



# VAMPIRE COVENANT

## BATH SINGER COPY - 2 999 POINTS



1195 pts (40.00 %) 750 pts (25.00 %) 500 pts (17.00 %) 0 pts (0.00 %) 554 pts (18.00 %)

**Characters**      **Core**      **Special**      **The Suffering**      **Swift Death**

(40 Max)      (25 Least)      (0 NoLimit)      (20 Max)      (30 Max)

### Characters

#### MANFRED L'ALCOOLIQUE SANGUINAIRE

Vampire Count - Standard - Cavalry - 25x50mm

## 740 POINTS

Global	Adv	Mar	Dis			Model Rules
	6"	12"	9			Fear, Fearless, Undead, Autonomous, Awaken
Defensive	HP	Def	Res	Arm		
	3	7	5	0		
Offensive	Att	Off	Str	Ap	Agi	
<b>Vampire Count</b>	5	7	5	2	7	<b>Vampiric, Hand Weapon</b>

#### MOUNT SKELETAL STEED

Global	Adv	Mar	Dis			Model Rules
	8"	16"	C			Ghost Step
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>	General • Wizard Adept • Skeletal Steed • The Dead Arise • Brotherhood of the Dragon Bloodline • Great Weapon (Titanic Might)
<b>Magic items</b>	Legend of the Black King • Titanic Might (Great Weapon)

#### NECRONEMBOURG

Necromancer - Large - Construct - 60x100mm

## 455 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>

#### MOUNT CADAVER WAGON

Global	Adv	Mar	Dis			Model Rules
	4"	8"	C			, No Rest for the War Platform, Necromantic AuraWicked
Defensive	HP	Def	Res	Arm		
	4	C	4	C+2	<b>Fortitude</b>	
Offensive	Att	Off	Str	Ap	Agi	
<b>Shambling Horde</b>	8	1	3	0	1	<b>Harnessed</b>
<b>Chassis</b>			4	1	<b>Impact Hits, Inanimate</b>	

<b>Options</b>	Light Armour • Wizard Adept • Cadaver Wagon • Alchemy
<b>Magic items</b>	Cleansing Light (Hand Weapon)

## Core



### LES GOGOULES

Ghouls x25 - Standard - Infantry - 20x20mm

**400** POINTS



Global	Adv	Mar	Dis	Model Rules		
	4"	8"	6	, Ashes to Fearless, Scoring, UndeadAshes , First Raised		
Defensive	HP	Def	Res	Arm		
	1	3	4	0		
Offensive	Att	Off	Str	Ap	Agi	
<b>Ghoul</b>	2	3	3	0	4	Poison Attacks, Unholy Appetite

<b>Options</b>	Champion • Vanguard
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### LES OS LAIDS

Skeletons x20 - Standard - Infantry - 20x20mm

**195** POINTS



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

<b>Options</b>	Spear • Champion • Musician • Standard Bearer
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### SANS PEAU NI PEUR

Skeletons x20 - Standard - Infantry - 20x20mm

**155** POINTS



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

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



### LES TERTRES DE MULE


Barrow Knights x5 - Standard - Cavalry - 25x50mm

**160** POINTS



Global	Adv	Mar	Dis	Rea	Model Rules		
	8"	16"	7	D3+2	, Ashes to Fearless, Ghost Step, Scoring, UndeadAshes		
Defensive	HP	Def	Res	Arm			
	1	3	4	2	Heavy Armour , Shield		
Offensive	Att	Off	Str	Ap	Agi		


<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
<b>Barrow Knight</b>	1	3	4	1	3	Lethal Strike, Magical Attacks, Multiple Wounds, Lance
<b>Skeletal Steed</b>	1	2	3	0	2	Harnessed, Magical Attacks



### MACHINE DE MORTS

Altar of Undeath - Large - Construct - 50x100mm

## 340 POINTS




<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Rea</i>	<i>Model Rules</i>
	8"	8"	5	1	Fear, Fearless, Ghost Step, Swiftstride, Terror, Towering Presence, UndeadAshes, Ashes to , Aura of Undeath, Lash of Souls

<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	5	3	5	2	Fortitude

<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
<b>Dark Conductor</b>	1	3	3	0	3	
<b>Ghost Steeds</b>	8	2	3	0	2	Harnessed, Magical Attacks
<b>Chassis</b>			5	2		Impact Hits, Inanimate

