



# VAMPIRE COVENANT

## LAMIA - 4 417 POINTS



1680 pts (38.00 %) 1047 pts (24.00 %) 200 pts (5.00 %) 670 pts (15.00 %) 820 pts (19.00 %)

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

### Characters



#### VAMPIRE COURTIER LAMIA #2

Vampire Courtier Lamia - Standard - Infantry - 20x20mm

385 POINTS



Global	Adv	Mar	Dis	Rea	Model Rules	
	6"	12"	8	1	Fear, Fearless, Awaken, Autonomous, Undead, Blood Ties, Lamia Bloodline	
Defensive	HP	Def	Res	Arm		
	3	6	4	0		
Offensive	Att	Off	Str	Ap	Agi	
Lamia's Courtier	3	6	5	2	6	Vampiric (6+), Lightning Reflexes, Hand Weapon

<b>Options</b>	Battle Standard Bearer • Witchcraft • Wizard Adept • Light Armour • Paired Weapons • Distracting
<b>Magic banners</b>	Legion Standard (Battle Standard Bearer)



#### VAMPIRE COURTIER LAMIA #1

Vampire Courtier Lamia - Large - Construct - 60x100mm

840 POINTS



Global	Adv	Mar	Dis	Rea	Model Rules	
	6"	12"	8	1	Fear, Fearless, Awaken, Autonomous, Undead, Blood Ties, Lamia Bloodline	
Defensive	HP	Def	Res	Arm		
	3	6	4	0		
Offensive	Att	Off	Str	Ap	Agi	
Lamia's Courtier	3	6	5	2	6	Vampiric (6+), Lightning Reflexes, Hand Weapon

#### MOUNT COURT LAMIA OF THE DAMNED



Global	Adv	Mar	Dis	Rea	Model Rules	
	8"	8"	C		, Chill of the Fear, Ghost Step, Towering Presence, Autonomous Grave , War Platform, Blood Ties	
Defensive	HP	Def	Res	Arm		
	5	C	5	C	Aegis (4+)	
Offensive	Att	Off	Str	Ap	Agi	
Paramours (2)	2	5	5	2	6	Vampiric (6+)
Spectral Pallbearers	8	2	3	0	2	Harnessed, Magical Attacks
Chassis	D6		5	2		Impact Hits (D6, D6), Inanimate

<b>Options</b>	Witchcraft • The Dead Arise • Wizard Adept • Paired Weapons (King Slayer) • Court Lamia of the Damned • Distracting • General
<b>Magic items</b>	King Slayer (Paired Weapons) • Dragonfire Gem



#### NECROMANCER #1

Necromancer - Standard - Infantry - 20x20mm

455 POINTS



Global	Adv	Mar	Dis	Rea	Model Rules
	4"	8"	7	1	, Gates of the Wizard Apprentice, Fearless Netherworld , Awaken, Undead

<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Rea</i>	<i>Model Rules</i>
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<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	<b>3</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>Necromancer</b>	<b>1</b>	<b>3</b>	<b>3</b>	<b>0</b>	<b>3</b>


**Hand Weapon**

<b>Options</b>	Evocation • Wizard Master
<b>Magic items</b>	Magical Heirloom • Talisman of the Void



## Core

	<b>ZOMBIES #1</b>	<b>125 POINTS</b>	
	Zombies x20 - Standard - Infantry - 20x20mm		

<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>Scoring, Fearless, Undead</b> , Ashes to Ashes
<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>Zombies</b>	<b>1</b>	<b>1</b>	<b>3</b>	<b>0</b>	<b>1</b>



	<b>ZOMBIES #2</b>	<b>125 POINTS</b>	
	Zombies x20 - Standard - Infantry - 20x20mm		

<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>Scoring, Fearless, Undead</b> , Ashes to Ashes
<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>Zombies</b>	<b>1</b>	<b>1</b>	<b>3</b>	<b>0</b>	<b>1</b>

	<b>SKELETONS #1</b>	<b>262 POINTS</b>	
	Skeletons x29 - Standard - Infantry - 20x20mm		

