



VAMPIRE COVENANT

STRIGOI - 4 139 POINTS



1325 pts (32.00%) 1069 pts (26.00%) 1025 pts (25.00%) 500 pts (12.00%) 220 pts (5.00%)

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

Characters



VAMPIRE COUNT #1

Vampire Count - Standard - Infantry - 20x20mm

525 POINTS



| Global | Adv | Mar | Dis | Rea | Model Rules | |
|---------------|-----|-----|-----|-----|--|----------------------------|
| | 6" | 12" | 9 | 1 | Fear, Fearless, Awaken, Autonomous, Undead | |
| Defensive | HP | Def | Res | Arm | | |
| | 3 | 7 | 5 | 0 | | |
| Offensive | Att | Off | Str | Ap | Agi | |
| Vampire Count | 5 | 7 | 5 | 2 | 7 | Vampiric (6+), Hand Weapon |

| | |
|--------------------|---|
| Options | Shield (Willow's Ward) • Heavy Armour (Legend of the Black King) • Halberd • The Dead Arise • General |
| Magic items | Legend of the Black King (Heavy Armour) • Willow's Ward (Shield) |



VAMPIRE COUNT STRIGE #1

Vampire Count Strige - Standard - Infantry - 20x20mm

525 POINTS



| Global | Adv | Mar | Dis | Rea | Model Rules | |
|--------------|-----|-----|-----|-----|--|------------------------------------|
| | 6" | 12" | 9 | 1 | Fear, Fearless, Awaken, Autonomous, Undead, Blood Ties | |
| Defensive | HP | Def | Res | Arm | | |
| | 4 | 7 | 5 | 0 | Fortitude (4+) | |
| Offensive | Att | Off | Str | Ap | Agi | |
| Strige Count | 5 | 7 | 5 | 2 | 7 | Vampiric (6+), Hatred, Hand Weapon |

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|--------------------|---------------------------|
| Options | Halberd |
| Magic items | True Thirst (Hand Weapon) |



VAMPIRE COURTIER STRIGOI #1

Vampire Courtier Strigoï - Standard - Infantry - 20x20mm

275 POINTS



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

| | |
|----------------|---------|
| Options | Halberd |
|----------------|---------|

Core



SKELETONS #1

Skeletons x20 - Standard - Infantry - 20x20mm

190 POINTS



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

| | |
|----------------|-----------------------------|
| Options | Spear • Champion • Musician |
|----------------|-----------------------------|



GHOULS #1

Ghouls x40 - Standard - Infantry - 20x20mm

615 POINTS



| Global | Adv | Mar | Dis | Rea | Model Rules |
|-----------|-----|-----|-----|------|---|
| | 4" | 8" | 6 | D6+4 | , Ashes to Scoring, Fearless, UndeadAshes, First Raised |
| Defensive | HP | Def | Res | Arm | |
| | 1 | 3 | 4 | 0 | |
| Offensive | Att | Off | Str | Ap | Agi |
| Ghouls | 2 | 3 | 3 | 0 | 4 |

| | |
|----------------|----------|
| Options | Champion |
|----------------|----------|



BAT SWARM #1

Bat Swarms x3 - Standard - Beast - 40x40mm

132 POINTS



| Global | Adv | Mar | Dis | Rea | Model Rules |
|-----------|-----|-----|-----|------|--|
| | 1" | 2" | 3 | D6+4 | , Ashes to Light Troops, Fearless, Skirmisher, UndeadAshes, 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 |

| Global | Adv | Mar | Dis | Rea | Model Rules |
|-----------|-----|-----|-----|------|--|
| | 1" | 2" | 3 | D6+4 | , Ashes to Light Troops, Fearless, Skirmisher, UndeadAshes, 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



GHASTS #1

Ghasts x10 - Large - Infantry - 40x40mm

765 POINTS



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

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|----------------|----------|
| Options | Champion |
|----------------|----------|



