




VAMPIRE COVENANT

VC DRAGON - 4 551 POINTS



1935 pts (43.00 %) 920 pts (20.00 %) 882 pts (20.00 %) 0 pts (0.00 %) 1214 pts (27.00 %)
Characters **Core** **Special** **The Suffering** **Swift Death**
 (40 Max) (20 Least) (0 NoLimit) (20 Max) (30 Max)


Characters





VAMPIRE COUNT #1

Vampire Count - Gigantic - Beast - 150x100mm

975 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 COLOSSAL ZOMBIE DRAGON

Global	Adv	Mar	Dis	Model Rules		
	6"	12"	C	Fly, Light Troops		
	7"	14"				
Defensive	HP	Def	Res	Arm		
	6	5	6	4	Fortitude, Distracting	
Offensive	Att	Off	Str	Ap	Agi	
Colossal ZD	5	5	6	3	2	Harnessed, Breath Attack


Options	Wizard Adept • Colossal Zombie Dragon • Independent • Eternal Duellist
Magic items	True Thirst (Hand Weapon) • Obsidian Rock




NECROMANCER #1

Necromancer - Large - Construct - 60x100mm

645 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	
Necromancer	1	3	3	0	3	Hand Weapon



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	Fortitude	
Offensive	Att	Off	Str	Ap	Agi	
Shambling Horde	8	1	3	0	1	Harnessed
Chassis			4	1	Impact Hits, Inanimate	

Options	General • Light Armour (Alchemist's Alloy) • Wizard Master • Cadaver Wagon • The Dead Arise
Magic items	Alchemist's Alloy (Light Armour)



BARROW KING #1

Barrow King - Standard - Infantry - 20x20mm

315 POINTS



Global	Adv	Mar	Dis	Model Rules		
	4"	8"	8	Fearless, Not a Leader, UndeadAshes, Ashes to, Unliving Shield		
Defensive	HP	Def	Res	Arm		
	4	5	5	0	Heavy Armour, Shield	
Offensive	Att	Off	Str	Ap	Agi	
Barrow King	3	5	4	1	4	Lethal Strike, Magical Attacks, Multiple Wounds, Hand Weapon

Options	Battle Standard Bearer • Great Weapon
Magic items	Essence of Mithril (Heavy Armour) • Talisman of Shielding • Lucky Charm

Core



SKELETONS #1

Skeletons x40 - Standard - Infantry - 20x20mm

325 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)



SKELETONS #1 COPY

Skeletons x40 - Standard - Infantry - 20x20mm

325 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)



DIRE WOLVES #1

Dire Wolves x8 - Standard - Beast - 25x50mm

135 POINTS



Global	Adv	Mar	Dis	Rea	Model Rules
	9"	18"	3	D3+4	Fearless, Undead, VanguardAshes, Ashes to
Defensive	HP	Def	Res	Arm	
	1	3	3	0	
Offensive	Att	Off	Str	Ap	Agi

<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
Dire Wolf	1	3	3	0	3	Devastating Charge

Options	Champion
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DIRE WOLVES #1 COPY

Dire Wolves x8 - Standard - Beast - 25x50mm

135 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, Vanguard , Ashes to Ashes

<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>	
Dire Wolf	1	3	3	0	3	Devastating Charge

Options	Champion
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Special



BARROW GUARD #1

Barrow Guard x39 - Standard - Infantry - 20x20mm

882 POINTS



<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 Ashes

<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	1	3	4	0	Heavy Armour

<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
Barrow Guard	1	3	4	1	3	Lethal Strike, Magical Attacks, Multiple Wounds

Options	Great Weapon • Champion • Musician • Standard Bearer
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Magic banners	Black Standard of Zagvozd (Banner Enchantment)
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Swift Death



VARKOLAK #1

Varkolak - Large - Beast - 50x50mm

325 POINTS



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Rea</i>	<i>Model Rules</i>
	8"	16"	7	1	Fear, Fearless, Undead, Vanguard, Autonomous

<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 KNIGHTS #1

Vampire Knights x5 - Standard - Cavalry - 25x50mm

489 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>
Knight	2	5	5	2	5 Vampiric, Lance
Undead Mount	1	3	4	1	2 Harnessed

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

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>
<i>H rep Arise!</i>				
<i>Mf</i>	(18") {6" Aura} {{12" Aura}}	(4+) {8+} {{11+}}	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"> <i>The R&F part of the target Raises a number of Health Points equal to its Reanimated value.</i> <i>Up to one Character within the target Recovers a number of Health Points equal to its Reanimated value.</i> <p><i>Models with Towering Presence cannot Recover more than 2 Health Points from this spell in a single Magic Phase.</i></p>				

Magic items

Alchemist's Alloy: The wearer gains +1 Armour and suffers -2 Offensive Skill.

Essence of Mithril: The wearer's Armour is set to 5 and can never be improved beyond this.

Lucky Charm: One use only. May be activated when the bearer's model fails an Armour Save. This failed Armour Save may be rerolled.

Obsidian Rock: The bearer gains Magic Resistance (2).

Talisman of Shielding: The bearer gains Aegis (5+).

True Thirst: Attacks made with this weapon gain +1 Strength, +1 Armour Penetration, and **Vampiric** (3+), and become **Magical Attacks**. 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).

Magic banners

Banner of Speed: A unit with one or more Banners of Speed gains +1" Advance Rate and +2" March Rate.

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

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.

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.

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.

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.

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

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.

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.

Unliving Shield: Enemy models cannot allocate Close Combat Attacks towards a Necromancer as long as they can allocate attacks towards a model with Unliving Shield in the same unit as the Necromancer. This rule cannot be used if there are also models with Vampiric in the same unit as the Necromancer.

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.

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

Your 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 #1



Skeletons #1



Skeletons #1 copy



Dire Wolves #1



Dire Wolves #1 copy



Necromancer #1



Barrow King #1



Varkolak #1



Vampire Knights #1



Barrow Guard #1

