect (you may use counters to mark the affected units)

The last effect is automatically activated before the battle (after moving Vanguarding units) with X equal to 0.

**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.

**Towering Presence:** A model with Towering Presence is of Gigantic Height and can never be joined or join a unit (unless it is a War Platform). A model with Towering Presence increases its Hold Your Ground or Inspiring Presence Range by 6".

**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 (6+):**

**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.

**Wail of Woe:** Model parts with this special rule have the Special Shooting Attack and Special Close Combat Attack detailed below.

- As a Special Shooting Attack (normally in the Shooting Phase): Choose a target using the normal rules for Shooting Attacks. The attack hits automatically and has the following profile: Range 8", Strength 4, Multiple Shots (D6+2), Magical Attacks. 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 non-Special Attacks. Choose a single unit in base contact as the target. The target unit suffers D3+1 Strength 4 Hits with Magical Attacks.

**Wizard Apprentice:** Wizard Apprentices add +1 to their casting and dispelling 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.

Altar of Undeath #1



Barrow Guard #1



Barrow King #1



Bat Swarm #1



Bat Swarm #2



Dire Wolves #1



Necromancer #1



Skeletons #1



Skeletons #2



Vampire Knights #1

