



445 pts (10.00 %) 1159 pts (26.00 %) 1550 pts (34.00 %) 450 pts (10.00 %) 895 pts (20.00 %)
Characters **Core** **Special** **Swift Death** **The Suffering**
 (40 Max) (25 Least) (0 NoLimit) (30 Max) (20 Max)

Characters



VAMPIRE COURTIER #1

Vampire Courtier - Standard - Infantry - 20x20mm

445 POINTS



Global	Adv	Mar	Dis	Rea	Model Rules	
	6"	12"	8	1	, Gates of the Fear, FearlessNetherworld, 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

Options	Lance • The Dead Arise • General • Wizard Master • Nosferatu • Occultism
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Notes

Le Vampire connaît toujours le Sort héréditaire en plus de ses autres sorts.
 lance de cavalerie : Les attaques portées par une Lance de cavalerie et allouées contre un ennemi sur le front de l'unité du porteur gagnent Charge dévastatrice (+2 Fo, +2 PA).
 Pendentif hypnotique : Le porteur gagne Perturbant. Les figurines ordinaires de taille Standard de l'unité du porteur gagnent Parade.
 Perturbant : 21.D.b.7 Perturbant
 Les Attaques de corps à corps allouées à une figurine avec cette règle subissent une pénalité de -1 pour toucher. Cette pénalité ne peut pas être combinée avec un autre modificateur négatif sur le jet pour toucher.
 21.D.b.6 Parade
 La règle Parade ne peut être utilisée que contre les Attaques de corps à corps sur le front. La figurine gagne l'un des effets suivants (appliquez celui qui lui donne la meilleure Capacité défensive) :
 - La figurine gagne +1 en Capacité défensive.
 - La Capacité défensive de la figurine est toujours égale à la Capacité offensive de l'attaquant.
 21.A.a.27 Peur
 Toute unité en contact avec au moins une figurine ennemie disposant de cette règle subit un malus de -1 en Discipline.
 Au début de chaque Manche de combat (étape 1 de la Séquence d'une Manche de combat), toute unité en contact avec au moins une figurine ennemie disposant de la règle Peur doit passer un Test de discipline, appelé « Test de peur ». Si ce test est raté, les figurines de l'unité sont Ébranlées et les Attaques de corps à corps faites par les figurines de l'unité subissent un malus de -1 pour toucher, tandis que les Attaques de corps à corps qui leur sont allouées gagnent un bonus de +1 pour toucher. Ces effets s'appliquent jusqu'à la fin de la Manche de combat. Les figurines provoquant la Peur sont immunisées aux effets de la Peur
 21.A.a.36 Sans peur
 Si plus de la moitié des figurines d'une unité dispose de cette règle, l'unité réussit automatiquement ses Tests de panique. De plus, elle ne peut pas choisir « Fuir » comme Réaction à une charge (sauf si elle fuit déjà). Les figurines Sans peur sont également immunisées aux effets de la Peur.
 Vampirique - Corps à corps
 À la fin de la Phase de mêlée, résolvez les effets suivants pour chaque unité et Personnage avec la règle Vampirique :
 - Personnage : Si au moins une attaque avec la règle Vampirique portée par le Personnage cause une blessure non sauvegardée à un ennemi, le Personnage peut effectuer un unique Test de vampirisme. Si réussi, le Personnage Récupère un (et un seul) Point de vie.
 - Figurine ordinaire : Si au moins une attaque avec la règle Vampirique portée par une figurine ordinaire de l'unité cause une blessure non sauvegardée à un ennemi, l'unité peut effectuer un unique Test de vampirisme. Si réussi, l'unité Ressuscite un (et un seul) Point de vie.
 Un Test de vampirisme réussit en obtenant X+ sur 1D6 (où « X » est le nombre donné entre parenthèses). Si plusieurs éléments de l'unité ou du Personnage qui ont cet Attribut d'attaque ont causé une blessure non sauvegardée, ne faites qu'un seul test, en utilisant la meilleure valeur de « X ». Un résultat de '1' est toujours un échec, un '6' est toujours une réussite. Les figurines avec Présence imposante subissent un malus de -2 à leur Test de vampirisme.

