



# VAMPIRE COVENANT

## VAMPIRE - 4 649 POINTS



Skellette

1520 pts (34.00%) 1125 pts (25.00%) 660 pts (15.00%) 0 pts (0.00%) 1344 pts (30.00%)  
**Characters** (40 Max) **Core** (25 Least) **Special** (0 NoLimit) **The Suffering** (20 Max) **Swift Death** (30 Max)

### Characters




#### NEKROMANT #1

Necromancer - Large - Construct - 60x100mm

## 760 POINTS



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



#### MOUNT CADAVER WAGON

Global	Adv	Mar	Dis	Model Rules		
	4"	8"	C	War Platform, Necromantic Aura, No Rest for the Wicked		
Defensive	HP	Def	Res	Arm		
	4	C	4	C+2	Fortitude	
Offensive	Att	Off	Str	Ap	Agi	
Shambling Horde	8	1	3	0	1	Harnessed
Chassis			4	1	Impact Hits, Inanimate	

<b>Options</b>	General • The Dead Arise • Light Armour (Alchemist's Alloy) • Wizard Master • Cadaver Wagon • Evocation
<b>Magic items</b>	Necromantic Staff • Crown of Autocracy • Alchemist's Alloy (Light Armour)



#### VAMPIRHOFLING #1


Vampire Courtier - Standard - Infantry - 20x20mm

## 450 POINTS



Global	Adv	Mar	Dis	Model Rules		
	6"	12"	8	Fear, Fearless, Undead, Autonomous, Awaken		
Defensive	HP	Def	Res	Arm		
	3	6	4	0		
Offensive	Att	Off	Str	Ap	Agi	
Vampire Courtier	4	6	5	2	6	Vampiric, Hand Weapon


<b>Options</b>	Nosferatu Bloodline • Mysteries of The Night • Battle Standard Bearer • Light Armour (Destiny's Call) • Halberd • Wizard Adept • Shamanism
<b>Magic items</b>	Destiny's Call (Light Armour) • Cleansing Light (Hand Weapon)



#### BANSHEE #1

Banshee - Standard - Infantry - 20x20mm

## 155 POINTS



Global	Adv	Mar	Dis	Model Rules		
	6"	12"	5	Fear, Fearless, Light Troops, Not a Leader, Terror, Undead, Ashes to Ashes, Ghostly Form		

<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	3	3	3	0	Aegis
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
<b>Banshee</b>	1	3	3	0	3

, Wail of ReaperWoe, Hand Weapon



### BANSHEE #1

Banshee - Standard - Infantry - 20x20mm

## 155 POINTS



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>	
	6"	12"	5	Fear, Fearless, Light Troops, Not a Leader, Terror, UndeadAshes, Ghostly Form	
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	3	3	3	0	Aegis
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
<b>Banshee</b>	1	3	3	0	3

, Wail of ReaperWoe, Hand Weapon

## Core



### SKELETTE #4


Skeletons x21 - Standard - Infantry - 20x20mm

## 182 POINTS



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


<b>Options</b>	Spear • Champion • Musician • Standard Bearer
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### SKELETTE #4


Skeletons x21 - Standard - Infantry - 20x20mm

## 182 POINTS



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


<b>Options</b>	Spear • Champion • Musician • Standard Bearer
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### SKELETTE #6

Skeletons x20 - Standard - Infantry - 20x20mm


## 185 POINTS



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

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

	<b>SKELETTE #6</b> Skeletons x21 - Standard - Infantry - 20x20mm	<b>192 POINTS</b>	
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Global	Adv	Mar	Dis	Rea	Model Rules
	4"	8"	4	D6+4	Fearless, Scoring, UndeadAshes, Ashes to
Defensive	HP	Def	Res	Arm	
	1	2	3	0	Light Armour, Shield
Offensive	Att	Off	Str	Ap	Agi
<b>Skeleton</b>	1	2	3	0	2

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

	<b>SKELETTE #6</b> Skeletons x21 - Standard - Infantry - 20x20mm	<b>192 POINTS</b>	
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Global	Adv	Mar	Dis	Rea	Model Rules
	4"	8"	4	D6+4	Fearless, Scoring, UndeadAshes, Ashes to
Defensive	HP	Def	Res	Arm	
	1	2	3	0	Light Armour, Shield
Offensive	Att	Off	Str	Ap	Agi
<b>Skeleton</b>	1	2	3	0	2

