



# VAMPIRE COVENANT

## LIST VAMPIRE COVENANT (v2022 BETA 1 HOTFIX 1) #6 - 605 POINTS



0 pts (0.00 %) **125 pts (3.00 %)** 175 pts (4.00 %) 0 pts (0.00 %) 305 pts (7.00 %)  
**Characters** **Core** **Special** **The Suffering** **Swift Death**  
 (40 Max) (20 Least) (0 NoLimit) (20 Max) (30 Max)

### Core



#### ZOMBIES #1

Zombies x20 - Standard - Infantry - 20x20mm

125 POINTS



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

### Special



#### BARROW GUARD #1

Barrow Guard x15 - Standard - Infantry - 20x20mm

175 POINTS



Global	Adv	Mar	Dis	Rea	Model Rules
	4"	8"	7	D3+4	Bodyguard, Fearless, Scoring, Undead, Ashes to Ashes
Defensive	HP	Def	Res	Arm	
	1	3	4	0	Heavy Armour
Offensive	Att	Off	Str	Ap	Agi
<b>Barrow Guard</b>	1	3	4	1	3

### Swift Death



#### VAMPIRE KNIGHTS #1

Vampire Knights x3 - Standard - Cavalry - 25x50mm

305 POINTS



Global	Adv	Mar	Dis	Rea	Model Rules
	7"	14"	7	1	Fear, Fearless, Scoring, Undead, Autonomous
Defensive	HP	Def	Res	Arm	
	2	5	4	2	Heavy Armour, Shield
Offensive	Att	Off	Str	Ap	Agi
<b>Knight</b>	2	5	5	2	5
<b>Undead Mount</b>	1	3	4	1	2

#### Options

Standard Bearer • Banner of Speed

### Magics

#### Racial Trait Spell

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

	Casting	Range	Type	Duration
<b>H rep Arise!</b>				
Mf	(18") {6" Aura} {{12" Aura}}	(4+) {8+} {{11+}}	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><i>• The R&amp;F part of the target Raises a number of Health Points equal to its Reanimated value.</i></li> <li><i>• Up to one Character within the target Recovers a number of Health Points equal to its Reanimated value.</i></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>				

## Magic banners

**Banner of Speed:** A unit with one or more Banners of Speed gains +1" Advance Rate and +2" March Rate.

## 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 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.

**Bodyguard:** When a Character is joined to a unit in which at least one model has Bodyguard, that Character gains Stubborn. When Characters or Character types are stated in brackets, Bodyguard only works for the specified Characters or Character types.

**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.

**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 Armour

**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.

**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.

**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.

**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.

**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.

Vampire Knights #1



Zombies #1



Barrow Guard #1

