



# VAMPIRE COVENANT


## LIST VAMPIRE COVENANT #2 - 4 500 POINTS




320 pts (7.00 %) **Special** (0 NoLimit)    2035 pts (45.00 %) **Characters** (40 Max)    1785 pts (40.00 %) **Core** (20 Least)    360 pts (8.00 %) **Swift Death** (30 Max)    920 pts (20.00 %) **The Suffering** (20 Max)

### Characters


	<b>BARROW KING #3</b> Barrow King - <i>Standard - Infantry - 20x20mm</i>	<b>160 POINTS</b>								
<b>Troops</b>	<b>M</b>	<b>WS</b>	<b>BS</b>	<b>S</b>	<b>T</b>	<b>W</b>	<b>I</b>	<b>A</b>	<b>Ld</b>	<b>Type</b>
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>BARROW KING #1</b> Barrow King - <i>Standard - Infantry - 20x20mm</i>	<b>210 POINTS</b>								
<b>Troops</b>	<b>M</b>	<b>WS</b>	<b>BS</b>	<b>S</b>	<b>T</b>	<b>W</b>	<b>I</b>	<b>A</b>	<b>Ld</b>	<b>Type</b>
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
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	<b>BARROW KING #2</b> Barrow King - <i>Standard - Infantry - 20x20mm</i>	<b>210 POINTS</b>								
<b>Troops</b>	<b>M</b>	<b>WS</b>	<b>BS</b>	<b>S</b>	<b>T</b>	<b>W</b>	<b>I</b>	<b>A</b>	<b>Ld</b>	<b>Type</b>
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>	May ride a Skeletal Steed
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	<b>FELL WRAITH #1</b> Fell Wraith - <i>Standard - Infantry - 20x20mm</i>	<b>160 POINTS</b>								
<b>Troops</b>	<b>M</b>	<b>WS</b>	<b>BS</b>	<b>S</b>	<b>T</b>	<b>W</b>	<b>I</b>	<b>A</b>	<b>Ld</b>	<b>Type</b>
Fell Wraith	6	4	-	3	3	3	2	3	5	Infantry
<b>Model Rules</b>	Ethereal • Not a Leader • Terror • Undead • Reaper • Ashes to Ashes • Armour Piercing (6) • Wail of Woe									

<b>Options</b>	May take a Great Weapon
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	<b>FELL WRAITH #2</b> Fell Wraith - <i>Standard - Infantry - 20x20mm</i>	<b>160 POINTS</b>								
<b>Troops</b>	<b>M</b>	<b>WS</b>	<b>BS</b>	<b>S</b>	<b>T</b>	<b>W</b>	<b>I</b>	<b>A</b>	<b>Ld</b>	<b>Type</b>
Fell Wraith	6	4	-	3	3	3	2	3	5	Infantry
<b>Model Rules</b>	Ethereal • Not a Leader • Terror • Undead • Reaper • Ashes to Ashes • Armour Piercing (6) • Wail of Woe									

<b>Options</b>	May take a Great Weapon
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		<b>FELL WRAITH #3</b> Fell Wraith - <i>Standard - Infantry - 20x20mm</i>	<b>160</b> POINTS	
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Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Fell Wraith	6	4	-	3	3	3	2	3	5	Infantry
<b>Model Rules</b>	Ethereal • Not a Leader • Terror • Undead • Reaper • Ashes to Ashes • Armour Piercing (6) • Wail of Woe									

<b>Options</b>	May take a Great Weapon
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		<b>FELL WRAITH - BANSHEE #1</b> Fell Wraith - Banshee - <i>Standard - Infantry - 20x20mm</i>	<b>220</b> POINTS	
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Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Fell Wraith - Banshee	6	3	-	3	3	3	3	1	5	Infantry
<b>Model Rules</b>	Ethereal • Not a Leader • Terror • Undead • Reaper • Ashes to Ashes									

		<b>FELL WRAITH - BANSHEE #2</b> Fell Wraith - Banshee - <i>Standard - Infantry - 20x20mm</i>	<b>220</b> POINTS	
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Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Fell Wraith - Banshee	6	3	-	3	3	3	3	1	5	Infantry
<b>Model Rules</b>	Ethereal • Not a Leader • Terror • Undead • Reaper • Ashes to Ashes									

	<b>MIDNIGHT ARISTOCRACY - VAMPIRE COUNT #1</b> Midnight Aristocracy - Vampire Count - <i>Standard - Infantry - 20x20mm</i>	<b>535</b> POINTS	
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Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Midnight Aristocracy - Vampire Count	6	7	5	5	5	3	7	5	9	Infantry
<b>Model Rules</b>	Fear • Undead • Awaken (Zombies) • Vampiric (6+)									

<b>Options</b>	If General, must take the The Dead Arise • May (one choice only) (one choice only) • Paired Weapons • Occultism • 1 spell
<b>Magic items</b>	Eternal Ring • Bronze Breastplate

**Core**

	<b>BAT SWARM #1</b> Bat Swarm x8 - <i>Standard - Infantry - 40x40mm</i>	<b>360</b> POINTS	
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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									

Core

**SKELETONS #1**

Skeletons x25 - Standard - Infantry - 20x20mm

320 POINTS



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

<b>Options</b>	Halberd • Champion • Musician • Standard Bearer
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Core

**SKELETONS #2**

Skeletons x25 - Standard - Infantry - 20x20mm

320 POINTS



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

<b>Options</b>	Halberd • Champion • Musician • Standard Bearer
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Core

