



# VAMPIRE COVENANT

## ACHAT - 4 470 POINTS



1755 pts (39.00%) 1090 pts (24.00%) 465 pts (10.00%) 555 pts (12.00%) 720 pts (16.00%)  
**Characters**      **Core**      **Special**      **Swift Death**      **The Suffering**  
 (40 Max)      (20 Least)      (0 NoLimit)      (30 Max)      (20 Max)

### Characters



#### NECROMANCER #1

Necromancer - Large - Construct - 60x100mm

630 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



#### MOUNT CADAVER WAGON

Global	Adv	Mar	Dis	Rea	Model Rules	
	4"	8"	C		, No Rest for the War Platform, Necromantic AuraWicked	
Defensive	HP	Def	Res	Arm		
	4	C	4	C+2	Fortitude (4+)	
Offensive	Att	Off	Str	Ap	Agi	
Shambling Horde	8	1	3	0	1	Harnessed
Chassis			4	1		Inanimate, Impact Hits (1, 1)

#### Options

Alchemy • Wizard Master • Cadaver Wagon • The Dead Arise • General



#### VAMPIRE COURTIER #2

Vampire Courtier - Standard - Cavalry - 25x50mm

370 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



#### MOUNT SKELETAL STEED

Global	Adv	Mar	Dis	Rea	Model Rules	
	8"	16"	C		Ghost Step	
Defensive	HP	Def	Res	Arm		
	C	C	C	C+2		
Offensive	Att	Off	Str	Ap	Agi	
Skeletal Steed	1	2	3	0	2	Harnessed, Magical Attacks

#### Options

Evocation • Battle Standard Bearer • Wizard Apprentice • Shield • Heavy Armour • Skeletal Steed • Independent

#### Magic items

True Thirst (Hand Weapon)



## VAMPIRE COUNT #1

Vampire Count - Large - Cavalry - 50x50mm

755 POINTS



Global	Adv	Mar	Dis	Rea	Model Rules	
	6"	12"	9	1	Fear, Fearless, Awaken, Autonomous, Undead	
Defensive	HP	Def	Res	Arm		
	3	7	5	0		
Offensive	Att	Off	Str	Ap	Agi	
Vampire Count	5	7	5	2	7	Vampiric (6+), Hand Weapon



## MOUNT MONSTROUS REVENANT

Global	Adv	Mar	Dis	Rea	Model Rules	
	6"	12"	C		Fear, Towering Presence, Fly (8", 16", 8", 16"), Light Troops	
	8"	16"				
Defensive	HP	Def	Res	Arm		
	4	C	5	C		
Offensive	Att	Off	Str	Ap	Agi	
Monstrous Revenant	4	4	5	2	2	Harnessed, Poison Attacks, Lethal Strike

<b>Options</b>	Wizard Adept • Shield • Heavy Armour (Essence of Mithril) • Paired Weapons (Titanic Might) • Monstrous Revenant • Independent
<b>Magic items</b>	Titanic Might (Paired Weapons) • Eternity Gem • Essence of Mithril (Heavy Armour)

Core



## ZOMBIES #1

Zombies x35 - Standard - Infantry - 20x20mm

210 POINTS



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

<b>Options</b>	Standard Bearer
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## ZOMBIES #2

Zombies x35 - Standard - Infantry - 20x20mm

210 POINTS



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

<b>Options</b>	Standard Bearer
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## ZOMBIES #3

Zombies x35 - Standard - Infantry - 20x20mm

210 POINTS



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

<b>Options</b>	Standard Bearer
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**ZOMBIES #4**

Zombies x35 - Standard - Infantry - 20x20mm

**210 POINTS**



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

<b>Options</b>	Standard Bearer
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**DIRE WOLVES #1**

Dire Wolves x8 - Standard - Beast - 25x50mm

**125 POINTS**



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



**DIRE WOLVES #2**

Dire Wolves x8 - Standard - Beast - 25x50mm

**125 POINTS**



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

## Special



**BARROW KNIGHTS #1**

Barrow Knights x10 - Standard - Cavalry - 25x50mm

**465 POINTS**



Global	Adv	Mar	Dis	Rea	Model Rules
	8"	16"	7	D3+2	Scoring, Fearless, Undead, Ghost StepAshes, Ashes to
Defensive	HP	Def	Res	Arm	

<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>		
	1	3	4	2	Heavy Armour, Shield	
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
Barrow Knights	1	3	4	1	3	Lethal Strike, Multiple Wounds, Magical Attacks, Lance
Skeletal Steed	1	2	3	0	2	Harnessed, Magical Attacks

<b>Options</b>	Champion • Standard Bearer
<b>Magic banners</b>	Black Standard of Zagvozd (Banner Enchantment)

## The Suffering

	<b>SPECTRAL HUNTERS #2</b> Spectral Hunters x10 - Standard - Cavalry - 25x50mm	<b>360</b> POINTS	
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<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Rea</i>	<i>Model Rules</i>	
	8"	16"	5	1	, Ashes to form Fear, Light Troops, Fearless, UndeadAshes, Ghostly , Terror, Wizard Conclave	
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>		
	1	3	3	1	Aegis (5+  3+ ,   against non-Magical Attacks   )	
<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	Magical Attacks, Flaming Attacks, Great Weapon
Ghost Steed	1	2	3	0	2	Harnessed, Flaming Attacks

