



# VAMPIRE COVENANT

## LIST VAMPIRE COVENANT (v2021 BETA 2) #12 - 1 995 POINTS



795 pts (40.00 %) 508 pts (25.00 %) 692 pts (35.00 %) 0 pts (0.00 %) 0 pts (0.00 %)  
**Characters**      **Core**      **Special**      **Swift Death**      **The Suffering**  
 (40 Max)      (25 Least)      (0 NoLimit)      (30 Max)      (20 Max)

### Characters



#### NECROMANCER #1

Necromancer - Standard - Infantry - 20x20mm

470 POINTS



Global	Adv	Mar	Dis	Rea	Model Rules	
	4"	8"	7	1	, Gates of the Wizard Apprentice, FearlessNetherworld , 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

<b>Options</b>	Evocation • Wizard Master • Light Armour • The Dead Arise • General
<b>Magic items</b>	Necromantic Staff



#### VAMPIRE COURTIER #1

Vampire Courtier - Standard - Infantry - 20x20mm

325 POINTS



Global	Adv	Mar	Dis	Rea	Model Rules	
	6"	12"	8	1	Fear, Fearless, Awaken, Autonomous, Undead	
Defensive	HP	Def	Res	Arm		
	3	6	4	0		
Offensive	Att	Off	Str	Ap	Agi	
Vampire Courtier	4	6	5	2	6	Vampiric (6+), Hand Weapon

<b>Options</b>	Battle Standard Bearer • Shield • Heavy Armour (Basalt Infusion) • Von Karnstein
<b>Magic items</b>	True Thirst (Hand Weapon) • Basalt Infusion (Heavy Armour)

### Core



#### SKELETONS #1

Skeletons x32 - Standard - Infantry - 20x20mm

318 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

<b>Options</b>	Spear • Champion • Musician • Standard Bearer
<b>Magic banners</b>	Aether Icon (Banner Enchantment)



## SKELETONS #2

Skeletons x20 - Standard - Infantry - 20x20mm

190 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

<b>Options</b>	Champion • Musician • Standard Bearer
<b>Magic banners</b>	Aether Icon (Banner Enchantment)

## Special



## BARROW GUARD #1

Barrow Guard x21 - Standard - Infantry - 20x20mm

352 POINTS



Global	Adv	Mar	Dis	Rea	Model Rules
	4"	8"	7	D3+4	, Ashes to Scoring, Fearless, UndeadAshes, Bodyguard
Defensive	HP	Def	Res	Arm	
	1	3	4	0	Heavy Armour
Offensive	Att	Off	Str	Ap	Agi
Barrow Guard	1	3	4	1	3

<b>Options</b>	Shield • Champion • Musician • Standard Bearer
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## GHOSTS #1

Ghosts x5 - Large - Infantry - 40x40mm

340 POINTS



Global	Adv	Mar	Dis	Rea	Model Rules
	6"	12"	5	D3+1	, Ashes to Fear, Fearless, UndeadAshes
Defensive	HP	Def	Res	Arm	
	3	3	5	0	Fortitude (5+)
Offensive	Att	Off	Str	Ap	Agi
Ghast	3	3	4	1	2

<b>Options</b>	Champion
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## Magics

### Racial Trait Spell

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

	Casting	Range	Type	Duration
	<i>Arise!</i>			
<i>Mf</i>	4+ [8+] [11+]	18" [6" Aura] [12" Aura]	Augment	Instant

	<i>Casting</i>	<i>Range</i>	<i>Type</i>	<i>Duration</i>
<p><i>When resolving the spell, choose one of the following effects for each target:</i></p> <ul style="list-style-type: none"> <li>• <i>The R&amp;F part of the target Raises a number of Health Points equal to its Reanimated value.</i></li> <li>• <i>Up to one Character within the target Recovers a number of Health Points equal to its Reanimated value.</i></li> </ul> <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>
<b>1</b>	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].
<b>3</b>	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.
<b>2</b>	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.
<b>4</b>	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.
<b>5</b>	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.
<b>6</b>	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.
<b>4</b>	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

**Basalt Infusion:** The wearer gains +1 Armour and Aegis (3+, against Flaming Attacks). The wearer automatically fails all Fortitude Saves.

