



VAMPIRE COVENANT


VAMPIRES - 4 426 POINTS



1280 pts (28.00 %) 1125 pts (25.00 %) 415 pts (9.00 %) 275 pts (6.00 %) 1331 pts (30.00 %)

Characters **Core** **Special** **The Suffering** **Swift Death**
 (40 Max) (25 Least) (0 NoLimit) (20 Max) (30 Max)


Characters



NECROMANCER #1

Necromancer - Standard - Infantry - 20x20mm

485 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

Options	General • The Dead Arise • Light Armour • Wizard Master • Evocation
Magic items	Necromantic Staff



LADY STRAHD

Vampire Count - Standard - Infantry - 20x20mm

640 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

Options	Light Armour • Great Weapon (Cleansing Light) • Wizard Adept • Occultism • Lahmia • Commandment
Magic items	Cleansing Light (Great Weapon) • Night's Crown



BANSHEE #1

Banshee - Standard - Infantry - 20x20mm

155 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	
Offensive	Att	Off	Str	Ap	Agi
Banshee	1	3	3	0	3

Options	Wail of Woe, Hand Weapon
Magic items	Reaper

Core



GHOULS #1

Ghouls x33 - Standard - Infantry - 20x20mm

470 POINTS



Global	Adv	Mar	Dis	Model Rules	
	4"	8"	6	, Ashes to Fearless, Scoring, UndeadAshes	
Defensive	HP	Def	Res	Arm	
	1	3	4	0	
Offensive	Att	Off	Str	Ap	Agi
Ghoul	2	3	3	0	4

Options	Champion
----------------	----------



BAT SWARMS #1

Bat Swarms x3 - Standard - Beast - 40x40mm

125 POINTS



Global	Adv	Mar	Dis	Model Rules		
	1"	2"	3	, Ashes to Fearless, Fly, Light Troops, Skirmisher, UndeadAshes , Storm of Wings		
	6"	12"				
Defensive	HP	Def	Res	Arm		
	4	3	2	0		
Offensive	Att	Off	Str	Ap	Agi	
Bat Swarm	4	3	2	0	3	

	Distracting, Hard Target				
	Extra Support (3)				



BAT SWARMS #2

Bat Swarms x3 - Standard - Beast - 40x40mm

125 POINTS



Global	Adv	Mar	Dis	Model Rules		
	1"	2"	3	, Ashes to Fearless, Fly, Light Troops, Skirmisher, UndeadAshes , Storm of Wings		
	6"	12"				
Defensive	HP	Def	Res	Arm		
	4	3	2	0		
Offensive	Att	Off	Str	Ap	Agi	
Bat Swarm	4	3	2	0	3	

	Distracting, Hard Target				
	Extra Support (3)				



SKELETONS #2

Skeletons x21 - Standard - Infantry - 20x20mm

192 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	
Offensive	Att	Off	Str	Ap	Agi
Skeleton	1	2	3	0	2

Options	Champion • Musician • Standard Bearer
Magic banners	Legion Standard (Banner Enchantment)



SKELETONS #1

Skeletons x24 - Standard - Infantry - 20x20mm

213 POINTS



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

Options	Champion • Musician • Standard Bearer
Magic banners	Legion Standard (Banner Enchantment)

Special



BARROW KNIGHTS #1

Barrow Knights x10 - Standard - Cavalry - 25x50mm

415 POINTS



Global	Adv	Mar	Dis	Rea	Model Rules	
	8"	16"	7	D3+2	Fearless, Ghost Step, Scoring, UndeadAshes, Ashes to	
Defensive	HP	Def	Res	Arm		
	1	3	4	2	Heavy Armour, Shield	
Offensive	Att	Off	Str	Ap	Agi	
Barrow Knight	1	3	4	1	3	Lethal Strike, Magical Attacks, Multiple Wounds, Lance
Skeletal Steed	1	2	3	0	2	Harnessed, Magical Attacks

Options	Champion • Musician • Standard Bearer
Magic banners	Black Standard of Zagvozd (Banner Enchantment)

Swift Death



SHRIEKING HORROR #1

Shrieking Horror - Gigantic - Beast - 150x100mm

510 POINTS



Global	Adv	Mar	Dis	Rea	Model Rules	
	6"	12"	4	1	Fearless, Fly, Light Troops, UndeadAshes, Ashes to	
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



VARKOLAK #1

Varkolak - Large - Beast - 50x50mm

325 POINTS



Global	Adv	Mar	Dis	Rea	Model Rules
	8"	16"	7	1	Fear, Fearless, Undead, Vanguard, Autonomous
Defensive	HP	Def	Res	Arm	

<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>		
	4	5	5	0		Fortitude
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
Varkolak	5	5	6	3	4	Hatred, Vampiric



VAMPIRE SPAWN #1

Vampire Spawn x6 - Large - Infantry - 40x40mm

496 POINTS



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

Options	Champion
----------------	----------

The Suffering



SPECTRAL HUNTERS #1

Spectral Hunters x5 - Standard - Cavalry - 25x50mm

275 POINTS




<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Rea</i>		<i>Model Rules</i>
	8"	16"	5	1		Fear, Fearless, Light Troops, Terror, Undead, Wizard Conclave , Ashes to , Ghostly Form
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>		
	1	3	3	1		Aegis
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
Spectral Hunter	2	3	3	10	2	Flaming Attacks, Magical Attacks, Great Weapon
Ghost Steed	1	2	3	0	2	Flaming Attacks, Harnessed

Options	Champion
----------------	----------

Magics

Racial Trait Spell

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

	Casting	Range	Type	Duration
	<i>H rep Arise!</i>			
<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"> • The R&F part of the target Raises a number of Health Points equal to its Reanimated value. • Up to one Character within the target Recovers a number of Health Points equal to its Reanimated value. <p><i>Models with Towering Presence cannot Recover more than 2 Health Points from this spell in a single Magic Phase.</i></p>				
 <p style="font-weight: bold; font-size: 1.2em;">Evocation</p>				

		Casting	Range	Type	Duration	Effect
6	Danse Macabre	6+ {9+}	18" {9"Aura}	Augment	Instant	The target may perform a 12" [6"] Magical Move and gains Ghost Step during this move.

