

# Fantasy Battles

## The 9<sup>th</sup> Age



# Vampire Covenant

Army Rules

Version 1.1.0 - 02 September 2016

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All rules and feedback can be found/given at <http://www.the-ninth-age.com/>.  
Recent changes are colour coded **green** and listed at the change log at the end of this document.

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# Army Wide Rules

## Invocation

Some units' profiles contain an additional Characteristic: "Invocation", which determines the number of Wounds Raised with the *Invocation of the Undead* and *The Dead Arise* spells.

## Master of Undeath

One Character in the Vampire Covenant army must be nominated to be the **Master**. At the start of the game, the General is always the Master.

# Army Special 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 Leadership test or suffer a number of wounds equal to the amount by which the test was failed, with no saves of any kind allowed. These wounds are distributed following the rules for Unstable, except that they can never be distributed to models that do not have Ashes to Ashes. The number of wounds inflicted is reduced by 1 if the unit received Hold Your Ground.

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 an eligible Character who is a Wizard using the Path of the Necromancy. This Character is your new Master.

At the start of each friendly Player Turn in which the army's Master has been removed as a casualty (and no new Master has been selected), every unit with the Ashes to Ashes rule must once again pass a Leadership test or suffer wounds as described above.

## Wail of Woe

Model parts with this special rule have the Special Shooting Attack and Special Close Combat Attack detailed below.

- As a Special Shooting Attack (normally in the Shooting Phase): Choose a target using the normal rules for Shooting Attacks. The attack hits automatically and has the following profile: Range 8", Strength 4, Multiple Shots (D6+2), Magical Attacks. This attack can be used even if the model Marched previously this Player Turn.
- As a Special Close Combat Attack (normally in the Close Combat Phase): If used, the attack is made at the model part's Initiative and replaces the model part's normal non-Special Attacks. Choose a single unit in base contact as the target. The target unit suffers D3+1 Strength 4 Hits with Magical Attacks.

## Awaken (X)

Models with this special rule are allowed to Raise Wounds above a unit's starting size for all the unit types stated within the brackets. However, units can not be increased beyond twice their starting size using any effect that Raises Wounds. A unit's starting size is the size of the unit as written in the Army List (or the size of the unit at the time of its creation).

## Reaper

Any unit consisting entirely of models with this special rule may ignore all Terrain and units during the Remaining Moves sub-phase (from its starting position to its ending position), but must abide by the Unit Spacing rule upon the completion of its move. The unit may perform a Sweeping Attack. The enemy suffers 1 hit for each model with the Reaper special rule that has moved through the target. These hits use the Reaper model's Strength, including weapon bonuses and special rules affecting Close Combat Attacks (such as Armour Piercing or Flaming Attacks).

## Vampiric (X)

Undead units consisting entirely of models with this special rule may perform a March Move as normal even when outside the range of the General's Inspiring Presence. The unit must still pass a Leadership test in order to do so if within 8" of enemy units.

At the end of each Close Combat Phase, units with this special rule can make Vampiric Rolls. Roll a D6 for each Vampiric Character that caused at least one unsaved wound during this Close Combat Phase, and roll one D6 if one or more Vampiric Rank-and-File models caused at least one unsaved wound during this Close Combat Phase. A Vampiric roll is successful if the D6 scores X+ (where X is the number stated within brackets). A roll of '1' on a Vampiric Roll is always a failure and a '6' is always a success. Models with the Large Target special rule have a -2 modifier to their Vampiric Rolls. A Character that makes a successful Vampiric Roll recovers 1 Wound. A successful Vampiric Roll for Rank-and-File models Raises 1 Wound to the unit.

## Necromantic Aura

All friendly units within 6" of one or more models with this special rule reduce the number of wounds caused by Ashes to Ashes and Unstable by 1. Models with Necromantic Aura cannot benefit from Necromantic Aura themselves.

# Vampiric Bloodlines

The Vampire Covenant army may choose to represent a single Vampiric Bloodline. All Vampire Counts and Vampire Courtiers in a Bloodline army must take the upgrade that corresponds to that Bloodline. Unless noted otherwise, all rules associated with a Vampire are only applied to the model part that takes the upgrade and never applied to mounts.

## Ancient Blood Power

Bloodline Vampire Counts can take the Ancient Blood Power of their Bloodline instead of taking a Blood Power. All Ancient Blood Powers are One of a Kind.

