



# VAMPIRE COVENANT

## LIST VAMPIRE COVENANT #2 - 2 145 POINTS



855 pts (40.00%) 350 pts (16.00%) 940 pts (44.00%) 0 pts (0.00%) 0 pts (0.00%)  
**Special Characters Core Swift Death The Suffering**  
 (0 NoLimit) (40 Max) (20 Least) (30 Max) (20 Max)

### Characters

#### MIDNIGHT ARISTOCRACY - VAMPIRE COUNT #1

Midnight Aristocracy - Vampire Count - Standard - Infantry - 20x20mm

350 POINTS



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+)									

### Core

#### GHOULS #1

Ghouls x40 - Standard - Infantry - 20x20mm

670 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Ghouls	4	3	-	3	4	1	4	2	6	Infantry
<b>Model Rules</b>	Poisoned Attacks • Scoring • Undead • Ashes to Ashes									

#### DIRE WOLVES #1

Dire Wolves x5 - Standard - Infantry - 25x50mm

80 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Dire Wolves	9	3	-	3	3	1	3	1	3	War Beast
<b>Model Rules</b>	Thunderous Charge • Undead • Vanguard • Ashes to Ashes									

#### DIRE WOLVES #2

Dire Wolves x5 - Standard - Infantry - 25x50mm

80 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Dire Wolves	9	3	-	3	3	1	3	1	3	War Beast
<b>Model Rules</b>	Thunderous Charge • Undead • Vanguard • Ashes to Ashes									

#### ZOMBIES #1

Zombies x20 - Standard - Infantry - 20x20mm

110 POINTS



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

### Special

**BARROW GUARD #1**  
Barrow Guard x40 - Standard - Infantry - 20x20mm

**855** POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Barrow Guard	4	3	-	4	4	1	3	1	7	Infantry
<b>Model Rules</b>	Lethal Strike • Scoring • Undead • Ashes to Ashes • Bodyguard (General, Barrow King) • Magic Attacks • Multiple Wounds (2, Infantry, War beast, Cavalry) • Heavy Armour									

<b>Options</b>	Shield • Champion • Musician • Standard Bearer
----------------	--

## Magics

### Model Rules

**Ashes to Ashes:** At the end of any phase in which the Master is removed as a casualty, every unit in the army with one or more models with Ashes to Ashes must pass a 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):**

**Bodyguard (General, Barrow King):**

**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.

**Heavy Armour:**

**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.

**Magic Attacks:**

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

**Poisoned Attacks:** If an attack with this special rule, or an attack from a model part with this special rule (both Shooting and Close Combat Attacks), rolls a successful hit with a tohit roll of an unmodified '6', this hit automatically wounds with no to wound roll needed. Shooting Attacks that need a 7+ to hit (or more) can never benefit from Poisoned Attacks. If the Attack can be turned into more than one hit (such as for a hit with Penetrating or Area Attack), only a single hit (of attacker's choice) automatically wounds, all other hits must roll to wound as normal.

**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.

**Thunderous Charge:** In the first round of a combat after a model with this rule has successfully charged, model parts with this special rule receive a +1 Strength bonus to their normal Close Combat Attacks. This Strength bonus can only be used for Attacks directed against the charged enemies.

**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.

**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.

## 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 Guard #1



Midnight Aristocracy - Vampire Count #1



Ghouls #1



Dire Wolves #1



Dire Wolves #2



Zombies #1