CADAVER WAGON #1

Cadaver Wagon - Large - Construct - 60x100mm

260 POINTS



| Global | Adv | Mar | Dis | Rea | Model Rules | |
|------------------------|-----|-----|-----|-----|--|-------------------------------|
| | 4" | 8" | 5 | 2 | , No Rest for the Fearless, Not a Leader, Necromantic Aura, Undead, War PlatformWicked, Ashes to Ashes | |
| Defensive | HP | Def | Res | Arm | | |
| | 4 | 3 | 4 | 2 | Fortitude (4+) | |
| Offensive | Att | Off | Str | Ap | Agi | |
| Cadaver Master | 1 | 3 | 3 | 0 | 3 | |
| Shambling Horde | 8 | 1 | 3 | 0 | 3 | Harnessed |
| Chassis | | | 4 | 1 | | Inanimate, Impact Hits (1, 1) |

The Suffering



SPECTRAL HUNTERS #1

Spectral Hunters x6 - Standard - Cavalry - 25x50mm

220 POINTS



| Global | Adv | Mar | Dis | Rea | Model Rules | |
|------------------------|-----|-----|-----|-----|---|--|
| | 8" | 16" | 5 | 1 | , Ashes to Fear, Light Troops, Fearless, UndeadAshes, Ghostly form, Terror, Wizard Conclave | |
| Defensive | HP | Def | Res | Arm | | |
| | 1 | 3 | 3 | 1 | Aegis (5+ 3+ , against non-Magical Attacks) | |
| Offensive | Att | Off | Str | Ap | Agi | |
| Spectral Hunter | 2 | 3 | 3 | 10 | 2 | Magical Attacks, Flaming Attacks, Great Weapon |
| Ghost Steed | 1 | 2 | 3 | 0 | 2 | Harnessed, Flaming Attacks |

Swift Death



VAMPIRE SPAWN #2

Vampire Spawn x6 - Large - Infantry - 40x40mm

500 POINTS



| Global | Adv | Mar | Dis | Rea | Model Rules |
|--------|-----|-----|-----|-----|-------------|
|--------|-----|-----|-----|-----|-------------|

| | | | | | |
|----------------------|------------|------------|------------|------------|--|
| <i>Global</i> | <i>Adv</i> | <i>Mar</i> | <i>Dis</i> | <i>Rea</i> | <i>Model Rules</i> |
| | 6" | 12" | 8 | D3 | Fear, Light Troops, Fearless, Frenzy, Swiftstride, Autonomous, Undead, Fly (9", 18", 9", 18") |
| | 9" | 18" | | | |
| <i>Defensive</i> | <i>HP</i> | <i>Def</i> | <i>Res</i> | <i>Arm</i> | |
| | 3 | 3 | 4 | 0 | |
| <i>Offensive</i> | <i>Att</i> | <i>Off</i> | <i>Str</i> | <i>Ap</i> | <i>Agi</i> |
| Vampire Spawn | 3 | 4 | 5 | 2 | 4 Battle Focus , Vampiric (6+) |

Magics

Racial Trait Spell

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

| | <i>Casting</i> | <i>Range</i> | <i>Type</i> | <i>Duration</i> |
|--|---------------------|--------------------------------|-------------|-----------------|
| <i>Arise!</i> | | | | |
| <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"> <i>The R&F part of the target Raises a number of Health Points equal to its Reanimated value.</i> <i>Up to one Character within the target Recovers a number of Health Points equal to its Reanimated value.</i> <p><i>Models with Towering Presence cannot Recover more than 2 Health Points from this spell in a single Magic Phase.</i></p> | | | | |

Magic items

Legend of the Black King: The bearer gains +1 Armour and Aegis (4+).

True Thirst: Attacks made with this weapon gain +1 Strength, +1 Armour Penetration, and become Magical Attacks, and Vampiric (3+). For each unsaved wound caused by this weapon during a Melee Phase, Raise 1 Health Point of R&F models in the wielder's unit at the end of the Melee Phase. The number of Raised Health Points in each phase cannot exceed the fixed component of the Reanimated value of the R&F models in the unit, disregarding any D3 or D6 parts (e.g. you can Raise 4 Zombies in a single phase).

Willow's Ward: While using this Shield, the bearer cannot use Parry, gains +1 Armour, and Impact Hits distributed onto the bearer suffer -2 Armour Penetration.

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 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.

Battle Focus: If the attack hits with a natural to-hit roll of '6', the attack causes two hits instead of one.

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.

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.

Flaming Attacks: The attack doesn't have any special effect. However, it interacts with other rules, such as Flammable and Regeneration.