## Blood Ties

Certain unit entries in this Army Book include the term Blood Ties, followed by the name of a Bloodline between brackets. If the Bloodline of the Vampire Characters in the army matches the one written in brackets in a unit entry, the unit gains access to the Blood Ties upgrade listed in that unit entry.



### Brotherhood of the Dragon Bloodline (30 / 10 pts)

The Vampire gains +2 Weapon Skill and Plate Armour. It can only purchase a single additional Magic Level and may only use the Path of Necromancy. The Vampire cannot refuse Challenges and must issue one whenever possible, unless another model does so first.

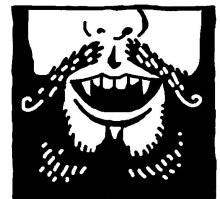
Blood Ties: **Vampire Knights**

Ancient Blood Power: **Crimson Rage** (65 pts)

Every unsaved wound caused by the Vampire with normal attacks (before applying Multiple Wounds) generates another attack at the same Initiative step. Resolve these attacks before removing any casualties. These do not generate further attacks.

### Von Karnstein Bloodline (25 / 10 pts)

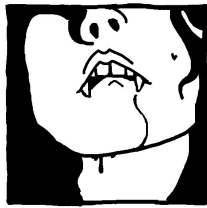
The Vampire may reroll failed Vampiric rolls, and the presence of one or more Von Karnstein Vampires grants +1 to their side's Combat Score in any combat in which they participate. Undead units joined by a Von Karnstein Vampire may March as if they had the Vampiric special rule. When applicable, the ranges of Inspiring Presence and Hold Your Ground of Von Karnstein Vampires are increased by 6".



Blood Ties: **Dark Coach**

Ancient Blood Power: **Storm Caller** (65 pts)

The Vampire can cast *Thunderbolt* from the Path of Heavens as a Bound Spell (Power Level 4). All units within 12" of the Vampire gain Hard Target. Once per game, at the start of any Round of Combat, the Vampire may grant Lightning Attacks and Lightning Reflexes to itself and to all Rank-and-File models in its unit until the end of that Combat Round.



## Lamia Bloodline (40 / 25 pts)

The Vampire has -1 Attack and Lightning Reflexes. If the Vampire is not wearing any Armour (excluding Mount's Protection and Innate Defence), it gains Distracting. Challenges issued by the Vampire have to be accepted if possible. Any model fighting in a Challenge against the Vampire has to take a Leadership test with an additional -1 Leadership modifier. If this test is failed, the enemy model must reroll successful to-hit rolls for the duration of that Round of Combat. The Vampire must choose either the Path of Light, Shadows, or Necromancy.

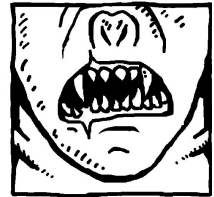
Blood Ties: **Court of the Damned**

Ancient Blood Power: **Commandment** (50 pts)

All Rank-and-File models in any unit joined by the Vampire have Weapon Skill 5.

## Strigoi Bloodline (55 / 30 pts)

The Vampire and its mount gains Regeneration (5+) and Hatred. The Vampire gains +1 Wound and cannot select any mount except for a Shrieking Horror, may not wear any kind of Armour (excluding Mount's Protection), can only purchase a single additional Magic Level, and must use the Path of Wilderness or the Path of Necromancy.



Blood Ties: **Ghouls**

Ancient Blood Power: **Beastial Bulk** (55 pts)

Models on foot only. The Vampire changes his Troop Type to Monstrous Infantry and his base to 40x40mm. It gains +1 Wound, is equipped with Paired Weapons and cannot be equipped with any other weapon (mundane or magical).



## Nosferatu Bloodline (110 / 50 pts)

The Vampire has -1 Attack, -2 Weapon Skill, may not wear any Armour (excluding Mount's Protection and Innate Defence) and may not wield a mundane Weapon. The Vampire becomes a Level 2 Wizard Apprentice if it is a Hero Character or a level 4 Wizard Master if it is a Lord Character. The Vampire gains Awaken (Zombies, Skeletons) and generates an additional spell, but must exchange one of its spells for *Invocation of the Undead* (Path of Necromancy).

