



# VAMPIRE COVENANT

## LISTE 2000 POINTS - 2 000 POINTS



775 pts (39.00 %) 465 pts (23.00 %) 250 pts (13.00 %) 0 pts (0.00 %) 510 pts (26.00 %)  
**Characters**      **Core**      **Special**      **The Suffering**      **Swift Death**  
 (40 Max)      (20 Least)      (0 NoLimit)      (20 Max)      (30 Max)

### Characters



#### YAMA

Necromancer - Standard - Infantry - 20x20mm

315 POINTS



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

<b>Options</b>	General • Light Armour • Wizard Adept • The Dead Arise • Evocation
<b>Magic items</b>	Necromantic Staff



#### BARROW KING #1

Barrow King - Standard - Cavalry - 25x50mm

360 POINTS



Global	Adv	Mar	Dis	Model Rules		
	4"	8"	8	, Ashes to Fearless, Not a Leader, UndeadAshes , Unliving Shield		
Defensive	HP	Def	Res	Arm		
	4	5	5	0	<b>Heavy Armour</b> , Shield	
Offensive	Att	Off	Str	Ap	Agi	
<b>Barrow King</b>	3	5	4	1	4	<b>Lethal Strike, Magical Attacks, Multiple Wounds, Hand Weapon</b>

### MOUNT SKELETAL STEED

Global	Adv	Mar	Dis	Model Rules		
	8"	16"	C	<b>Ghost Step</b>		
Defensive	HP	Def	Res	Arm		
	C	C	C	C+2		
Offensive	Att	Off	Str	Ap	Agi	
<b>Skeletal Steed</b>	1	2	3	0	2	<b>Harnessed, Magical Attacks</b>

<b>Options</b>	Lance (Supernatural Dexterity) • Skeletal Steed
<b>Magic items</b>	Legend of the Black King • Supernatural Dexterity (Lance)



#### FELL WRAITH #1

Fell Wraith - Standard - Infantry - 20x20mm

100 POINTS




Global	Adv	Mar	Dis	Model Rules		
	6"	12"	5	, Ashes to Fear, Fearless, Light Troops, Not a Leader, Terror, UndeadAshes , Ghostly Form		
Defensive	HP	Def	Res	Arm		
	3	4	3	0	<b>Aegis</b>	

<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
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<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
<b>Fell Wraith</b>	<b>3</b>	<b>4</b>	<b>3</b>	<b>10</b>	<b>2</b>	<b>Reaper, Hand Weapon</b>

## Core



	<b>ZOMBIES #1</b> Zombies x25 - Standard - Infantry - 20x20mm	<b>150</b> POINTS	
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<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Rea</i>	<i>Model Rules</i>	
	<b>4"</b>	<b>8"</b>	<b>2</b>	<b>2D6+4</b>	<b>Fearless, Scoring, Undead</b>	<b>, Ashes to Ashes</b>

<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	<b>1</b>	<b>1</b>	<b>3</b>	<b>0</b>	

<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
<b>Zombie</b>	<b>1</b>	<b>1</b>	<b>3</b>	<b>0</b>	<b>1</b>	

<b>Options</b>	Standard Bearer
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	<b>ZOMBIES #2</b> Zombies x25 - Standard - Infantry - 20x20mm	<b>150</b> POINTS	
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<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Rea</i>	<i>Model Rules</i>	
	<b>4"</b>	<b>8"</b>	<b>2</b>	<b>2D6+4</b>	<b>Fearless, Scoring, Undead</b>	<b>, Ashes to Ashes</b>

<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	<b>1</b>	<b>1</b>	<b>3</b>	<b>0</b>	

<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
<b>Zombie</b>	<b>1</b>	<b>1</b>	<b>3</b>	<b>0</b>	<b>1</b>	

<b>Options</b>	Standard Bearer
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	<b>DIRE WOLVES #1</b> Dire Wolves x10 - Standard - Beast - 25x50mm	<b>165</b> POINTS	
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<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Rea</i>	<i>Model Rules</i>	
	<b>9"</b>	<b>18"</b>	<b>3</b>	<b>D3+4</b>	<b>Fearless, Undead, Vanguard</b>	<b>, Ashes to Ashes</b>

<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	<b>1</b>	<b>3</b>	<b>3</b>	<b>0</b>	

