



# VAMPIRE COVENANT

## 18.10.2022 - 4 499 POINTS



1795 pts (40.00 %) 1142 pts (25.00 %) 1052 pts (23.00 %) 0 pts (0.00 %) 830 pts (18.00 %)  
 2030 pts (42.00 %) 936 pts (19.00 %) 1339 pts (28.00 %) 0 pts (0.00 %) 835 pts (17.00 %)  
**Characters** **Core** **Special** **The Suffering** **Swift Death**  
 (40 Max) (40 Max) (25 Least) (20 Least) (0 NoLimit) (0 NoLimit) (20 Max) (20 Max) (30 Max) (30 Max)

### Characters



#### NECROMANCER #1


Necromancer - Standard - Infantry - 20x20mm

## 490 POINTS



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


<b>Options</b>	Wizard Master
<b>Magic items</b>	Necromantic Staff • Crown of Autoeracy



#### VAMPIRE COUNT #2

Vampire Count - Gigantic - Beast - 150x100mm

## 870 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	
Vampire Count	5	7	5	2	7	Vampiric, Hand Weapon




#### MOUNT SHRIEKING HORROR

Global	Adv	Mar	Dis	Model Rules		
	6"	12"	C	Fly, Light Troops		
	8"	16"				
Defensive	HP	Def	Res	Arm		
	6	4	6	0	Fortitude	
Offensive	Att	Off	Str	Ap	Agi	
Shrieking Horror	4	4	5	2	2	Harnessed, Chilling Shriek


<b>Options</b>	General • Halberd (Blessed Inscriptions) • Wizard Apprentice • Shrieking Horror • The Dead Arise • Strigoi Bloodline • Shamanism
<b>Magic items</b>	Blessed Inscriptions (Halberd) • Unholy Tome



#### BANSHEE #1

Banshee - Standard - Infantry - 20x20mm

## 145 POINTS



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

<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>Banshee</b>	1	3	3	0	3	, Wail of ReaperWoe, Hand Weapon



**BANSHEE #2**  
Banshee - Standard - Infantry - 20x20mm


**145 POINTS**



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>
	6"	12"	5	Fear, Fearless, Light Troops, Not a Leader, Terror, UndeadAshes, Ghostly Form


<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	<i>Agi</i>
	3	3	3	0	Aegis

<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
<b>Banshee</b>	1	3	3	0	3	, Wail of ReaperWoe, Hand Weapon



**BANSHEE #3**  
Banshee - Standard - Infantry - 20x20mm

**145 POINTS**




<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>
	6"	12"	5	Fear, Fear, Fearless, Light Troops, Not a Leader, Terror, UndeadAshes, Ghostly Form

<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	<i>Agi</i>
	3	3	3	0	Aegis


<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
<b>Banshee</b>	1	3	3	0	3	, Wail of ReaperWoe, Hand Weapon

## Core



**ZOMBIES #1**  
Zombies x21 - Standard - Infantry - 20x20mm

**134 POINTS**



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Rea</i>	<i>Model Rules</i>
	4"	8"	2	2D6+4	Fearless, Scoring, UndeadAshes, Ashes to

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

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

<b>Options</b>	Musician
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**DIRE WOLVES #1**  
Dire Wolves x8 - Standard - Beast - 25x50mm

**125 POINTS**





<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Rea</i>	<i>Model Rules</i>
	9"	18"	3	D3+4	Fearless, Undead, VanguardAshes, Ashes to

<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>

<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>		
	1	3	3	0		
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
<b>Dire Wolf</b>	1	3	3	0	3	Devastating Charge

	<b>DIRE WOLVES #2</b> Dire Wolves x8 - Standard - Beast - 25x50mm	<b>125 POINTS</b>	
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<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Rea</i>	<i>Model Rules</i>	
	9"	18"	3	D3+4	Fearless, Undead, Vanguard	Ashes to
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>		
	1	3	3	0		
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
<b>Dire Wolf</b>	1	3	3	0	3	Devastating Charge