Blood Ties: **Wraiths**

Ancient Blood Power: **Blood Magic** (75 pts)

The Vampire always counts as having used one less Magic Dice when suffering a Miscast. Immediately after rolling Magic Flux in a friendly Player Turn, the player may reroll one of the Magic Flux dice. If used, the model with this Power suffers a wound with no saves of any kind allowed at the end of the Magic Phase.

# Blood Powers

Vampire Counts and Vampire Courtiers may purchase a unique upgrade called a Vampiric Blood Power. In an army without a Bloodline (called an independent army), all Blood Powers are One of a Kind. However, in an army with a Bloodline (called Bloodline armies), only that Bloodline's powers can be taken, though these powers can be duplicated within the army.



## Independent or Brotherhood of the Dragon

### **Eternal Duelist** (30 pts)

The Vampire may reroll failed to-hit and to-wound rolls when fighting in a Challenge.

### **Perfect Warrior** (35 pts)

The Vampire gains Weapon Master and Lethal Strike. The Vampire is automatically equipped with Paired Weapons, a Halberd, a Great Weapon, a Lance and a Shield.



## Independent or Von Karnstein

### **Hour of the Wolf** (20 pts)

The Vampire and all models in the same unit as the Vampire gains Swiftstride. Other Characters with the Vampiric special rule are not affected. The Vampire gains Awaken (Zombies, Direwolves, Bat Swarms, Great Bats).

### **Refined Taste** (25 pts)

The Vampire gains Vampiric (2+).



## Independent or Lamia

### **Mask of Innocence** (25 pts)

Enemy units in base contact with one or more Vampires with this Power have -1 Leadership.

### **Mesmerizing Gaze** (35 pts)

The Vampire can cast *Lurid Delusions* from the Path of Lust as a Bound Spell (Power Level 4).



## Independent or Strigoi

### **Curse of the Blood** (70 pts)

The Vampire gains Regeneration (5+). If it already had Regeneration, it gains Regeneration (4+). All Ghouls in the same unit as the Vampire and any mount ridden by the Vampire gain Regeneration (6+). If any model affected by this rule already has Regeneration, this Regeneration Save is increased by 1 point to a maximum of 4+.

### **Ghoul Lord** (55 pts)

The Vampire and its mount gain Poisoned Attacks and Armour Piercing (1). All Ghouls in the same unit as the Vampire gain Hatred.



## Independent or Nosferatu

### **Forbidden Path** (20 pts)

The Vampire can generate spells from the Path of Necromancy or any of the Battle Magic Paths other than Path of Nature.

### **Arcane Knowledge** (30 pts)

Spells cast by the Vampire gain an additional 6" range. This effect is decreased to an additional 3" range for Aura spells. Vortex spells, Bound Spells and spells without Range are not affected.

# Magical Items

## Magical Weapons

**Blade of Red Thirst** (40 pts) - Vampires only

Type: Hand Weapon. The model gains Vampiric (3+). The model makes a Vampiric Roll for each unsaved wound caused by this weapon (instead of just one). Each successful Vampiric Roll Recovers one Wound to the wielder as normal. Once the wielder is at full Wounds, any excess wounds can be used to Raise Wounds in wielder's unit.

## Magical Armour

**Red Plate of Gilles de Raux** (40 pts)

Type: Plate Armour. The wearer gains +1 Wound.

## Talismans

**Eternal Ring** (60/50) - Vampires only

The wearer has a Ward Save (2+) against the first wound suffered (after Armour Saves) in the game and **attacks against the wearer with Lethal Strike and/or Multiple Wounds lose these special rule.**

**Mantle of Night** (40 pts) - Infantry or Cavalry only

All models allocating Close Combat Attacks against the wearer do not gain Strength bonuses of the +X type conferred by mundane or Magical Weapons.

## Enchanted Items

**Tullius' Teeth** (50pts)

Bearer gains Distracting. All Infantry and Cavalry Rank-and-File models in bearer's unit gain Parry.

## Arcane Items

**Staff of Gerhard the Black** (45 pts)

An army containing this item may reroll failed Channelling attempts. When the bearer casts the *Invocation of the Undead* Spell it may, for each target, reroll a single D6 or D3 used to determine the number of Raised Wounds.

**Unholy Tome** (35 pts)

The bearer can cast *Dance Macabre* from the Path of Necromancy as a Bound Spell (Power Level 4).

**Eye of Setesh** (15 pts)

One use only. At the end of any enemy Magic Phase, the bearer may remove one unused Dispel Dice. This Dice may then be added as a Power Dice to the pool of Magic Dice immediately after rolling Magic Flux.