<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>4</b>	<b>D6+4</b>	<b>Scoring, Fearless, Undead</b> , Ashes to Ashes
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	<b>1</b>	<b>2</b>	<b>3</b>	<b>0</b>	<b>Light Armour</b> , Shield
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
<b>Skeletons</b>	<b>1</b>	<b>2</b>	<b>3</b>	<b>0</b>	<b>2</b>

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

	<b>GHOULS #1</b>	<b>535 POINTS</b>	
	Ghouls x35 - Standard - Infantry - 20x20mm		



<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"	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	
<b>Ghouls</b>	2	3	3	0	4	Unholy Appetite, Poison Attacks

Options	Champion
<b>Special</b>	

	<b>GREAT BATS #1</b> Great Bats x2 - Standard - Beast - 40x40mm	<b>100 POINTS</b>	
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Global	Adv	Mar	Dis	Rea	Model Rules
	1"	2"	3	D3+1	, Ashes to , Fly (9", 18", 9", 18") Light Troops, Fearless, Skirmisher, UndeadAshes
	9"	18"			
Defensive	HP	Def	Res	Arm	
	2	3	3	0	Hard Target (1, 1)
Offensive	Att	Off	Str	Ap	Agi
<b>Great Bats</b>	2	3	3	0	3

	<b>GREAT BATS #2</b> Great Bats x2 - Standard - Beast - 40x40mm	<b>100 POINTS</b>	
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Global	Adv	Mar	Dis	Rea	Model Rules
	1"	2"	3	D3+1	, Ashes to , Fly (9", 18", 9", 18") Light Troops, Fearless, Skirmisher, UndeadAshes
	9"	18"			
Defensive	HP	Def	Res	Arm	
	2	3	3	0	Hard Target (1, 1)
Offensive	Att	Off	Str	Ap	Agi
<b>Great Bats</b>	2	3	3	0	3

## The Suffering

	<b>WRAITHS #1</b> Wraiths x10 - Standard - Infantry - 20x20mm	<b>410 POINTS</b>	
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Global	Adv	Mar	Dis	Rea	Model Rules	
	6"	12"	5	1	, Ashes to , Terror, Wizard Conclave Fear, Light Troops, Fearless, UndeadAshes , Ghostly form	
Defensive	HP	Def	Res	Arm		
	1	3	3	0	Aegis (5+  3+, [against non-Magical Attacks])	
Offensive	Att	Off	Str	Ap	Agi	
<b>Wraiths</b>	2	3	3	10	2	Reaper, Great Weapon



## WRAITHS #2

Wraiths x10 - Standard - Infantry - 20x20mm

**410** POINTS



Global	Adv	Mar	Dis	Rea	Model Rules	
	6"	12"	5	1	Fear, Light Troops, Fearless, UndeadAshes, Ghostly form, Ashes to form, Terror, Wizard Conclave	
Defensive	HP	Def	Res	Arm		
	1	3	3	0	Aegis (5+ [3+], [against non-Magical Attacks])	
Offensive	Att	Off	Str	Ap	Agi	
<b>Wraiths</b>	2	3	3	10	2	Reaper, Great Weapon

## Swift Death



## VAMPIRE SPAWN #1

Vampire Spawn x8 - Large - Infantry - 40x40mm

**670** POINTS



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

**Options**

Champion

## Magics

### Racial Trait Spell

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

	Casting	Range	Type	Duration
<b>Arise!</b>				
<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"> <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

		Casting	Range	Type	Duration	Effect
<b>1</b>	Spectral Blades	5+ [9+]	18"	Augment	Last one Turn	The target must reroll failed to-wound rolls with its Melee Attacks[and gains Lethal Strike].
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.
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.

