



VAMPIRE COVENANT

VAMPIRE'S HORDE - 380 POINTS



0 pts (0.00%) **380 pts (100.00%)** 0 pts (0.00%) 0 pts (0.00%) 0 pts (0.00%)
Special Characters Core Swift Death The Suffering
 (0 NoLimit) (40 Max) (20 Least) (30 Max) (20 Max)

Characters

MIDNIGHT ARISTOCRACY - VAMPIRE COUNT #1

Midnight Aristocracy - Vampire Count - Standard - Infantry - 20x20mm

380 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Midnight Aristocracy - Vampire Count	6	7	5	5	5	3	7	5	9	Infantry
Model Rules	Fear • Undead • Awaken (Zombies) • Vampiric (6+)									

Options	If General, must take the The Dead Arise • Wizard Apprentice • May (one choice only) (one choice only) • Occultism
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Magics



Occultism

The Sacrifice : When casting a non-Bound Spell from this Path, after rolling Magic Dice but before the opponent rolls any Dispel Attempt, the Active Player may choose to inflict X hits on the Caster's unit or another friendly unengaged unit within 24". Each unit may only be targeted by this ability once per Magic Phase. X is equal to the number of Ranks in the targeted unit, down to a minimum of 2 and up to a maximum of 5. These hits wound automatically and no save of any kind is allowed against them. The last model in a unit can never be removed as a casualty using this ability (any wound that would reduce its Wound Pool to 0 is discarded). If at least one wound was caused, the spell is cast with the {**amplified**} version. In that case, use any text marked with { } and ignore any **red** text.

		Casting	Range	Type	Duration	Effect
5	Marked for Doom	10+	18"	Hex, Damage, Direct	Instant	The target suffers 1 hit with Strength 10 and Multiple Wounds (D3). {The Caster may choose to target a Single Character joined to target unit.}
3	Forbidden Knowledge	7+	Caster		Remains in play	The target may reroll Casting Rolls when casting non-Bound Spells from this Path. {The target may reroll a single Dispel Roll each Magic Phase}
4	The Rot Within	8+	24"	Hex	Permanent	The target suffers -1 Weapon Skill, to a minimum of 1. {The Caster gains +1 Weapon Skill.}
6	The Grave Calls	12+	12"	Hex, Damage, Direct	Instant	The target suffers 2D6 Strength 5 {6} hits.
1	Hand of Glory	6+	Caster		Last one Turn	The target {and all other models in the same unit} gains a Ward Save (5+). Affected models with already existing Ward Saves have them increased by 1, to a maximum of Ward Save (3+).
0	Pentagram of Pain	8+	12"Aura	Universal	Instant	The target suffers D6 Strength 4 hits. The Caster's unit is unaffected. {If one or more successful Wounds are caused with this spell, the Caster Recovers 1 Wound.}
2	Breath of Corruption	6+	Caster	Focused	Last one Turn	The target gains Breath Weapon (Toxic Attacks). {If the Breath Weapon is used as a Shooting Attack, its Range is increased to 18".}

Model Rules

Awaken (Zombies):

Fear: All enemy units in base contact with one or more models with this special rule suffer a 1 Leadership modifier. Models that are Immune to Psychology or that have Fear themselves are immune to the effects of Fear. At the start of each Combat Round, units in base contact with one or more enemy models with Fear must take a Leadership Test. If this test is failed, the models in the unit have their Weapon Skill reduced to 1 for the remainder of the Combat Round.

Undead: Units with this special rule gain Unstable and Immune to Psychology. Undead units cannot March, unless they start their move within the range of a friendly model's Inspiring Presence. The only Charge Reaction an Undead unit can make is Hold.

Vampiric (6+):

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.

Midnight Aristocracy - Vampire Count #1