	<b>SPECTRAL HUNTERS #2</b> Spectral Hunters x10 - Standard - Cavalry - 25x50mm	<b>360</b> POINTS	
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<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Rea</i>	<i>Model Rules</i>	
	8"	16"	5	1	, Ashes to form Fear, Light Troops, Fearless, UndeadAshes, Ghostly , Terror, Wizard Conclave	
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>		
	1	3	3	1	Aegis (5+  3+ ,   against non-Magical Attacks   )	
<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	Magical Attacks, Flaming Attacks, Great Weapon
Ghost Steed	1	2	3	0	2	Harnessed, Flaming Attacks

## Swift Death

	<b>VAMPIRE KNIGHTS #1</b> Vampire Knights x5 - Standard - Cavalry - 25x50mm	<b>440</b> POINTS	
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<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>	
<b>Vampire Knight</b>	<b>2</b>	<b>5</b>	<b>5</b>	<b>2</b>	<b>5</b>	<b>Vampiric (6+), Lance</b>
<b>Undead Mount</b>	<b>1</b>	<b>3</b>	<b>4</b>	<b>1</b>	<b>2</b>	<b>Harnessed</b>

<b>Options</b>	Champion • Standard Bearer
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## 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>
<b>Arise!</b>				
<i>Mf</i>	<b>4+</b> <span style="color: blue;">[8+]</span> <span style="color: blue;">{11+}</span>	<b>18"</b> <span style="color: blue;">[6" Aura]</span> <span style="color: blue;">{12" Aura}</span>	<b>Augment</b>	<b>Instant</b>
<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>				



Alchemy

		<i>Casting</i>	<i>Range</i>	<i>Type</i>	<i>Duration</i>	<i>Effect</i>
<b>1</b>	Quicksilver Lash	7+	24"	Hex, Missile, Damage	Instant	The target suffers D3+1 hits with Flaming Attacks, Magical Attacks, and Armour Penetration 10. These hits always wound on a roll equal to or greater than "7 minus the target's Armour". An unmodified '6' always wounds and an unmodified '1' always fails to wound.
<b>2</b>	Word of Iron	<span style="color: red;">5+</span> <span style="color: blue;">[9+]</span>	24"	Augment	Last one Turn	The target gains <span style="color: red;">+1</span> <span style="color: blue;">[+2]</span> to its Armour.
<b>6</b>	Molter Copper	7+	24"	Hex, Missile, Damage	Instant	The target suffers D3+3 hits with Strength X, Armour Penetration 4, Flaming Attacks, and Magical Attacks, where X is equal to the target's Armour.
<b>4</b>	Alchemical Fire		18"	Hex	Last one Turn	The target gains Flammable against Melee Attacks.
<b>5</b>	Corruption of Tin	8+	36"	Hex	Permanent	The target suffers -1 Armour.
<b>4</b>	Silver Spike	<span style="color: red;">(6+)</span> <span style="color: blue;">{9+}</span>	<span style="color: red;">(18")</span> <span style="color: blue;">{36"}</span>	Hex, Missile, Damage	Instant	The target suffers 1 hit with Strength 4 [6], Armour Penetration 10, Magical Attacks, [Multiple Wounds (D3)], and Area Attack (1x5).
<b>3</b>	Glory of Gold	8+	18"	Augment	Last one Turn	The target gains +1 Armour Penetration, Flaming Attacks and Magical Attacks.



Evocation

		<i>Casting</i>	<i>Range</i>	<i>Type</i>	<i>Duration</i>	<i>Effect</i>
<b>1</b>	Spectral Blades	<span style="color: red;">5+</span> <span style="color: blue;">[9+]</span>	18"	Augment	Last one Turn	The target must reroll failed to-wound rolls with its Melee Attacks <span style="color: blue;">[and gains Lethal Strike]</span> .
<b>3</b>	Hasten the Hour	<span style="color: red;">7+</span> <span style="color: blue;">[10+]</span>	<span style="color: red;">24"</span> <span style="color: blue;">[18"]</span>	Hex, Damage, Direct	Instant	Choose <b>1</b> <span style="color: blue;">[up to 3 different]</span> 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	<span style="color: red;">7+</span> <span style="color: blue;">[9+]</span>	<span style="color: red;">(24")</span> <span style="color: blue;">{18"}</span>	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	<span style="color: red;">5+</span> <span style="color: blue;">{9+}</span>	<span style="color: red;">12"</span> <span style="color: blue;">[9" Aura]</span>	Augment	Instant	The target may perform a <span style="color: red;">8"</span> <span style="color: blue;">[6"]</span> Magical Move and gains Ghost Step during this move.
<b>4</b>	Ancestral Aid	<span style="color: red;">6+</span> <span style="color: blue;">[7+]</span>	<span style="color: red;">12"</span> <span style="color: blue;">[18"]</span>	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.

**Eternity Gem:** Attacks against the bearer's model with Lethal Strike and/or Multiple Wounds lose these Attack Attributes.

One use only: Must be activated when the bearer's model suffers the first wound in the game after Armour Saves. The bearer's model gains Aegis (2+) against this wound.

**Titanic Might:** Attacks made with this enchanted weapon gain +3 Strength and become Magical Attacks.

**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

**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.

## 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.

### 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.

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

**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

**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 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.

**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.

**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.

**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

**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



Vampire Courtier #2



Vampire Count #1



Zombies #1



Zombies #2



Zombies #3



Zombies #4



Dire Wolves #1



Barrow Knights #1



Dire Wolves #2



Vampire Knights #1



Spectral Hunters #2





Spectral Hunters #2