## Magical Standards

**Black Standard of Zagvozhd** (40 pts)

The bearer's unit gains Ward Save (4+) against Shooting Attacks.

**Banner of the Barrows Kings** (25 pts)

Barrow Knights and Barrow Guard in the bearer's unit gains +1 to hit in Close Combat.

# Army List

## LORDS



### Vampire Count 205 pts

single model

	M	WS	BS	S	T	W	I	A	Ld	
	6	7	5	5	5	3	7	5	10	Infantry 20x20mm base
<i>Vampiric Special Rules:</i>	<i>Options:</i>									<i>pts</i>
Undead, Vampiric (6+), Fear	May become one of the following:									
	Level 2 Wizard Apprentice									25
	Level 3 Wizard Master									90
<i>Special Rules:</i>	May take Magical Items									up to 100
Awaken (Zombies)	May take (one choice only):									
	a single Blood Power									no pt limit
	a single Ancient Blood Power*									no pt limit
	* if belonging to a Bloodline Army									
<i>Magic:</i>	May take any of the following:									
<b>Level 1 Wizard Apprentice.</b> Generates spells from the Path of Necromancy, Shadow or Death.	Shield									5
	Light Armour									5
	Heavy Armour									10
	May take a weapon (one choice only):									
	Paired Weapons									10
	Halberd									15
	Great Weapon									20
	Lance									20
	May take a mount (one choice only):									
	Skeletal Steed									20
	Spectral Steed									55
	Monstrous Revenant									90
	Court of the Damned									140
	Shrieking Horror (Strigoi only)									245
	Zombie Dragon									270



### Necromancer Lord 170 pts

single model

	M	WS	BS	S	T	W	I	A	Ld	
	4	3	3	3	4	3	3	1	8	Infantry 20x20mm base
<i>Undead Special Rules:</i>	<i>Options:</i>									<i>pts</i>
Undead	May become a Level 4 Wizard Master									30
	May take Magical Items									up to 100
<i>Special Rules:</i>	May take a mount (one choice only):									
Awaken (Zombies, Skeletons)	Skeletal Steed									20
	Cadaver Wagon									50
	Monstrous Revenant									90
<i>Magic:</i>										
<b>Level 3 Wizard Master.</b> Generates spells from the Path of Necromancy, Fire or Death.										



# HEROES



## Vampire Courtier 75 pts

single model

	M	WS	BS	S	T	W	I	A	Ld	
	6	6	4	5	4	2	6	4	8	Infantry 20x20mm base
<i>Vampiric Special Rules:</i>										<i>Options:</i>
Undead, Vampiric (6+), Fear										pts
										25
										May become one of the following:
<i>Special Rules:</i>										Level 1 Wizard Apprentice
Awaken (Zombies)										30
										Level 2 Wizard Apprentice
										55
<i>Magic:</i>										May take Magical Items
If upgraded to a Wizard, generates spells from the										up to 50
Path of Necromancy, Shadow or Death.										no limit
										May take a single Blood Power
										May take any of the following:
										Shield
										5
										Light Armour
										5
										Heavy Armour
										10
										May take a weapon (one choice only):
										Paired Weapons
										5
										Halberd
										10
										Lance
										15
										Great Weapon
										10
										May take a mount (one choice only):
										Skeletal Steed
										15
										Spectral Steed
										55
										Monstrous Revenant
										110
										Court of the Damned
										140



## Necromancer 65 pts

single model

	M	WS	BS	S	T	W	I	A	Ld	
	4	3	3	3	3	2	3	1	7	Infantry 20x20mm base
<i>Undead Special Rules:</i>										<i>Options:</i>
Undead										pts
										25
										May become a Level 2 Wizard Apprentice
<i>Special Rules:</i>										May take Magic Items
Awaken (Zombies, Skeletons)										up to 50
										May take a mount (one choice only):
										Skeletal Steed
										15
										Cadaver Wagon
										50
<i>Magic:</i>										
<b>Level 1 Wizard Apprentice.</b> Generates spells from										
the Path of Necromancy, Fire or Death.										