Core



GHOULS #1

Ghouls x19 - Standard - Infantry - 20x20mm



279 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	

<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	1	3	4	0	
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
Ghouls	2	3	3	0	4 Unholy Appetite, Poison Attacks

Options	Champion
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	SKELETONS #1 Skeletons x30 - Standard - Infantry - 20x20mm	300 POINTS	
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<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Rea</i>	<i>Model Rules</i>
	4"	8"	4	D6+4	Scoring, Fearless, Undead , Ashes to Ashes

<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	1	2	3	0	Light Armour , Shield

<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
Skeletons	1	2	3	0	2

Options	Spear • Champion • Musician • Standard Bearer
Magic banners	Aether Icon (Banner Enchantment)



	SKELETONS #2 Skeletons x30 - Standard - Infantry - 20x20mm	290 POINTS	
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<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Rea</i>	<i>Model Rules</i>
	4"	8"	4	D6+4	Scoring, Fearless, Undead , Ashes to Ashes

<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	1	2	3	0	Light Armour , Shield

<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
Skeletons	1	2	3	0	2

Options	Spear • Champion • Musician • Standard Bearer
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	SKELETONS #3 Skeletons x30 - Standard - Infantry - 20x20mm	290 POINTS	
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<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Rea</i>	<i>Model Rules</i>
	4"	8"	4	D6+4	Scoring, Fearless, Undead , Ashes to Ashes

<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	1	2	3	0	Light Armour , Shield

<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
Skeletons	1	2	3	0	2

Options	Spear • Champion • Musician • Standard Bearer
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Special

	COURT OF THE DAMNED #1 Court of the Damned - Large - Construct - 60x100mm	300 POINTS	
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<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Rea</i>	<i>Model Rules</i>
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<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Rea</i>	<i>Model Rules</i>	
	4"	8"	7	1	Fear, Towering Presence, Fearless, Not a Leader, Undead, Ghost Step, War Platform, Chill of the Grave	
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>		
	5	5	5	2		
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
Paramour (3)	2	5	5	2	6	Vampiric (6+)
Spectral Pallbearers	8	2	3	0	2	Harnessed, Magical Attacks
Chassis			5	2		Inanimate, Impact Hits (D6, D6)



COURT OF THE DAMNED #2

Court of the Damned - Large - Construct - 60x100mm

300 POINTS



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Rea</i>	<i>Model Rules</i>	
	4"	8"	7	1	Fear, Towering Presence, Fearless, Not a Leader, Undead, Ghost Step, War Platform, Chill of the Grave	
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>		
	5	5	5	2		
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
Paramour (3)	2	5	5	2	6	Vampiric (6+)
Spectral Pallbearers	8	2	3	0	2	Harnessed, Magical Attacks
Chassis			5	2		Inanimate, Impact Hits (D6, D6)



DARK COACH #1

Dark Coach - Large - Construct - 50x100mm

475 POINTS



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Rea</i>	<i>Model Rules</i>	
	8"	8"	7	1	, Unholy Fear, Fearless, Swiftstride, Undead, Ghost StepConduit	
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>		
	5	3	5	4	Aegis (4+)	
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
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)

Options	Extended Chassis
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DARK COACH #2

Dark Coach - Large - Construct - 50x100mm

475 POINTS



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Rea</i>	<i>Model Rules</i>	
	8"	8"	7	1	, Unholy Fear, Fearless, Swiftstride, Undead, Ghost StepConduit	
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>		
	5	3	5	4	Aegis (4+)	
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
Coachman	2	3	3	10	2	Magical Attacks, Great Weapon

<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
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)



Options	Extended Chassis
The Suffering	

	PHANTOM HOST #2 Phantom Host x4 - Standard - Infantry - 40x40mm	310 POINTS	
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<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Rea</i>	<i>Model Rules</i>
	6"	12"	4	1	Fear, Fearless, Undead , Ashes to , Ghostly form
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	4	3	3	0	Aegis (5+ 2+ , against non-Magical Attacks)
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
Phantom Host	4	3	3	1	1

	PHANTOM HOST #3 Phantom Host x4 - Standard - Infantry - 40x40mm	310 POINTS	
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<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Rea</i>	<i>Model Rules</i>
	6"	12"	4	1	Fear, Fearless, Undead , Ashes to , Ghostly form
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	4	3	3	0	Aegis (5+ 2+ , against non-Magical Attacks)
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
Phantom Host	4	3	3	1	1

	SPECTRES Wraiths x7 - Standard - Infantry - 20x20mm	275 POINTS	
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<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Rea</i>	<i>Model Rules</i>
	6"	12"	5	1	Fear, Light Troops, Fearless, Undead , Ashes to , Terror, Wizard Conclave , Ghostly form
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	1	3	3	0	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>
Wraiths	2	3	3	10	2 Reaper, Great Weapon

Notes	- Précipiter la fin (Évocation) - Aile de corbeau (Sorcellerie)
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Swift Death



VAMPIRE KNIGHTS #1

Vampire Knights x5 - Standard - Cavalry - 25x50mm

450 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	Champion • Musician • Standard Bearer
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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
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>				



Occultism

The Sacrifice: When casting a non-Bound Spell from this Path, immediately after the casting roll, but before any Dispelling Attempt, the Active Player may choose the Caster's unit or another friendly unengaged unit within 24".