		Casting	Range	Type	Duration	Effect
4	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.
5	Touch of the Reaper	7+ [9+]	(24") {18"}	Hex, Missile, Damage, Focused, Direct	Instant	The target suffers D3 hits with Strength 10, Armour Penetration 10, and Magical Attacks. When rolling to wound with this attack, use the target's Discipline instead of the target's Resilience.
6	Danse Macabre	5+ {9+}	12" [9"Aura]	Augment	Instant	The target may perform a 8" [6"] Magical Move and gains Ghost Step during this move.
4	Ancestral Aid	6+ [7+]	12" [18"]	Augment	Last one Turn	The target must reroll failed to-hit rolls with its Close Combat Attacks.



### Witchcraft

		Casting	Range	Type	Duration	Effect
1	Raven's Wing	7+ [9+]	18"	Augment	Instant	The target may perform a 8" [12"] Magical Move and gains Fly and Light Troops until the end of the Player Turn. Nominate a single model part affected by the spell. This model part may perform a Sweeping Attack during the move (possibly in addition to other Sweeping Attacks). This Sweeping Attack causes D6 hits with Strength 4, Armour Penetration 1, and Magical Attacks.
3	Twisted Effigy	5+ [7+]	36"	Hex	Last one Turn	The target cannot use Shooting Attacks [and suffers a -2 modifier to its casting rolls].
2	Deceptive Glamour	4+ [6+]	24"	Hex	Last one Turn	The target suffers -1 [-2] Offensive Skill, -1 [-2] Defensive Skill and -1 [-2] Agility.
4	Evil Eye		24"	Universal	Last one Turn	If this spell targets a friendly unit, the target gains +1 Advance Rate and +2 March Rate. If this spell targets an enemy unit, the target suffers -1 Advance Rate and -2 March Rate, to a minimum of 3 and 6 respectively. A unit cannot be affected by this spell more than twice in the same Magic Phase.
5	Will-o'-the-Wisp	8+ [8+]	18"	Universal	Last one Turn	The target gains Random Movement (2D6 [3D6])
6	Bewitching Glare	8+ [12+]	18"	Hex	Last one Turn	Melee {and Shooting} Attacks against the target must reroll failed to-wound rolls.
4	The Wheel Turns	8+ [10+]	24"	Hex	Last one Turn	Melee Attacks made by {and distributed towards} R&F models in the target unit are set to wound on a 4+, and Close Combat Attacks made by {and allocated against} R&F models in the target unit additionally are set to hit on a 4+, regardless of Offensive Skill, Defensive Skill, Strength, and Resilience. Apply this effect before other to-hit and to-wound modifiers.

## Magic items

**Dragonfire Gem:** The bearer gains Aegis (2+, against Flaming Attacks). The bearer automatically fails all Fortitude Saves.

**King Slayer:** The wielder of this enchanted weapon gains +X Strength, +X Armour Penetration, +X Attack Value, and Magical Attacks while using it, where X is equal to the number of enemy Characters in base contact with the wielder's unit. This bonus is calculated at the Initiative Step when the attacks are made.

**Magical Heirloom:** The bearer gains the Hereditary Spell during Spell Selection, always knows it in addition to its other spells, cannot select it during Spell Selection, and cannot replace or otherwise lose it.

**Talisman of the Void:** The bearer gains Channel (1).

## Magic banners

**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 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.

**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.

**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.

**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.

**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" 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.

**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:**

**Lamia Bloodline:** Enemy units in base contact with one or more Lamia Vampires suffer -1 Agility, to a minimum of 1. If the Vampire is not equipped with Heavy Armour and/or Shield, it gains Distracting. Duels issued by the Vampire must be accepted if possible. Enemy model parts in a Duel with the Vampire suffer -1 Attack Value, to a minimum of 1.

**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.

**Lightning Reflexes:**

**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 it must follow the Unit Spacing rule at the end of its move.

The unit can make a Sweeping Attack. The enemy unit suffers 1 hit with Strength 5 and Armour Penetration 10 for each model part 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.

**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.

**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.

**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

**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 Courtier Lamia #2



Vampire Courtier Lamia #1



Necromancer #1



Zombies #1



Zombies #2



Skeletons #1



Ghouls #1



Great Bats #1



Great Bats #2



Wraiths #1



Wraiths #2



Vampire Spawn #1