## Barrow King 80 pts

single model

M	WS	BS	S	T	W	I	A	Ld
4	5	-	4	5	3	4	3	9

Infantry 20x20mm base

### Armour:

Heavy Armour, Shield

### Options:

May be the Battle Standard Bearer

May take Magical Items

May take a weapon (one choice only):

Paired Weapons

Halberd

Lance

Great Weapon

May ride a Skeletal Steed

May gain Unliving Shield

pts

25

up to 50

3

4

6

6

15

20

### Undead Special Rules:

Undead, Ashes to Ashes

### Special Rules:

Lethal Strike, Not a Leader, Magical Attacks,

Multiple Wounds (2, Infantry, War Beast, Cavalry)

**Unliving Shield:** Enemy models that could allocate Close Combat Attacks at both a model with this special rule and a Necromancer or Necromancer Lord, cannot choose to allocate Close Combat Attacks towards the Necromancer or Necromancer Lord. This rule cannot be used if there are models with Vampiric in the same unit.



## Fell Wraith 55 pts

single model

M	WS	BS	S	T	W	I	A	Ld
<b>6</b>	<b>4</b>	<b>-</b>	<b>3</b>	<b>3</b>	<b>2</b>	<b>2</b>	<b>3</b>	<b>5</b>
<b>6</b>	<b>3</b>	<b>-</b>	<b>3</b>	<b>3</b>	<b>2</b>	<b>3</b>	<b>1</b>	<b>5</b>

Infantry 20x20mm base

Infantry 20x20mm base

### Undead Special Rules:

Undead, Ashes to Ashes

### Special Rules:

Ethereal, Terror, Reaper, Not a Leader

Must become one of the following:

### Fell Wraith (free)

#### Special Rules:

Armour Piercing (6)

#### Options:

May take a Magical Weapon

May take a Great Weapon

May ride Skeletal Steed with Light Troops

pts

up to 50

10

20

### Banshee (45 pts)

#### Special Rules:

Wail of Woe

# CHARACTER MOUNTS

## Skeletal Steed

M	WS	BS	S	T	W	I	A	Ld
8	2	-	3	3	1	2	1	3

War Beast, 25x50mm base

Mount's Protection (6+)  
Undead, Ethereal

*Options:*  
May take Mount's Protection (5+) pts  
15

## Spectral Steed

M	WS	BS	S	T	W	I	A	Ld
8	2	-	3	3	1	2	1	3

War Beast, 25x50mm base

Mount's Protection (6+)  
Undead, Ethereal, Fly (8)

## Monstrous Revenant

M	WS	BS	S	T	W	I	A	Ld
6	4	-	5	5	4	2	4	4

Monstrous Beast, 50x50mm base

Undead, Large Target, Fear

*Options (max 2):* pts  
Poisoned Attacks 5  
Great Monstrous Revenant 10  
Lethal Strike 10  
Wail of Woe 30  
Random Attacks (D6+2) 30  
Fly (8) 40

**Great Monstrous Revenant:** The Great Monstrous Revenant gains Thunderous Charge and changes its base to 60x100.

## Zombie Dragon (One of a Kind)

M	WS	BS	S	T	W	I	A	Ld
6	4	-	6	6	6	2	5	4

Monster, 50x100mm base

Innate Defence (4+)  
Undead, Fly (7), Distracting, Breath Weapon (Strength 2, Armour Piercing (6)), Regeneration (6+)

*Options:* pts  
May be upgraded to Colossal Zombie Dragon 20

**Colossal Zombie Dragon:** The model gains +1 Weapon Skill, Innate Defence to (3+) and changes its base size to 100x150mm.

## Cadaver Wagon

M	WS	BS	S	T	W	I	A	Ld
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Wagon - - - 4 4 4 - - -

Shambling Horde 4 1 - 3 - - 1 \* 2

Chariot, 50x100mm base

Mount's Protection (5+)  
Undead, Random Attacks (2D6) (Shambling Horde),  
Regeneration (4+), Wake the Dead, Cart

*Options:* pts  
May take Endless Horde 10  
May take one of the following:  
Bone Pyre 15  
Bring Out Your Dead 20  
Necromantic Aura 20

See Cadaver Wagon special unit for upgrade and special rules.