A unit may only be chosen once per phase. The chosen unit suffers X hits that wound automatically with Armour Penetration 10 and Magical Attacks, and with no saves of any kind allowed, where X is determined by the Discipline value of the largest fraction of models in the unit, ignoring all Discipline modifiers. In case of a tie, use the

- lower value:
- 0 to 4: 3 hits
 - 5 to 7: 2 hits
 - 8 to 10: 1 hit

Any Health Point loss from The Sacrifice that would remove the last model of the chosen unit as a casualty is discarded.

These Health Points losses never cause Panic Tests.

If at least one Health Point loss was caused, the spell is cast with the `{amplified}` version. In that case, use any text marked with `{}`.

		Casting	Range	Type	Duration	Effect
2	Hand of Glory	6+ [8+]	Caster [12"]	[Augment], Focused	Last one Turn	[This spell may only target Characters, Champions, and single model units.] The target {and all models in its unit} gain Aegis (6+) and Aegis (+1, max 3+).
3	The Rot Within	6+	18"	Hex	Permanent	The target suffers -1 Offensive Skill and -1 Defensive Skill. {The Caster gains +1 Offensive Skill and +1 Defensive Skill.}
6	The Grave Calls	11+	12"	Hex, Damage, Direct	Instant	The target suffers 2D6 hits with Strength 5, Armour penetration 2, and Magical Attacks. {The hits gain +1 Strength and +1 Armour Penetration.}
1	Pentagram of Pain	5+[6+]	24"[12" Aura]	[Hex], [Direct], [Universal], [Damage]	Instant	The target suffers D6 hits with Strength 4, Armour Penetration 1, and Magical Attacks. [The Caster's unit is unaffected.] {If one or more unsaved wounds are caused with this spell, the Caster Recovers 1 Health Point.}
4	Breath of Corruption	6+ [9+]	Caster [12"]	[Augment], Focused	Last one Turn	The target gains Breath Attack (Magical Attacks, Toxic Attacks). [This spell may only target Characters, Champions, and single model units.] {If the Breath Attack is used as a Shooting Attack, its range is increased to 18".}
5	Marked for Doom	9+	24"	Hex, Damage, Direct	Instant	The target suffers 1 hit with Strength 10, Armour Penetration 10, Multiple Wounds (D3), and Magical Attacks. {If the target is within 12" of the Caster, the spell targets a single Character or Champion joined to the target unit.}

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

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.

Chill of the Grave: Enemy units within 6" of one or more models with Chill of the Grave suffer -2 Agility and -2 Defensive Skill, both to a minimum of 1.

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.

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 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.

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).

Not a Leader: The model cannot be the General.

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.

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.

Towering Presence: The model gains Tall and can never be joined or join a unit (unless it is a War Platform). A model with Towering Presence increases its Rally Around the Flag and Commanding Presence ranges by 6".

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.

Unholy Conduit: Universal Rule.

Friendly units within 6" of the model gain Autonomous

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.

War Platform: Unless selected as a mount for a Character, a model with War Platform gains Not a Leader and Character, with the following exceptions:

- It does not count towards the Character's category (for Army List creation). - It cannot Issue Duels, Accept Duels or Make Way.
- It can perform Swirling Melee.
- It does not count as Character regarding Bodyguard and Multiple Wounds.

The model can join units even if it has Towering Presence, and having Chariot does not prevent it from joining units without Chariot. When joined to a unit, it must always be placed in the centre of the front rank, possibly pushing back other models with Front Rank, and must keep its position in the centre of the front rank at all times (as long as it is joined to the unit). If two positions are equally central (e.g. in a unit with an even number of models in the first rank and a War Platform replacing an uneven number of models per rank), the War Platform can be placed in either of these positions. If the War Platform cannot be placed in the centre of the front rank (e.g. due to Mismatching Bases or the front rank being too narrow), the model cannot join the unit. This means that a War Platform can never join a unit with Mismatching Bases and that only a single War Platform can be in the same unit unless noted otherwise.

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

Your 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.

Vampire Courtier #1



Ghouls #1



Skeletons #1



Skeletons #2



Skeletons #3



Court of the Damned #1



Court of the Damned #2



Dark Coach #1



Dark Coach #2



Phantom Host #2



Phantom Host #3



Spectres



Vampire Knights #1