		<i> Casting </i>	<i> Range </i>	<i> Type </i>	<i> Duration </i>	<i> Effect </i>
4	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.
A	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.
1	Ancestral Aid	6+ [7+]	12" [18"]	Augment	Last one Turn	The target must reroll failed to-hit rolls with its Close Combat Attacks.
5	Touch of the Reaper	<7+> {9+}	<24"> {18"}	Hex, Missile, Damage, Focused, Direct	Instant	The target suffers 1D3 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.



Occultism

The Sacrifice: When casting a non-Bound Spell from this Path, immediately after the casting roll, but before any Dispelling 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>
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. {If the target is within 12" of the Caster, the spell targets a single Character or Champion joined to the target unit.}
1	Breath of Corruption	6+ [9+]	Caster [12"]	[Augment], Focused	Last one Turn	The target gains Breath Attack (Magical Attacks, Toxic Attacks). [This spell may only target Characters, Champions, and single model units.] {If the Breath Attack is used as a Shooting Attack, its range is increased to 18".}
6	The Grave Calls	11+	18"	Hex, Damage, Direct	Instant	The target suffers 2D6 hits with Strength 5, Armour penetration 2, and Magical Attacks. {If the target is within 12" of the Caster, the hits gain +1 Strength and +1 Armour Penetration.}
2	Hand of Glory	6+ [8+]	Caster [12"]	[Augment], Focused	Last one Turn	The target <<, all models in its unit when the spell is cast, and Raised models in the unit>> gain Aegis (6+) and Aegis (+1, max 3+). {This spell may only target Characters, Champions, and single model units.}
4	Pentagram of Pain	5+[6+]	24"[12"Aura]	[Hex], [Direct], [Universal], [Damage]	Instant	The target suffers D6 hits with Strength 4, Armour Penetration 1, and Magical Attacks. [The Caster's unit is unaffected.] {If one or more unsaved wounds are caused with this spell, the Caster Recovers 1 Health Point.}
3	The Rot Within	6+	24"	Hex	Permanent	The target suffers -1 Offensive Skill and -1 Defensive Skill. {The Caster gains +1 Offensive Skill and +1 Defensive Skill.}

Magic items

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

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

Night's Crown: Close Combat Attacks allocated towards the bearer's model do not gain Strength modifiers of the +X type conferred by Close Combat Weapons. Close Combat Attacks can **never** wound the bearer's model on better than 4+.

Magic banners

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.

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 Commanding Presence of any friendly models. The unit **must** still pass a Discipline Test in order to do so if within " 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.

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 " 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.

Distracting: Close Combat Attacks allocated towards a model with Distracting suffer a -1 to-hit modifier. This to-hit modifier cannot be combined with any other negative to-hit modifiers.

Extra Support:

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.

Flaming Attacks: The attack doesn't have any special effect. However, it interacts with other rules, such as Flammable and Regeneration.

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

Frenzy: At the start of the Charge Phase, each of your nonFleeing units with at least one model with Frenzy that is unengaged, does not contain any Shaken models, and has an enemy unit inside its Front Arc within the unit's Advance Rate +7" must take a Discipline Test, called a Frenzy Test. If the test is failed, the whole unit must declare a Charge this Player Turn if possible.

Frenzy Tests and Restrain Pursuit Tests taken by units with at least one model with Frenzy are subject to Maximised Roll.

If there are different Advance Rates available in the unit, the Advance Rate used for the Frenzy Test and for the Charge Range is determined as follows:

- If a model has more than one Advance Rate (e.g. due to Fly), the model must use the Advance Rate that has the highest chance of completing the Charge.
- If a unit contains models with different Advance Rates, the unit must use the highest Advance Rate that all models in the unit can use (which will usually be the lowest Advance Rate in the unit).

For example, a model with Advance Rate 2" and Fly (8", 16") must use the Advance Rate from Fly. And if a Character in a Combined Unit has Advance Rate 4" while the R&F models have 6", the Combined Unit must use Advance Rate 4". Note that when a unit is forced to declare a Charge due to a failed Frenzy Test, it is not forced to Charge the enemy unit that triggered the Frenzy Test.

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.

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:

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.

Hatred: During the first Round of Combat, failed to-hit rolls from attacks with Hatred must be rerolled.

Heavy Armour: +2 Armor

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.

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

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.

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 **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.

Storm of Wings: Enemy units in base contact with one or more models with Storm of Wings suffer -1 Offensive Skill and -1 Defensive Skill.

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 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.

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", **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

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.

Necromancer #1



Ghouls #1



Bat Swarms #1



Bat Swarms #2



Skeletons #2



Skeletons #1



Shrieking Horror #1



Varkolak #1



Lady Strahd



Banshee #1



Barrow Knights #1



Vampire Spawn #1



Spectral Hunters #1