	<b>SKELETONS #1</b> Skeletons x40 - Standard - Infantry - 20x20mm	<b>395 POINTS</b>	
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<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Rea</i>	<i>Model Rules</i>	
	4"	8"	4	D6+4	Fearless, Scoring, Undead	Ashes to
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>		
	1	2	3	0	Light Armour	, Shield
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
<b>Skeleton</b>	1	2	3	0	2	



<b>Options</b>	Halberd • Champion • Musician • Standard Bearer
<b>Magic banners</b>	Banner of the Relentless Company (Banner Enchantment)

	<b>SKELETONS #2</b> Skeletons x36 - Standard - Infantry - 20x20mm	<b>363 POINTS</b>	
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<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Rea</i>	<i>Model Rules</i>	
	4"	8"	4	D6+4	Fearless, Scoring, Undead	Ashes to
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>		
	1	2	3	0	Light Armour	, Shield
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
<b>Skeleton</b>	1	2	3	0	2	

<b>Options</b>	Halberd • Champion • Musician • Standard Bearer
<b>Magic banners</b>	Banner of the Relentless Company (Banner Enchantment)

**Special**

	<b>BARROW GUARD #1</b> Barrow Guard x34 - Standard - Infantry - 20x20mm	<b>767 POINTS</b>	
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<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Rea</i>	<i>Model Rules</i>	
	4"	8"	7	D3+4	Bodyguard, Fearless, Scoring, Undead	Ashes to

<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>		
	1	3	4	0	<b>Heavy Armour</b>	
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
<b>Barrow Guard</b>	1	3	4	1	3	<b>Lethal Strike, Magical Attacks, Multiple Wounds</b>

<b>Options</b>	Great Weapon • Champion • Musician • Standard Bearer
<b>Magic banners</b>	Black Standard of Zagvozd (Banner Enchantment)




### GREAT BATS #1

Great Bats x2 - Standard - Beast - 40x40mm

## 95 POINTS




<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Rea</i>	<i>Model Rules</i>
	1"	2"	5	D3+1	Fearless, Fly, Light Troops, Skirmisher, UndeadAshes, Ashes to
	9"	18"			
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	2	3	3	0	<b>Hard Target</b>
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
<b>Great Bat</b>	2	3	3	0	3




### GREAT BATS #2

Great Bats x2 - Standard - Beast - 40x40mm

## 95 POINTS




<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Rea</i>	<i>Model Rules</i>
	1"	2"	5	D3+1	Fearless, Fly, Light Troops, Skirmisher, UndeadAshes, Ashes to
	9"	18"			
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	2	3	3	0	<b>Hard Target</b>
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
<b>Great Bat</b>	2	3	3	0	3



### GREAT BATS #3


Great Bats x2 - Standard - Beast - 40x40mm

## 95 POINTS



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Rea</i>	<i>Model Rules</i>
	1"	2"	5	D3+1	Fearless, Fly, Light Troops, Skirmisher, UndeadAshes, Ashes to
	9"	18"			
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	2	3	3	0	<b>Hard Target</b>
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
<b>Great Bat</b>	2	3	3	0	3


## 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	Fearless, Fly, Light Troops, UndeadAshes, Ashes to

<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Rea</i>	<i>Model Rules</i>
	<b>8"</b>	<b>16"</b>			
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	<b>6</b>	<b>4</b>	<b>6</b>	<b>0</b>	<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>	<b>4</b>	<b>4</b>	<b>5</b>	<b>2</b>	<b>2</b>
					<b>Harnessed, Chilling Shriek</b>

