



VAMPIRE COVENANT

STRIGE LORD BSBULK BLOODKNIGHT SPAWN GHAST - 4 245 POINTS



1400 pts (33.00%) 1095 pts (26.00%) 610 pts (14.00%) 1140 pts (27.00%) 0 pts (0.00%)

Characters **Core** **Special** **Swift Death** **The Suffering**

(40 Max) (20 Least) (0 NoLimit) (30 Max) (20 Max)

Characters



COMTE VAMPIRE STRIGE #1
Vampire Count Strige - *Standard - Infantry - 20x20mm*

680 POINTS



Global	Adv	Mar	Dis	Rea	Model Rules	
	6"	12"	9	1	Fear, Fearless, Awaken, Autonomous, Undead, Blood Ties	
Defensive	HP	Def	Res	Arm		
	4	7	5	0	Fortitude (4+)	
Offensive	Att	Off	Str	Ap	Agi	
Strige Count	5	7	5	2	7	Vampiric (6+), Hatred, Hand Weapon

Options	General • Wizard Adept • Halberd • The Dead Arise • Shamanism
Magic items	Hypnotic Pendant • Potion of Strength



COURTISAN VAMPIRE STRIGE #1
Vampire Courtier Strigoi - *Standard - Infantry - 20x20mm*

430 POINTS



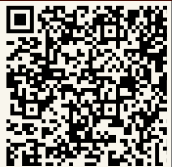
Global	Adv	Mar	Dis	Rea	Model Rules	
	6"	12"	8	1	Fear, Fearless, Awaken, Autonomous, Undead, Blood Ties	
Defensive	HP	Def	Res	Arm		
	4	6	4	0	Fortitude (4+)	
Offensive	Att	Off	Str	Ap	Agi	
Strigoi Courtier	4	6	5	2	6	Vampiric (6+), Hatred, Hatred, Hand Weapon

Options	Battle Standard Bearer • Wizard Apprentice
Magic banners	Rending Banner (Battle Standard Bearer) • Flaming Standard (Battle Standard Bearer)



NECROMANCIEN #1
Necromancer - *Standard - Infantry - 20x20mm*

290 POINTS



Global	Adv	Mar	Dis	Rea	Model Rules	
	4"	8"	7	1	Wizard Apprentice, Fearless, 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 Adept
Magic items	Magical Heirloom • Lightning Vambraces

Core



ZOMBIES #1

Zombies x22 - Standard - Infantry - 20x20mm

145 POINTS



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

Options	Musician
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ZOMBIES #2

Zombies x22 - Standard - Infantry - 20x20mm

145 POINTS



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

Options	Musician
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GOULES #1

Ghouls x35 - Standard - Infantry - 20x20mm

535 POINTS



Global	Adv	Mar	Dis	Rea	Model Rules
	4"	8"	6	D6+4	, Ashes to Scoring, Fearless, UndeadAshes, First Raised
Defensive	HP	Def	Res	Arm	
	1	3	4	0	
Offensive	Att	Off	Str	Ap	Agi
Ghouls	2	3	3	0	4

Options	Champion
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LOUPS SINISTRES #2

Dire Wolves x8 - Standard - Beast - 25x50mm

135 POINTS



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

Options	Champion
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LOUPS SINISTRES #1


Dire Wolves x8 - Standard - Beast - 25x50mm

135 POINTS



Global	Adv	Mar	Dis	Rea	Model Rules	
	9"	18"	3	D3+4	, Ashes to Vanguard, Fearless, UndeadAshes	
Defensive	HP	Def	Res	Arm		
	1	3	3	0		
Offensive	Att	Off	Str	Ap	Agi	
Dire Wolves	1	3	3	0	3	Devastating Charge


Options	Champion
Special	



GHOSTS #1


Ghasts x7 - Large - Infantry - 40x40mm

510 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	Unholy Appetite, Poison Attacks


Options	Champion
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GRANDES CHAUVES-SOURIS #2

Great Bats x2 - Standard - Beast - 40x40mm

100 POINTS



Global	Adv	Mar	Dis	Rea	Model Rules	
	1"	2"	3	D3+1	, Ashes to Light Troops, Fearless, Skirmisher, UndeadAshes, Fly (9", 18", 9", 18")	
	9"	18"				
Defensive	HP	Def	Res	Arm		
	2	3	3	0	Hard Target (1, 1)	
Offensive	Att	Off	Str	Ap	Agi	
Great Bats	2	3	3	0	3	

Swift Death



CHEVALIERS VAMPIRES #1

Vampire Knights x5 - Standard - Cavalry - 25x50mm

480 POINTS



Global	Adv	Mar	Dis	Rea	Model Rules	
	7"	14"	7	1	Fear, Scoring, Fearless, Autonomous, Undead	
Defensive	HP	Def	Res	Arm		
	2	5	4	2	Heavy Armour, Shield	
Offensive	Att	Off	Str	Ap	Agi	
Vampire Knight	2	5	5	2	5	Vampiric (6+), Lance
Undead Mount	1	3	4	1	2	Harnessed

Options	Musician • Standard Bearer
Magic banners	Stalker's Standard (Banner Enchantment)