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

Frenzy: A unit with at least half its models with Frenzy cannot choose Flee as Charge Reaction, and when taking Discipline Tests, apply the following:

- If it is a Panic Test, Decimated Test or Fear Test: the unit gains +2 Discipline.

- If it is a Break Test, roll the test as normal.

- If it is any other Discipline Test, the unit suffers -2 Discipline.

At the start of the Charge Phase, each of your units with at least one model with Frenzy that could Declare a Charge against an enemy unit within the unit's Advance Rate +7" (using the lowest Advance Rate among the unit's models; if a model has more than 1 Advance Rate available, use the highest one) must take a Discipline Test, called a Frenzy Test. If the test is failed, the whole unit must Declare a Charge this Player Turn. Note that Characters are never forced to charge out of their units.

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.

Great Weapon: Attacks made with a Great Weapon gain +2 Strength, +2 Armour Penetration and always strike at Initiative Step 0 (regardless of the wielder's Agility). A model using this weapon cannot simultaneously use a Shield against Melee Attacks

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.

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

Impact Hits: At Initiative Step 10, a charging model part with Impact Hits must choose an enemy unit that is in base contact with the attacking model's Front Facing. This unit suffers a number of hits equal to the value stated in brackets (X). These hits are resolved with the attacking model part's Strength and Armour Penetration. If a model has both Grind Attacks and Impact Hits, it may only use one of these rules in the same Round of Combat (its controlling player may choose which). In multipart models, only model parts that also have Harnessed or Inanimate can use their Impact Hits. When several models in the same unit have Impact Hits, and when X is a random number (e.g. Impact Hits (D6)), roll for the number of hits separately for each model part.

Inanimate: Inanimate - Melee

Model parts with Inanimate cannot make Close Combat Attacks and cannot use Shooting Weapons. Shooting Weapons carried by model parts with Inanimate can be used by other model parts of the same model (as long as they do not have Harnessed or Inanimate).

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).

Necromantic Aura: All friendly units within 6" of one or more models with Necromantic Aura reduce the number of Health Point losses caused by Ashes to Ashes and Unstable by 1.

No Rest for the Wicked: Universal Rule.

All R&F models in friendly units within 6" gain Fortitude (6+). Ghosts in friendly units within 6" gain Fortitude (4+) instead. In addition, all R&F models in friendly units that count towards Core within 6" of one or more Cadaver Wagons gain Fortitude (+1, max. 5+) during their First Round of Combat.

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 if 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.

Swiftstride: When a unit composed entirely of models with Swiftstride rolls Charge Range, Flee Distance, Pursuit Distance or Overrun Distance, it rolls an additional D6 (normally this will lead to rolling 3D6) and discards the lowest D6 rolled.

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 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.

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.

War Platform: Unless selected as a mount for a Character, a model with War Platform gains Not a Leader and Character, with the following exceptions:

- It does not count towards the Character's category (for Army List creation). - It cannot Issue Duels, Accept Duels or Make Way.
- It can perform Swirling Melee.
- It does not count as a Character regarding Bodyguard and Multiple Wounds.

The model can join units even if it has Towering Presence, and having Chariot does not prevent it from joining units without Chariot. When joined to a unit, it must always be placed in the centre of the front rank, possibly pushing back other models with Front Rank, and must keep its position in the centre of the front rank at all times (as long as it is joined to the unit). If two positions are equally central (e.g. in a unit with an even number of models in the first rank and a War Platform replacing an uneven number of models per rank), the War Platform can be placed in either of these positions. If the War Platform cannot be placed in the centre of the front rank (e.g. due to Mismatching Bases or the front rank being too narrow), the model cannot join the unit. This means that a War Platform can never join a unit with Mismatching Bases and that only a single War Platform can be in the same unit unless noted otherwise.

Wizard Conclave: The Champion of a unit with Wizard Conclave gains +1 Health Point in addition to the normal Characteristics increases associated with being a Champion, and is a Wizard Adept.

This Champion may select up to two spells from predetermined spells given in brackets after Wizard Conclave.

This overrides the Spell Selection rules connected to being a Wizard Adept.

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 Count #1



Vampire Count Strige #1



Vampire Courtier Strigoi #1



Skeletons #1



Ghouls #1



Bat Swarm #1



Bat Swarm #2



Ghosts #1



Cadaver Wagon #1



Spectral Hunters #1



Vampire Spawn #2