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



Shamanism

		<i>Casting</i>	<i>Range</i>	<i>Type</i>	<i>Duration</i>	<i>Effect</i>
<b>3</b>	Savage Fury	<b>5+ [8+]</b>	<b>12"</b> <b>[24"]</b>	Universal	Last one Turn	The target gains Frenzy and Battle Focus.
<b>4</b>	Scarification		Caster		Last one Turn	Melee Attacks against the target can never wound on better than 5+.
<b>2</b>	Swarm of Insects	<b>5+ [8+]</b>	<b>24"</b> <b>[48"]</b>	Hex, Missile, Damage	Permanent	Immediately after successfully casting this spell, the target suffers 5D6 hits with Strength 1, Armour Penetration 0, and Magical Attacks. If one or more unsaved wounds are caused, the target suffers -1 to hit with its Shooting Attacks. This spell is immediately ended when the target performs an Advance, March, Charge, Failed Charge, or Pursuit Move.
<b>1</b>	Awaken the Beast	<b>5+ [7+]</b>	18"	Augment	Last one Turn	The target gains <b>+1 Strength and +1 Armour Penetration</b> <b>[+1 Resilience]</b> .
<b>5</b>	Totemic Summon	<b>10+</b> <b>[12+]</b>	96"	Ground	Instant	Summon a Totemic Beast (profile below). It must be placed within <b>1"</b> <b>[10"]</b> of the Board Edge.  Totemic Beast (for Totemic Summon) single model Size Large Type Beast Base 40x40 mm Global Adv Mar Dis Model Rules 3D6" - 7 Fearless, Random Movement (3D6") Defensive HP Def Res Arm 3 3 5 - Offensive Att Off Str AP Agi 4 3 5 2 3 Breath Attack (Str 3, AP 0)
<b>6</b>	Break the Spirit	<b>9+</b> <b>[11+]</b>	<b>18"</b> <b>[36"]</b>	Hex	Last one Turn	The target suffers a -1 to-hit modifier, and treats all Terrain (including Open Terrain) as Dangerous Terrain (2).
<b>4</b>	Chilling Howl	<b>6+</b> <b>[10+]</b>	36"	Hex	Last one Turn	All units within <b>6"</b> <b>[12"]</b> of the target when the spell is cast suffer a -1 to-wound modifier on their <b>Shooting</b> <b>[Ranged]</b> Attacks <b>[including effects of spells cast while affected by spell effects]</b> .

## Magic items

**Blessed Inscriptions:** Attacks made with this weapon become Divine Attacks and Magical Attacks, and failed to wound rolls must be rerolled.

**Crown of Autocracy:** The model's range of Commanding Presence (if available) is increased by 3", up to a maximum of 18". If the model does not have Commanding Presence, it gains Commanding Presence whose range is always set to 3".

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

**Unholy Tome:** The bearer can cast Danse Macabre (Evocation) as a Bound Spell with Power Level (4/8).

## Magic banners

**Banner of the Relentless Company:** One use only. May be activated during the owner's Movement Phase. All Infantry models in the bearer's unit always have March Rate 15", until the end of the Player Turn. Only a single Banner of the Relentless Company may be activated during the same phase.

**Black Standard of Zagvozd:** Close Combat Attacks made by R&F model parts without Harnessed in the bearer's unit gain +1 to hit. At the start of any Melee Phase, if the bearer's unit is unengaged, you may choose a friendly Standard Height Infantry or Barrow Knight unit within 6" of the bearer. Close Combat Attacks made by R&F model parts without Harnessed in that unit gain +1 to hit until the end of the Melee 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 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.

**Bodyguard:** When a Character is joined to a unit in which at least one model has Bodyguard, that Character gains Stubborn. When Characters or Character types are stated in brackets, Bodyguard only works for the specified Characters or Character types.

**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" 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" 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

### Hard Target:

**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 at least one model part with Harnessed is considered to be mounted.

**Heavy Armour:** +2 Armour

**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:** Armour +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.

**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.

**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.

**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.

**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.

**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.

**Wail of Woe:** 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" and **March and Shoot**, and inflicts D6+2 hits with Strength 4, Armour Penetration 1, and **Magical Attacks**. 2. The attack is made at the model part's Agility. Declare that you are using Wail of Woe when allocating attacks. If used, the model part cannot perform any Close Combat Attacks. Choose a single unit in base contact as the target. The target unit suffers D3+1 hits with Strength 4, Armour Penetration 1, and **Magical Attacks**.

**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 qr code and cut them to stick them on your units, with them you can directly access to the unit's profile with your phone.

Zombies #1



Shrieking Horror #1



Barrow Guard #1



Dire Wolves #1



Dire Wolves #2



Necromancer #1



Vampire Count #2



Skeletons #1



Skeletons #2



Great Bats #1



Great Bats #2





Great Bats #3



Banshee #1



Banshee #2



Banshee #3