ENGEANCES VAMPIRIQUES #1

Vampire Spawn x8 - Large - Infantry - 40x40mm

660 POINTS



Global	Adv	Mar	Dis	Rea	Model Rules	
	6"	12"	8	D3	Fear, Light Troops, Fearless, Frenzy, Swiftstride, Autonomous, Undead, Fly (9", 18", 9", 18")	
	9"	18"				
Defensive	HP	Def	Res	Arm		
	3	3	4	0		
Offensive	Att	Off	Str	Ap	Agi	
Vampire Spawn	3	4	5	2	4	Battle Focus, Vampiric (6+)

Magics

Racial Trait Spell

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

	Casting	Range	Type	Duration
Arise!				
Mf	4+ [8+] {11+}	18" [6" Aura] {12" Aura}	Augment	Instant
<p>When resolving the spell, choose one of the following effects for each target:</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>Models with Towering Presence cannot Recover more than 2 Health Points from this spell in a single Magic Phase.</p>				



Evocation

		Casting	Range	Type	Duration	Effect
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.



Shamanism

		Casting	Range	Type	Duration	Effect
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		Casting	Range	Type	Duration	Effect
5	Totemic Summon	10+ [12+]	96"	Ground	Instant	Summon a Totemic Beast (profile below). It must be placed within 1" [10"] 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)
3	Savage Fury	5+ [8+]	12" [24"]	Universal	Last one Turn	The target gains Frenzy and Battle Focus.
4	Chilling Howl	6+ [10+]	36"	Hex	Last one Turn	All units within 6" [12"] of the target when the spell is cast suffer a -1 to-wound modifier on their Shooting [Ranged] Attacks [including effects of spells cast while affected by spell effects].
6	Break the Spirit	9+ [11+]	18" [36"]	Hex	Last one Turn	The target suffers a -1 to-hit modifier, and treats all Terrain (including Open Terrain) as Dangerous Terrain (2).
1	Awaken the Beast	5+ [7+]	18"	Augment	Last one Turn	The target gains +1 Strength and +1 Armour Penetration [+1 Resilience].
A	Scarification		Caster		Last one Turn	Melee Attacks against the target can never wound on better than 5+.
2	Swarm of Insects	5+ [8+]	24" [48"]	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.

Magic items

Hypnotic Pendant: The bearer gains Distracting. All Standard Height R&F models in the bearer's unit gain Parry.

Lightning Vambraces: The bearer can cast Hand of Heaven (Thaumaturgy) as a Bound Spell with Power Level (4/8).

Magical Heirloom: The bearer gains the Hereditary Spell during Spell Selection, always knows it in addition to its other spells, cannot select it during Spell Selection, and cannot replace or otherwise lose it.

Potion of Strength: One use only. May be activated at the start of any phase or Round of Combat. Until the end of the Player Turn the bearer gains Crush Attack.

Magic banners

Flaming Standard: One use only. May be activated at the start of a Round of Combat or before shooting with the bearer's unit.

The bearer's unit gains Flaming Attacks. If activated when Engaged in Combat, the effect lasts until the bearer's unit is no longer Engaged in Combat. If activated before shooting with the bearer's unit, the effect lasts until the end of the phase.

Rending Banner: One use only. May be activated at the start of a Round of Combat. Close Combat Attacks from R&F models in the bearer's unit gain +1 Armour Penetration until the bearer's unit is no longer Engaged in Combat. A model can only be affected by a single Rending Banner at the same time.

Stalker's Standard: The bearer's unit gains Strider.

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.

Battle Focus: If the attack hits with a natural to-hit roll of '6', the attack causes two hits instead of one.

Blood Ties: Certain unit entries in this Army Book include the term Blood Ties, followed by the name of a Bloodline in brackets.

If the army includes at least one Vampire Count or Vampire Courtier matching the Bloodline written in brackets in a unit entry, this unit gains access to the associated Blood Ties upgrade.

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.

First Raised: As long as the unit has a Champion, it can perform Swift Reforms as if it had a Musician.

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: A unit with at least half its models with Frenzy cannot choose Flee as Charge Reaction, and when taking Discipline Tests, apply the following:

- If it is a Panic Test, Decimated Test or Fear Test: the unit gains +2 Discipline.
- If it is a Break Test, roll the test as normal.
- If it is any other Discipline Test, the unit suffers -2 Discipline.

At the start of the Charge Phase, each of your units with at least one model with Frenzy that could Declare a Charge against an enemy unit within the unit's Advance Rate +7" (using the lowest Advance Rate among the unit's models; if a model has more than 1 Advance Rate available, use the highest one) must take a Discipline Test, called a Frenzy Test. If the test is failed, the whole unit must Declare a Charge this Player Turn. Note that Characters are never forced to charge out of their units.

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

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.

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.

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.

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.

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.

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.

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.

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

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.

Comte vampire Strige #1



Courtisan vampire Strige #1



Nécromancien #1



Zombies #1



Zombies #2



Goules #1



Loups sinistres #2



Loups sinistres #1



Ghosts #1



Grandes chauves-souris #2



Chevaliers vampires #1



Engances vampiriques #1