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

	<b>SKELETTE #6</b> Skeletons x21 - Standard - Infantry - 20x20mm	<b>192 POINTS</b>	
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Global	Adv	Mar	Dis	Rea	Model Rules
	4"	8"	4	D6+4	Fearless, Scoring, UndeadAshes, Ashes to
Defensive	HP	Def	Res	Arm	
	1	2	3	0	Light Armour, Shield
Offensive	Att	Off	Str	Ap	Agi
<b>Skeleton</b>	1	2	3	0	2

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

Special



### DUSTERSCHRECKEN #1

Ghasts x3 - Large - Infantry - 40x40mm

165 POINTS



Global	Adv	Mar	Dis	Rea	Model Rules	
	6"	12"	5	D3+1	, Ashes to Fear, Fearless, UndeadAshes	
Defensive	HP	Def	Res	Arm	Fortitude	
	3	3	5	0		
Offensive	Att	Off	Str	Ap	Agi	
<b>Ghast</b>	3	3	4	1	2	Poison Attacks, Unholy Appetite

<b>Options</b>	Champion
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### DUSTERSCHRECKEN #1

Ghasts x3 - Large - Infantry - 40x40mm

165 POINTS



Global	Adv	Mar	Dis	Rea	Model Rules	
	6"	12"	5	D3+1	, Ashes to Fear, Fearless, UndeadAshes	
Defensive	HP	Def	Res	Arm	Fortitude	
	3	3	5	0		
Offensive	Att	Off	Str	Ap	Agi	
<b>Ghast</b>	3	3	4	1	2	Poison Attacks, Unholy Appetite

<b>Options</b>	Champion
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### DUSTERSCHRECKEN #1

Ghasts x3 - Large - Infantry - 40x40mm

165 POINTS



Global	Adv	Mar	Dis	Rea	Model Rules	
	6"	12"	5	D3+1	, Ashes to Fear, Fearless, UndeadAshes	
Defensive	HP	Def	Res	Arm	Fortitude	
	3	3	5	0		
Offensive	Att	Off	Str	Ap	Agi	
<b>Ghast</b>	3	3	4	1	2	Poison Attacks, Unholy Appetite

<b>Options</b>	Champion
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### DUSTERSCHRECKEN #1

Ghasts x3 - Large - Infantry - 40x40mm

165 POINTS



Global	Adv	Mar	Dis	Rea	Model Rules	
	6"	12"	5	D3+1	, Ashes to Fear, Fearless, UndeadAshes	
Defensive	HP	Def	Res	Arm	Fortitude	
	3	3	5	0		
Offensive	Att	Off	Str	Ap	Agi	
<b>Ghast</b>	3	3	4	1	2	Poison Attacks, Unholy Appetite

<b>Options</b>	Champion
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# Swift Death



## VAMPIRE KNIGHTS #1

Vampire Knights x4 - Standard - Cavalry - 25x50mm

**352** POINTS



Global	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Rea</i>	<i>Model Rules</i>	
	7"	14"	7	1	Fear, Fearless, Scoring, Undead, Autonomous	
Defensive	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>		
	2	5	4	2	Heavy Armour, Shield	
Offensive	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
<b>Knight</b>	2	5	5	2	5	Devastating Charge (+1 Att), Vampiric (6+), Lance
<b>Undead Mount</b>	1	2	3	0	2	Harnessed, Magical Attacks

Options

Musician



## VAMPIRE KNIGHTS #1

Vampire Knights x4 - Standard - Cavalry - 25x50mm

**342** POINTS



Global	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Rea</i>	<i>Model Rules</i>	
	7"	14"	7	1	Fear, Fearless, Scoring, Undead, Autonomous	
Defensive	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>		
	2	5	4	2	Heavy Armour, Shield	
Offensive	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
<b>Knight</b>	2	5	5	2	5	Devastating Charge (+1 Att), Vampiric (6+), Lance
<b>Undead Mount</b>	1	2	3	0	2	Harnessed, Magical Attacks



## VARKOLAK #1

Varkolak - Large - Beast - 50x50mm

**325** POINTS



Global	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Rea</i>	<i>Model Rules</i>	
	8"	16"	7	1	Fear, Fearless, Undead, Vanguard, Autonomous	
Defensive	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>		
	4	5	5	0	Fortitude	
Offensive	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
<b>Varkolak</b>	5	5	6	3	4	Hatred, Vampiric



## VARKOLAK #2

Varkolak - Large - Beast - 50x50mm

**325** POINTS



Global	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Rea</i>	<i>Model Rules</i>	
	8"	16"	7	1	Fear, Fearless, Undead, Vanguard, Autonomous	
Defensive	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>		
	4	5	5	0	Fortitude	
Offensive	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
<b>Varkolak</b>	5	5	6	3	4	Hatred, Vampiric