**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).

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

**Aether Icon:** The bearer gains Magic Resistance (1). If the unit contains a model with another instance of Magic Resistance, it increases that model's Magic Resistance value by 1 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 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.

**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.

**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

**Heavy Armour:** +2 Armor

**Lethal Strike:** If the attack wounds with a natural to-wound roll of 6+, its Armour Penetration is set to 10 and the target of the attack cannot take a Regeneration save against it.

**Light Armour:** Armor +1

**Magical Attacks:** The attack doesn't have any special effects. However, it interacts with other rules, such as Otherworldly. Model parts with Magical Attacks apply it also to their Special Attacks (such as Stomp Attacks, Impact Hits and Breath Attack).

**Multiple Wounds:** Attacks & Weapons, Melee

Unsaved wounds caused by the attacks are multiplied into the value given in brackets (X). If the value is a dice (e.g. Multiple Wounds (D3)), roll one dice for each unsaved wound with Multiple Wounds. The amount of wounds that the attack is multiplied into can never be higher than the Health Points Characteristic of the target (excluding Health Points lost previously in the battle). For example, if a Multiple Wounds (D6) attack wounds a unit of Trolls (HP 3) and rolls a '5' for the multiplier, the number of unsaved wounds is reduced to 3, even if the Troll unit has already lost one or two Health Points previously in battle.

If Clipped Wings is stated after the X value in brackets, any unsaved wound caused by the attack against a model with Fly is multiplied into X+1 instead of X.

**Poison Attacks:** If the attack successfully hits with a natural to-hit roll of '6', it automatically wounds with no to-wound roll needed. Shooting Attacks using the Hopeless Shot can only automatically wound if the first to-hit roll is a natural '6'. Note that the second to-hit roll must still be successful in order to hit the target. If the attack can be turned into more than one hit (e.g. a hit with Area Attack, Battle Focus, or Penetrating), only a single hit, chosen by the attacker, automatically wounds. All other hits must roll to wound as normal.

**Scoring:** Units with at least one model with Scoring are considered to be Scoring Units, which are used for winning Secondary Objectives (see section XVI.2 "Scoring Secondary Objectives", page 67). Every army needs a few Scoring units to be able to complete Secondary Objectives, which is why units with Scoring are marked in the Army Books with a special pennant icon:

Scoring can be lost during the game:

- A unit that is Fleeing loses Scoring for as long as it is Fleeing.
- An Ambushing unit that enters the Battlefield on Game Turn 4 or later loses Scoring.
- A unit that has performed a Post-Combat Reform loses Scoring until the start of the following Player Turn.

**Shield:** +1 Armour Hand Weapons wielded by models on foot can be used alongside a Shield, then giving Parry.

**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 attacks with Unholy Appetite caused an enemy model to lose one or more Health Points, all attacks with Unholy Appetite from models in the same unit must reroll failed to-hit rolls until the end of the next Player Turn.

**Vampiric:** At the end of each Melee Phase, check and resolve the following effects for all models with Vampiric:

- Character – If at least one attack with Vampiric made by the Character caused an unsaved wound against enemy units, the Character can make a single Vampiric roll. If successful, the Character Recovers a single Health Point.
- R&F model – If at least one attack with Vampiric made by a R&F model in the unit caused an unsaved wound against enemy units, the unit can make a single Vampiric roll. If successful, the unit Raises a single Health Point.

A Vampiric roll is successful if the D6 scores X+, where X is the number stated within brackets. Use only the best value if a unit or Character has multiple parts with this Attack Attribute that each caused unsaved wounds. A roll of '1' on a Vampiric roll is always a failure and a '6' is always a success. Models with Towering Presence suffer a -2 modifier to their Vampiric rolls.

**Wizard Apprentice:** - Knows 1 spell.

- Can select between the Learned Spell 1 of its chosen Path and the Hereditary Spell of its army.

The Wizard selects its spells as described in Spell Selection

## Qr codes of your army

You can print this page to have all your army's units qrcode and cut them to stick them on your units, with them you can directly access to the unit's profil with your phone.

Necromancer #1



Vampire Courtier #1



Skeletons #1



Skeletons #2



Barrow Guard #1



Ghasts #1

