



# VAMPIRE COVENANT

## LIST VAMPIRE COVENANT #1 - 2 732 POINTS



1020 pts (37.00%) 792 pts (29.00%) 0 pts (0.00%) 685 pts (25.00%) 235 pts (9.00%)  
**Characters**      **Core**      **Special**      **Swift Death**      **The Suffering**  
 (40 Max)      (20 Least)      (0 NoLimit)      (30 Max)      (20 Max)

### Characters



#### VAMPIRE COUNT

Vampire Count Brotherhood of the Dragon Bloodline - Standard - Infantry - 20x20mm

560 POINTS



| Global               | Adv | Mar | Dis | Rea | Model Rules   |   |
|----------------------|-----|-----|-----|-----|---|---|
|                      | 6"  | 12" | 9   | 1   | Fear, Fearless, Awaken, Autonomous, Undead, Blood Ties, Brotherhood of the Dragon Bloodline |   |
| Defensive            | HP  | Def | Res | Arm |   |   |
|                      | 3   | 7   | 5   | 0   | Plate Armour  |   |
| Offensive            | Att | Off | Str | Ap  | Agi   |   |
| Count of Brotherhood | 5   | 9   | 5   | 2   | 7   | Vampiric (6+), Weapon Master, Hand Weapon |

|                    |   |
|--------------------|---|
| <b>Options</b>     | Wizard Apprentice • Occultism • Shield • General                    |
| <b>Magic items</b> | True Thirst (Hand Weapon) • Legend of the Black King (Plate Armour) |



#### NECROMANCER

Necromancer - Large - Construct - 60x100mm

460 POINTS



| Global      | Adv | Mar | Dis | Rea | Model Rules   |             |
|-------------|-----|-----|-----|-----|---|-------------|
|             | 4"  | 8"  | 7   | 1   | Wizard Apprentice, Fearless, Netherworld, Gates of the , Awaken, Undead |             |
| 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 | Rea | 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 (4+)   |                               |
| Offensive       | Att | Off | Str | Ap  | Agi  |                               |
| Shambling Horde | 8   | 1   | 3   | 0   | 1  | Harnessed                     |
| Chassis         |     |     | 4   | 1   |  | Inanimate, Impact Hits (1, 1) |

|                |   |
|----------------|---|
| <b>Options</b> | Evocation • Wizard Adept • Cadaver Wagon • Light Armour |
|----------------|---|

### Core



#### SKELETONS #1

Skeletons x58 - Standard - Infantry - 20x20mm

542 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   |

|                |   |
|----------------|---|
| <b>Options</b> | Spear • Champion • Musician • Standard Bearer |
|----------------|---|



### DIRE WOLVES #1

Dire Wolves x8 - Standard - Beast - 25x50mm

## 125 POINTS



| Global      | Adv | Mar | Dis | Rea  | Model Rules                                |
|-------------|-----|-----|-----|------|--|
|             | 9"  | 18" | 3   | D3+4 | , Ashes to Vanguard, Fearless, UndeadAshes |
| Defensive   | HP  | Def | Res | Arm  |  |
|             | 1   | 3   | 3   | 0    |  |
| Offensive   | Att | Off | Str | Ap   | Agi  |
| Dire Wolves | 1   | 3   | 3   | 0    | 3 Devastating Charge                       |



### DIRE WOLVES #2

Dire Wolves x8 - Standard - Beast - 25x50mm

## 125 POINTS



| Global      | Adv | Mar | Dis | Rea  | Model Rules                                |
|-------------|-----|-----|-----|------|--|
|             | 9"  | 18" | 3   | D3+4 | , Ashes to Vanguard, Fearless, UndeadAshes |
| Defensive   | HP  | Def | Res | Arm  |  |
|             | 1   | 3   | 3   | 0    |  |
| Offensive   | Att | Off | Str | Ap   | Agi  |
| Dire Wolves | 1   | 3   | 3   | 0    | 3 Devastating Charge                       |

## The Suffering



### PHANTOM HOST #1


Phantom Host x3 - Standard - Infantry - 40x40mm

## 235 POINTS



| Global       | Adv | Mar | Dis | Rea | Model Rules  |
|--------------|-----|-----|-----|-----|--|
|              | 6"  | 12" | 4   | 1   | , Ashes to Fear, Fearless, UndeadAshes, Ghostly form |
| Defensive    | HP  | Def | Res | Arm |  |
|              | 4   | 3   | 3   | 0   | Aegis (5+  2+ ,  against non-Magical Attacks )       |
| Offensive    | Att | Off | Str | Ap  | Agi  |
| Phantom Host | 4   | 3   | 3   | 1   | 1  |


## Swift Death



### VAMPIRE KNIGHTS BROTHERHOOD OF THE DRAGON #1

Vampire Knights Brotherhood of the Dragon x6 - Standard - Cavalry - 25x50mm

## 685 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>   |
|                       | 7"         | 14"        | 7          | 1          | <b>Fear, Scoring, Fearless, Autonomous, Undead, Blood Ties</b> |
| <i>Defensive</i>      | <i>HP</i>  | <i>Def</i> | <i>Res</i> | <i>Arm</i> |  |
|                       | 2          | 5          | 4          | 2          | <b>Plate Armour, Shield</b>                                    |
| <i>Offensive</i>      | <i>Att</i> | <i>Off</i> | <i>Str</i> | <i>Ap</i>  | <i>Agi</i>   |
| <b>Vampire Knight</b> | 2          | 5          | 5          | 2          | 5  |
| <b>Undead Mount</b>   | 1          | 3          | 4          | 1          | 2  |