## Magics

### Racial Trait Spell

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

	Casting	Range	Type	Duration
<b><i>H rep Arise!</i></b>				
<i>Mf</i>	<span style="color: red;">(4+)</span> <span style="color: red;">{8+ / 11+}</span>	<span style="color: red;">(18")</span> <span style="color: red;">{6" aura / 12" aura}</span>	<b>Augment</b>	<b>Instant</b>
<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>				



Evocation

		Casting	Range	Type	Duration	Effect
<b>6</b>	Danse Macabre	<span style="color: red;">6+</span> <span style="color: red;">{9+}</span>	<span style="color: red;">18"</span> <span style="color: red;">{9" Aura}</span>	Augment	Instant	The target may perform a <span style="color: red;">12" [6"]</span> Magical Move and gains Ghost Step during this move.
<b>4</b>	Spectral Blades	<span style="color: red;">5+ [9+]</span>	18"	Augment	Last one Turn	The target must reroll failed to-wound rolls with its Melee Attacks and gains <span style="color: blue;">{Lethal Strike}</span> .
<b>3</b>	Hasten the Hour	<span style="color: red;">7+</span> <span style="color: red;">[10+]</span>	<span style="color: red;">24"</span> <span style="color: red;">[18"]</span>	Hex, Damage, Direct	Instant	Choose <b>1 {up to 3 different}</b> models in the target unit (which may be Characters or Champions). Each of them suffers 1 hit that wounds automatically with Armour Penetration 10 and Magical Attacks.
<b>2</b>	Whispers of the Veil	8+	24"	Hex	Last one Turn	The target suffers -1 Resilience. In addition, a unit with at least one model affected by one or more instances of the spell suffers -1 Discipline.
<i>A</i>	Evocation of Souls				Instant	If your Veil Token pool contains less than 3 Veil Tokens, you gain one Veil Token. No more than 1 Veil Token can be gained from this spell each Phase.
<b>1</b>	Ancestral Aid	<span style="color: red;">6+ [7+]</span>	<span style="color: red;">12"</span> <span style="color: red;">[18"]</span>	Augment	Last one Turn	The target must reroll failed to-hit rolls with its Close Combat Attacks.
<b>5</b>	Touch of the Reaper	<span style="color: red;">&lt;7+&gt;</span> <span style="color: red;">{9+}</span>	<span style="color: red;">&lt;24"&gt;</span> <span style="color: red;">{18"}</span>	Hex, Missile, Damage, Focused, Direct	Instant	The target suffers 1D3 hits with Strength 10, Armour Penetration 10, and <b>Magical Attacks</b> . When rolling to wound with this attack, use the target's Discipline instead of the target's Resilience.



Shamanism

		Casting	Range	Type	Duration	Effect
<b>5</b>	Totemic Summon	<span style="color: red;">9+</span> <span style="color: red;">[12+]</span>	96"	Ground	Instant	Summon a Totemic Beast (profile below). It must be placed within <span style="color: red;">1" [10"]</span> of the Board Edge.  Totemic Beast (for Totemic Summon) single model Size Large Type Beast Base 40x40 mm Global Adv Mar Dis Model Rules 3D6" - 7 Fearless, Random Movement (3D6") Defensive HP Def Res Arm 3 3 5 - Offensive Att Off Str AP Agi 4 3 5 2 3 Breath Attack (Str 3, AP 0)
<b>3</b>	Savage Fury	<span style="color: red;">5+ [8+]</span>	<span style="color: red;">12"</span> <span style="color: red;">[24"]</span>	Universal	Last one Turn	The target gains Frenzy and Battle Focus.
<b>4</b>	Chilling Howl	<span style="color: red;">6+</span> <span style="color: red;">[10+]</span>	36"	Hex	Last one Turn	All units within <span style="color: red;">6" [12"]</span> of the target when the spell is cast suffer a -1 to-wound modifier on their <span style="color: red;">Shooting [Ranged]</span> Attacks <span style="color: blue;">[including effects of spells cast while affected by spell effects]</span> .
<b>6</b>	Break the Spirit	<span style="color: red;">9+</span> <span style="color: red;">[11+]</span>	<span style="color: red;">18"</span> <span style="color: red;">[36"]</span>	Hex	Last one Turn	The target suffers a -1 to-hit modifier, and treats all Terrain (including Open Terrain) as Dangerous Terrain (2).
<b>1</b>	Awaken the Beast	<span style="color: red;">5+ [7+]</span>	18"	Augment	Last one Turn	The target gains <span style="color: red;">+1 Strength and +1 Armour Penetration [+1 Resilience]</span> .
<i>A</i>	Scarification		Caster		Last one Turn	Melee Attacks against the target can never wound on better than 5+.