## Swift Death



### LES ASSOUFFES

Vampire Knights x5 - Standard - Cavalry - 25x50mm

## 554 POINTS



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Rea</i>	<i>Model Rules</i>
	7"	14"	7	1	Fear, Fearless, Scoring, Undead, Autonomous

<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	2	5	4	2	Heavy Armour, Shield

<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
<b>Knight</b>	2	5	5	2	5	Vampiric, Lance
<b>Undead Mount</b>	1	3	4	1	2	Harnessed

<b>Options</b>	Champion • Musician • Must take Devastating Charge (+1 Att) and Plate Armour
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## Magics

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

	Casting	Range	Type	Duration
<h3>H rep Arise!</h3>				
<i>Mf</i>	(18") {6" Aura} {{12" Aura}}	(4+) {8+} {{11+}}	Augment	Instant
When resolving the spell, choose one of the following effects for each target: <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> Models with Towering Presence cannot Recover more than 2 Health Points from this spell in a single Magic Phase.				



	Casting	Range	Type	Duration	Effect
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		<i>Casting</i>	<i>Range</i>	<i>Type</i>	<i>Duration</i>	<i>Effect</i>
<b>5</b>	Corruption of Tin	8+	36"	Hex	Permanent	The target suffers -1 Armour.
<b>3</b>	Glory of Gold	8+	18"	Augment	Last one Turn	The target gains +1 Armour Penetration, Flaming Attacks and Magical Attacks.
<b>4</b>	Silver Spike	<6+> {9+}	<18"> {36"}	Hex, Missile, Damage	Instant	The target suffers 1 hit with Strength 4 [6], Armour Penetration 10, <b>Magical Attacks</b> , [ <b>Multiple Wounds (D3)</b> ], and <b>Area Attack (1×5)</b> .
<b>2</b>	Word of Iron	<5+> {9+}	<24"> {18"}	Augment	Last one Turn	The target gains <+1> {+2} to its Armour.
<b>6</b>	Molter Copper	7+	24"	Hex, Missile, Damage	Instant	The target suffers D3+4 hits with Strength X, Armour Penetration 4, Flaming Attacks, and Magical Attacks, where X is equal to the target's Armour.
<b>1</b>	Quicksilver Lash	7+	24"	Hex, Missile, Damage	Instant	The target suffers D3+1 hits with Flaming Attacks, Magical Attacks, and Armour Penetration 10. These hits always wound on a roll equal to or greater than "7 minus the target's Armour". An unmodified '6' always wounds and an unmodified '1' always fails to wound.
<b>A</b>	Alchemical Fire		18"	Hex	Last one Turn	The target gains Flammable against Melee Attacks.

## Magic items

**Cleansing Light:** At the start of each Round of Combat, the wielder may choose to have attacks made with this weapon become Flaming Attacks and Magical Attacks.

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

**Titanic Might:** Attacks made with this weapon gain +3 Strength and become Magical Attacks.

## 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 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.

**Aura of Undeath:** During its Shooting Phase, the model part can make a Shooting Attack that targets all enemy units within 12" of the model (including those Engaged in Combat and outside Front Arc and/or Line of Sight). This attack can be used even if the Altar is Engaged in Combat. The targets suffer D6 hits with a Strength equal to the current Game Turn number and Armour Penetration 2.

**Autonomous:** Undead units consisting entirely of models with Autonomous may perform March Moves as normal, even when outside the range of Commanding Presence of any friendly models. 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.

**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:** Ghoul Champions gain **Swift Reform**.

**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" 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.

**Ghost Step:** The model treats all Terrain Features as Open Terrain for movement purposes, but must abide by the Unit Spacing rule upon the completion of its moves.

**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:** 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).

**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.

**Lash of Souls:** The model can cast Pentagram of Pain (Occultism) as a Bound Spell with Power Level (4/8).

**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 Armour:** Armor +1

**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.

**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 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.

**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.

**Towering Presence:** The model gains Tall and can never be joined or join a unit (unless it is a War Platform). A model with Towering Presence increases its Rally Around the Flag and Commanding Presence ranges by 6".

**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 at least one attack with Unholy Appetite caused an unsaved wound, 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

## 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.

Manfred l'alcoolique sanguinaire



Nécronembourg



Les Assoiffés



Les Gogoules



Les Os Laidis



Sans peau ni peur



les tertres de mule



machine de morts