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

## 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>Arise!</b>  |                     |                                |             |                 |
| <i>Mf</i>  | 4+<br>[8+]<br>{11+} | 18"<br>[6" Aura]<br>{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

|          |                      | <i>Casting</i> | <i>Range</i>     | <i>Type</i>                           | <i>Duration</i> | <i>Effect</i>   |
|----------|----------------------|----------------|------------------|---------------------------------------|-----------------|---|
| <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].   |
| <b>3</b> | Hasten the Hour      | 7+ [10+]       | 24"<br>[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. |
| <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.   |
| <b>A</b> | 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>5</b> | Touch of the Reaper  | 7+ [9+]        | (24")<br>[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.    |
| <b>6</b> | Danse Macabre        | 5+ {9+}        | 12"<br>[9" Aura] | Augment                               | Instant         | The target may perform a 8" [6"] Magical Move and gains Ghost Step during this move.  |
| <b>4</b> | Ancestral Aid        | 6+ [7+]        | 12"<br>[18"]     | Augment                               | Last one Turn   | The target must reroll failed to-hit rolls with its Close Combat Attacks.   |



Occultism

**The Sacrifice:** When casting a non-Bound Spell from this Path, immediately after the casting roll, but before any Dispellng Attempt, the Active Player may choose the Caster's unit or another friendly unengaged unit within 24".

A unit may only be chosen once per phase. The chosen unit suffers X hits that wound automatically with Armour Penetration 10 and Magical Attacks, and with no saves of any kind allowed, where X is determined by the Discipline value of the largest fraction of models in the unit, ignoring all Discipline modifiers. In case of a tie, use the

- lower value:
- 0 to 4: 3 hits
  - 5 to 7: 2 hits
  - 8 to 10: 1 hit

Any Health Point loss from The Sacrifice that would remove the last model of the chosen unit as a casualty is discarded.

These Health Points losses never cause Panic Tests.

If at least one Health Point loss was caused, the spell is cast with the {amplified} version. In that case, use any text marked with {}.

|          |               | <i>Casting</i> | <i>Range</i> | <i>Type</i>        | <i>Duration</i> | <i>Effect</i>  |
|----------|---------------|----------------|--------------|--------------------|-----------------|--|
| <b>2</b> | Hand of Glory | 6+ [8+]        | Caster [12"] | [Augment], Focused | Last one Turn   | [This spell may only target Characters, Champions, and single model units.]<br>The target {and all models in its unit} gain Aegis (6+) and Aegis (+1, max 3+). |

|   |                      | Casting | Range        | Type                                      | Duration      | Effect   |
|---|----------------------|---------|--------------|---|---------------|--|
| 3 | The Rot Within       | 6+      | 18"          | Hex                                       | Permanent     | The target suffers -1 Offensive Skill and -1 Defensive Skill.<br>{The Caster gains +1 Offensive Skill and +1 Defensive Skill.}   |
| 6 | The Grave Calls      | 11+     | 12"          | Hex, Damage, Direct                       | Instant       | The target suffers 2D6 hits with Strength 5, Armour penetration 2, and Magical Attacks.<br>{The hits gain +1 Strength and +1 Armour Penetration.}  |
| 1 | Pentagram of Pain    | 5+[6+]  | 24"[12"Aura] | [Hex], [Direct],<br>[Universal], [Damage] | Instant       | The target suffers D6 hits with Strength 4, Armour Penetration 1, and Magical Attacks.<br>[The Caster's unit is unaffected.]<br>{If one or more unsaved wounds are caused with this spell, the Caster Recovers 1 Health Point.}          |
| 4 | Breath of Corruption | 6+ [9+] | Caster [12"] | [Augment], Focused                        | Last one Turn | The target gains Breath Attack (Magical Attacks, Toxic Attacks).<br>[This spell may only target Characters, Champions, and single model units.]<br>{If the Breath Attack is used as a Shooting Attack, its range is increased to 18".}   |
| 5 | Marked for Doom      | 9+      | 24"          | Hex, Damage, Direct                       | Instant       | The target suffers 1 hit with Strength 10, Armour Penetration 10, Multiple Wounds (D3), and Magical Attacks.<br>{If the target is within 12" of the Caster, the spell targets a single Character or Champion joined to the target unit.} |

## 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).

## 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.

**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.

**Brotherhood of the Dragon Bloodline:** The Vampire cannot refuse Duels and must issue one whenever possible, unless another model does so first.

### 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.

**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.

**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.

**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:** Armor +1

**Plate Armour:** +3 Armor

**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.

**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.

**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.

**Weapon Master:**

**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.

Vampire Count



Necromancer



Skeletons #1



Dire Wolves #1



Dire Wolves #2



Phantom Host #1



Vampire Knights Brotherhood of the Dragon #1