		<i>Casting</i>	<i>Range</i>	<i>Type</i>	<i>Duration</i>	<i>Effect</i>
2	Swarm of Insects	5+ [8+]	24" [48"]	Hex, Missile, Damage	Permanent	Immediately after successfully casting this spell, the target suffers 5D6 hits with Strength 1, Armour Penetration 0, and Magical Attacks. If one or more unsaved wounds are caused, the target suffers -1 to hit with its Shooting Attacks. This spell is immediately ended when the target performs an Advance, March, Charge, Failed Charge, or Pursuit Move.

## Magic items

**Alchemist's Alloy:** The wearer gains +1 Armour and suffers -2 Offensive Skill.

**Cleansing Light:** At the start of each Round of Combat, the wielder may choose to have attacks made with this weapon become Divine Attacks and Flaming Attacks and Magical Attacks.

**Crown of Autocracy:** The model's range of Commanding Presence (if available) is increased by 3", up to a maximum of 18". If the model does not have Commanding Presence, it gains Commanding Presence whose range is always set to 3".

**Destiny's Call:** The wearer gains Aegis (4+). In addition, its Armour is set to 3 and can never be improved beyond this.

**Necromantic Staff:** The bearer gains **Channel (1)** and can cast the first Boosted version ("Aura) of Arise! (Hereditary Spell) as a Bound Spell with Power Level (4/8).

## Magic banners

**Aether Icon:** The bearer gains Magic Resistance (1). If the unit contains a model with another instance of Magic Resistance, it increases that model's Magic Resistance value by 1 instead.

**Legion Standard:** A unit with one Legion Standard increases the maximum of its Rank Bonus by +1 (normally this means the unit can add up to 4 Full Ranks to its Combat Score). A unit with two or more Legion Standards increases the maximum of its Rank Bonus by +2 instead.

## Model Rules

### Aegis:

**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 " 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.

### Devastating Charge: Attacks & Weapons, Melee

A charging model part with Devastating Charge, or using a weapon with Devastating Charge, gains the Model Rules and Characteristic modifiers stated in brackets. For example, a charging model part with Devastating Charge (+1 Strength, Poison Attacks) gains +1 Strength and Poison Attacks when it is charging. This rule is cumulative: a model part with several instances of Devastating Charge applies all Attack Attributes and Characteristics modifiers from all of them when charging.

**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.

**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 " 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.

**Ghostly Form:** The model gains **Ghost Step** and **Magical Attacks**. R&F models with Ghostly Form can only be joined by Characters with Ghostly Form.

**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

**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.

**Hatred:** During the first Round of Combat, failed to-hit rolls from attacks with Hatred must be rerolled.

**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.

**Light Armour:** Armour +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).

**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.

**Reaper:** A unit consisting entirely of models on foot with Reaper: • Ignores all other units during Advance Moves and March Moves, but **must** follow the Unit Spacing rule at the end of its move. • Can make a Sweeping Attack. The enemy unit suffers 1 hit with Strength 5, Armour Penetration 10, and Magical Attacks for each model with Reaper in the unit.

**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.

**Terror:** The model gains Fear and is immune to the effects of Terror. When a unit with one or more models with Terror Declares a Charge, its target must take a Panic Test. If the test is failed, the target of the charge must declare a Flee Charge Reaction, if able to do so.

**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 at least one attack with Unholy Appetite caused an unsaved wound, 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.

**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.

**Vanguard:** After Deployment (including units with Scout), models with Vanguard may perform a 12" move. The move is performed as an Advance Move in the Movement Phase, including any actions and restrictions the unit would normally have (such as Wheeling, Reforming, joining units, leaving units and so on). The 12" distance is used instead of the unit's Advance Rate and March Rate. 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:** 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", and inflicts D6+2 hits with Strength 4, Armour Penetration 1, and **Magical Attacks**. 2. The attack is made at the model part's Agility. Declare that you are using Wail of Woe when allocating attacks. If used, the model part cannot perform any Close Combat Attacks. Choose a single unit in base contact as the target. The target unit suffers D3+1 hits with Strength 4, Armour Penetration 1, and **Magical Attacks**.

**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

## 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.

Skelette #4



Skelette #4



Skelette #6



Skelette #6



Skelette #6



Skelette #6



Vampire Knights #1



Vampire Knights #1



Varkolak #1



Varkolak #2



Nekromant #1



Vampirhöfling #1



Düsterschrecken #1



Düsterschrecken #1



Düsterschrecken #1



Düsterschrecken #1



Banshee #1



Banshee #1