**SKELETONS #4**

Skeletons x30 - Standard - Infantry - 20x20mm

365 POINTS



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

<b>Options</b>	Spear • Champion • Musician • Standard Bearer
<b>Magic banners</b>	Flaming Standard (Banner Enchantment)

Core

**SKELETONS #3**

Skeletons x35 - Standard - Infantry - 20x20mm

420 POINTS



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

<b>Options</b>	Spear • Champion • Musician • Standard Bearer
<b>Magic banners</b>	Banner of Speed (Banner Enchantment)

**Special**

Core

**BARROW KNIGHTS #1**

Barrow Knights x5 - Standard - Infantry - 25x50mm

320 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Rider	4	3	-	4	4	1	3	1	7	Cavalry
Skeletal Steed	8	2	-	3	3	1	2	1	3	
<b>Model Rules</b>	Mount's Protection (5+) • Heavy Armour • Shield									
<b>Model Rules (Rider)</b>	Undead • Ashes to Ashes • Lethal Strike • Multiple Wounds (2, Infantry, War beast, Cavalry) • Magical Attacks • Scoring • Lance									
<b>Model Rules (Skeletal Steed)</b>	Ethereal • Magical Attacks									

<b>Options</b>	Champion • Musician • Standard Bearer
<b>Magic banners</b>	Banner of the Barrows Kings (Banner Enchantment)

# Swift Death

## VARĶOLAK #1

Varkolak - Standard - Infantry - 25x25mm

360 POINTS



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

## Magics



### Occultism

**The Sacrifice** : When casting a non-Bound Spell from this Path, after rolling Magic Dice but before the opponent rolls any Dispel Attempt, the Active Player may choose to inflict X hits on the Caster's unit or another friendly unengaged unit within 24". Each unit may only be targeted by this ability once per Magic Phase. X is equal to the number of Ranks in the targeted unit, down to a minimum of 2 and up to a maximum of 5. These hits wound automatically and no save of any kind is allowed against them. The last model in a unit can never be removed as a casualty using this ability (any wound that would reduce its Wound Pool to 0 is discarded). If at least one wound was caused, the spell is cast with the **{amplified}** version. In that case, use any text marked with { } and ignore any red text.

		Casting	Range	Type	Duration	Effect
<b>5</b>	Marked for Doom	10+	18"	Hex, Damage, Direct	Instant	The target suffers 1 hit with Strength 10 and Multiple Wounds (D3). <b>{The Caster may choose to target a Single Character joined to target unit.}</b>
<b>3</b>	Forbidden Knowledge	7+	Caster		Remains in play	The target may reroll Casting Rolls when casting non-Bound Spells from this Path. <b>{The target may reroll a single Dispel Roll each Magic Phase}</b>
<b>4</b>	The Rot Within	8+	24"	Hex	Permanent	The target suffers -1 Weapon Skill, to a minimum of 1. <b>{The Caster gains +1 Weapon Skill.}</b>
<b>6</b>	The Grave Calls	12+	12"	Hex, Damage, Direct	Instant	The target suffers 2D6 Strength <b>5 {6}</b> hits.
<b>1</b>	Hand of Glory	6+	Caster		Last one Turn	The target <b>{and all other models in the same unit}</b> gains a Ward Save (5+). Affected models with already existing Ward Saves have them increased by 1, to a maximum of Ward Save (3+).
<b>0</b>	Pentagram of Pain	8+	12" Aura	Universal	Instant	The target suffers D6 Strength 4 hits. The Caster's unit is unaffected. <b>{If one or more successful Wounds are caused with this spell, the Caster Recovers 1 Wound.}</b>
<b>2</b>	Breath of Corruption	6+	Caster	Focused	Last one Turn	The target gains Breath Weapon (Toxic Attacks). <b>{If the Breath Weapon is used as a Shooting Attack, its Range is increased to 18".}</b>

## Magic items

**Bronze Breastplate**: Type: Heavy Armour. One use only. Whenever the wearer's model suffers a hit, the item can be activated. For the duration of the Phase, the wearer's model gains a 1+ Armour Save. If the wearer's model has Towering Presence, it gains a 2+ Armour Save instead.

**Eternal Ring**: - Midnight Aristocracy only

The wearer has a Ward Save (2+) against the first wound suffered (after Armour Saves) in the game and attacks against the wearer with Lethal Strike and/or Multiple Wounds lose these special rules.

## Magic banners

**Banner of Speed**: The bearer's unit gains +1 Movement.

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

**Flaming Standard**: The bearer's unit automatically passes all Panic Tests.

## Model Rules

**Armour Piercing (6)**:

**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):**

**Distracting:** Close Combat Attacks allocated to 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.

**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:**

#### **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:**

**Magical Attacks:** Attacks with this special rule or Attacks made by model parts with this special rule normally don't have any special effect. However, they interact with other rules (such as Ethereal). Models with this special rule apply it to all their attacks, including Special Attacks such as Stomp, Impact Hits, and Breath Attacks (unless stated otherwise). All attacks caused by spells and Magical Items have Magical Attacks.

#### **Mount's Protection (5+):**

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

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

**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 choose 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.

**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+):**

**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.

## 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.

Barrow King #3



Barrow King #1



Barrow King #2



Barrow Knights #1



Bat Swarm #1



Fell Wraith #1



Fell Wraith #2



Fell Wraith #3



Fell Wraith - Banshee #1



Fell Wraith - Banshee #2



Midnight Aristocracy - Vampire Count #1



Skeletons #1



Skeletons #2



Skeletons #4



Skeletons #3



Varkolak #1