<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
<b>Dire Wolf</b>	<b>1</b>	<b>3</b>	<b>3</b>	<b>0</b>	<b>3</b>	<b>Devastating Charge</b>

<b>Options</b>	Champion
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## Special

	<b>CADAVER WAGON #1</b> Cadaver Wagon - Large - Construct - 60x100mm	<b>250</b> POINTS	
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<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Rea</i>	<i>Model Rules</i>	
	<b>4"</b>	<b>8"</b>	<b>5</b>	<b>2</b>	<b>Fearless, Not a Leader, Undead, War Platform</b>	<b>, Ashes to Ashes, Necromantic Aura</b>
					<b>, No Rest for the Wicked</b>	

<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	4	3	4	2	<b>Fortitude</b>
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
<b>Cadaver Master</b>	1	3	3	0	3
<b>Shambling Horde</b>	8	1	3	0	1
<b>Chassis</b>			4	1	<b>Impact Hits, Inanimate</b>

## Swift Death



### SHRIEKING HORROR #1

Shrieking Horror - Gigantic - Beast - 150x100mm

510 POINTS



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Rea</i>	<i>Model Rules</i>
	6"	12"	4	1	<b>Fearless, Fly, Light Troops, Undead</b> , Ashes to Ashes
	8"	16"			
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	<i>Fortitude</i>
	6	4	6	0	<b>Fortitude</b>
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
<b>Shrieking Horror</b>	4	4	5	2	2

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

		<i>Casting</i>	<i>Range</i>	<i>Type</i>	<i>Duration</i>	<i>Effect</i>
<b>5</b>	Touch of the Reaper	<7+> {9+}	<24"> {18"}	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.
3	Hasten the Hour	7+ [10+]	24" [18"]	Hex, Damage, Direct	Instant	Choose 1 {up to 3 different} 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.
4	Ancestral Aid	6+ [7+]	12" [18"]	Augment	Last one Turn	The target must reroll failed to-hit rolls with its Close Combat Attacks.
6	Danse Macabre	6+ {9+}	18" [9" Aura]	Augment	Instant	The target may perform a 12" [6"] Magical Move and gains Ghost Step during this move.
1	Spectral Blades	5+ [9+]	18"	Augment	Last one Turn	The target must reroll failed to-wound rolls with its Melee Attacks and gains <b>[Lethal Strike]</b> [color].
A	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.
2	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.

## Magic items

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

**Necromantic Staff:** The bearer gains **Channel (1)** and can cast the first Boosted version (6&quot; Aura) of Arise! (Hereditary Spell) as a Bound Spell with Power Level (4/8).

**Supernatural Dexterity:** The wielder gains +2 Offensive Skill and +2 Agility while using this weapon, and attacks made with it become Magical Attacks.

## 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.

**Chilling Shriek:** 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&quot; and **March and Shoot**. 2. The attack is made at the model part's Agility. Declare that you are using Chilling Shriek when allocating attacks. If used, the model part cannot perform any Close Combat Attacks. Choose a single unit in base contact as the target. Regardless of whether it is used as a Shooting or Melee Attack, the Chilling Shriek inflicts 1 hit for each Health Point the model with Chilling Shriek currently has. These hits **always** have Strength 10, Armour Penetration 10, and **Magical Attacks**. When rolling to wound with this attack, use the enemy's Discipline instead of its Resilience.

### 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.

**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

**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 12&quot; 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.

### Heavy Armour: +2 Armor

**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 - 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).

**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.

**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).

**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.

**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:** 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.

**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.

**Unliving Shield:** Enemy models cannot allocate Close Combat Attacks towards a Necromancer as long as they can allocate attacks towards a model with Unliving Shield in the same unit as the Necromancer. This rule cannot be used if there are also models with Vampiric in the same unit as the Necromancer.

**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.

**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 Characters category (for Army List creation). - It cannot Issue Duels, Accept Duels or Make Way.
- It can perform Swirling Melee.
- It does not count as 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 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

Your can print this page to have all your army's units qr code and cut them to stick them on your units, with them you can directly access to the unit's profil with your phone.

Shrieking Horror #1



Zombies #1



Zombies #2



Dire Wolves #1



Cadaver Wagon #1



Yama



Barrow King #1



Fell Wraith #1

