



VAMPIRE COVENANT

LIST VAMPIRE COVENANT 1 COPY COPY COPY - 1 975 POINTS



765 pts (38.00 %) 465 pts (23.00 %) 465 pts (23.00 %) 280 pts (14.00 %) 135 pts (7.00 %)
Characters **Core** **Special** **Swift Death** **The Suffering**
 (40 Max) (20 Least) (0 NoLimit) (30 Max) (20 Max)

Characters



FELL WRAITH #4
 Fell Wraith - Standard - Infantry - 20x20mm

135 POINTS

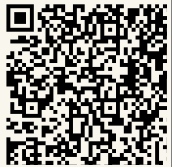


| Global | Adv | Mar | Dis | Rea | Model Rules | |
|--------------------|-----|-----|-----|-----|---------------------------------------------------------------------------------------|---------------------|
| 6" | 12" | 5 | 1 | | Fear, Light Troops, Fearless, Not a Leader, UndeadAshes, Ashes to Ghostly, Terrorform | |
| Defensive | HP | Def | Res | Arm | | |
| 3 | 4 | 3 | 0 | | Aegis (5+ 3 +), against non-Magical Attacks | |
| Offensive | Att | Off | Str | Ap | Agi | |
| Fell Wraith | 3 | 4 | 3 | 10 | 2 | Reaper, Hand Weapon |



NECROMANCER #1
 Necromancer - Standard - Infantry - 20x20mm

460 POINTS



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

| | |
|--------------------|------------------------------------------------------------------------------------------|
| Options | Evocation • Wizard Master • Light Armour (Essence of Mithril) • The Dead Arise • General |
| Magic items | Essence of Mithril (Light Armour) • Supernatural Dexterity |



BARROW KING #1
 Barrow King - Standard - Infantry - 20x20mm

170 POINTS



| Global | Adv | Mar | Dis | Rea | Model Rules | |
|--------------------|-----|-----|-----|-----|---------------------------------------------------------------|------------------------------------------------------------------------------------|
| 4" | 8" | 8 | 1 | | 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, Multiple Wounds (2, against Standard), Magical Attacks, Hand Weapon |

| | |
|----------------|---------|
| Options | Halberd |
|----------------|---------|

Core



SKELETONS #2

Skeletons x23 - Standard - Infantry - 20x20mm

237 POINTS



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

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



SKELETONS #2

Skeletons x22 - Standard - Infantry - 20x20mm

228 POINTS



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

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

Special



DARK COACH #1

Dark Coach - Large - Construct - 50x100mm

465 POINTS



| Global | Adv | Mar | Dis | Rea | Model Rules | |
|-------------------|-----|-----|-----|-----|-----------------------------------------------------------------|-------------------------------------|
| | 8" | 8" | 7 | 1 | , Unholy Fear, Fearless, Swiftstride, Undead, Ghost StepConduit | |
| Defensive | HP | Def | Res | Arm | | |
| | 5 | 3 | 5 | 4 | Aegis (4+) | |
| Offensive | Att | Off | Str | Ap | Agi | |
| Coachman | 2 | 3 | 3 | 10 | 2 | Magical Attacks, Great Weapon |
| Vampire | 4 | 6 | 5 | 2 | 6 | Vampiric (3+) |
| Undead Mounts (2) | 1 | 3 | 4 | 1 | 2 | Harnessed |
| Chassis | | | 5 | 2 | | Inanimate, Impact Hits (D6+1, D6+1) |

Swift Death



VAMPIRE KNIGHTS #2

Vampire Knights x3 - Standard - Cavalry - 25x50mm

280 POINTS



| Global | Adv | Mar | Dis | Rea | Model Rules |
|--------|-----|-----|-----|-----|-------------|
|--------|-----|-----|-----|-----|-------------|

| | | | | | |
|-----------------------|------------|------------|------------|------------|----------------------------------------------------|
| <i>Global</i> | <i>Adv</i> | <i>Mar</i> | <i>Dis</i> | <i>Rea</i> | <i>Model Rules</i> |
| | 7" | 14" | 7 | 1 | Fear, Scoring, Fearless, Autonomous, Undead |
| <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> |
| Vampire Knight | 2 | 5 | 5 | 2 | 5 |
| Undead Mount | 1 | 3 | 4 | 1 | 2 |

| | |
|----------------|---------------------------------------|
| Options | Champion • Musician • Standard Bearer |
|----------------|---------------------------------------|

Magics

Racial Trait Spell

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

| | <i>Casting</i> | <i>Range</i> | <i>Type</i> | <i>Duration</i> |
|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|---------------------|--------------------------------|-------------|-----------------|
| Arise! | | | | |
| <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> | | | | |



Evocation

| | | <i>Casting</i> | <i>Range</i> | <i>Type</i> | <i>Duration</i> | <i>Effect</i> |
|----------|----------------------|----------------|---------------|---------------------------------------|-----------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| 1 | 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. |
| 4 | 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. |
| 5 | Touch of the Reaper | 7+ [9+] | (24") [18"] | Hex, Missile, Damage, Focused, Direct | Instant | The target suffers D3 hits with Strength 10, Armour Penetration 10, and Magical Attacks. When rolling to wound with this attack, use the target's Discipline instead of the target's Resilience. |
| 6 | Danse Macabre | 5+ {9+} | 12" [9" Aura] | Augment | Instant | The target may perform a 8" [6"] Magical Move and gains Ghost Step during this move. |
| 4 | Ancestral Aid | 6+ [7+] | 12" [18"] | Augment | Last one Turn | The target must reroll failed to-hit rolls with its Close Combat Attacks. |

Magic items

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

Supernatural Dexterity: The wielder of this enchanted weapon gains +2 Offensive Skill and +2 Agility while using it, and attacks made with it become Magical Attacks.

Magic banners

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 friendly models' Commanding Presence. The unit must still pass a Discipline Test in order to do so if within 8" of non-Fleeing enemy units.

Awaken: The model can Raise Health Points above a unit's starting size for the units stated within brackets. However, units cannot be increased beyond twice their starting size or beyond the maximum unit size written in their unit entry. A unit's starting size is the size of the unit as written on the Army List or the size of the unit when it is Summoned.

Fear: Units in base contact with one or more enemy models with Fear suffer -1 Discipline. At the start of each Round of Combat, such units must take a Discipline Test, called a Fear Test. If this test is failed, the models in the unit are Shaken until the end of the Round of Combat. Models that have Fear themselves are immune to the effects of Fear.

Fearless: If more than half of a unit's models are Fearless, the unit automatically passes Panic Tests and Decimated Tests and cannot declare a Flee Charge Reaction (unless already Fleeing). Models that are Fearless are also immune to the effects of Fear.

Gates of the Netherworld: Whenever a model with Gates of the Netherworld successfully casts Arise!, after resolving the spell's effect, choose a friendly unit with a Reanimated value and within 12" of the Caster. This unit, or a single Character inside the unit, Raises 1 Health Point. No unit can be chosen more than twice per Magic Phase by Gates of the Netherworld.

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

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.

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.

Reaper: A unit consisting entirely of models on foot with Reaper ignores all other units during Advance Moves and March Moves, but it must follow the Unit Spacing rule at the end of its move.

The unit can make a Sweeping Attack. The enemy unit suffers 1 hit with Strength 5 and Armour Penetration 10 for each model part 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.

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 Conduit: Universal Rule.

Friendly units within 6" of the model gain Autonomous

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.

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.

Fell Wraith #4



Necromancer #1



Barrow King #1



Skeletons #2



Skeletons #2



Dark Coach #1



Vampire Knights #2