## Court of the Damned

M	WS	BS	S	T	W	I	A	Ld
---	----	----	---	---	---	---	---	----

Court - - - 5 5 5 - - -

Paramours (2) - 5 5 5 - - 6 2 7

Ghost Steed 8 2 - 3 - - 2 \* 3

Chariot, 50x100mm base

Innate Defense (5+)  
Undead, Vampiric (6+), Fear  
Large Target, Random Attacks (2D6) (Ghost Steeds),  
Ethereal (Ghost Steeds)

*Options:* pts  
May take Unholy Dominion 40  
*Blood Ties (Lamia) options:*  
May take Ward Save (4+) 55

**Unholy Dominion:** Friendly R&F Infantry models of units within 6" of one or more model with Unholy Dominion gain +1 Weapon Skill. Enemy units within 6" of one or more models with Unholy Dominion have -2 Initiative (up to a minimum of 1).

## Shrieking Horror

M	WS	BS	S	T	W	I	A	Ld
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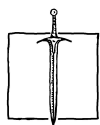
6 4 - 5 6 6 2 4 4

Monster, 100x150mm base

Undead, Chilling Shriek (see Shrieking Horror in Rare section), Fly (8), Regeneration (6+)

**Discordant Chorus:** Non-mounted Shrieking Horrors in an army with a mounted Shrieking Horror are One of a Kind.

# CORE



## Zombies 55 pts

20 models, may add up to 40 models 3 pts/model

M WS BS S T W I A Ld Invocation

4 1 - 3 3 1 1 1 2 2D6+3 Infantry 20x20mm base

*Undead Special Rules:*

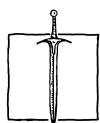
Undead, Ashes to Ashes

*Options:*

May upgrade one model to each of the following:

Musician 10

Standard Bearer 10



## Skeletons 80 pts

20 models, may add up to 40 models 5 pts/model

M WS BS S T W I A Ld Invocation

4 2 2 3 3 1 2 1 4 D6+3 Infantry 20x20mm base

*Armour:*

Light Armour, Shield

*Options:*

May take (one choice only):

Halberd 1 / model

Spear free

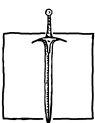
May upgrade one model to each of the following:

Champion 10

Musician 10

Standard Bearer 10

- may become the Veteran Standard Bearer



## Ghouls 65 pts

10 models, may add up to 30 models 10 pts/model

M WS BS S T W I A Ld Invocation

4 3 - 3 4 1 4 2 6 D6+3 Infantry 20x20mm base

*Undead Special Rules:*

Undead, Ashes to Ashes

*Options:*

May Skirmish (15 models or less) 25

May upgrade one model to each of the following:

Champion 10

Musician 10

Standard Bearer 10

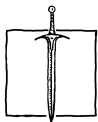
*Special Rules:*

Poisoned Attacks

**Blood Ties (Strigoi) options:**

May Gain Vanguard\* 2 / model

\*Strigoi Vampires joined to this unit gain Vanguard



## Dire Wolves 40 pts

5 models, may add up to 10 models 6 pts/model

M	WS	BS	S	T	W	I	A	Ld	Invocation
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9	3	-	3	3	1	3	1	3	D3+3	War Beast 25x50mm base
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*Undead Special Rules:*

Undead, Ashes to Ashes

*Options:*

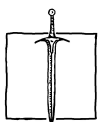
May upgrade one model to a Champion

*pts*

10

*Special Rules:*

Thunderous Charge, Vanguard



## Bat Swarm 60 pts

2 models, may add up to 8 models 20 pts/model

M	WS	BS	S	T	W	I	A	Ld	Invocation
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1	3	-	2	2	4	3	4	3	D6+3	Swarm 40x40mm base
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*Undead Special Rules:*

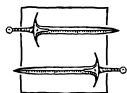
Undead, Ashes to Ashes

*Special Rules:*

Fly (6), Distracting

**Storm of Wings:** Enemy units in base contact with one or more Bat Swarm have -1 Weapon Skill, to a minimum of 1.

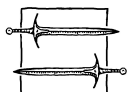
# SPECIAL



**Barrow Guard** 60 pts

**10** models, may add up to **30** models 10 pts /model

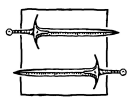
	M	WS	BS	S	T	W	I	A	Ld	Invocation		
	4	3	-	4	4	1	3	1	7	D3+3	Infantry	20x20mm base
Armour:	Options:										pts	
Heavy Armour	May take (one choice only):											
	Halberd										2 / model	
Undead Special Rules:	Great Weapon										3 / model	
Undead, Ashes to Ashes	Shield										1 / model	
	May upgrade one model to each of the following:											
Special Rules:	Champion										10	
Lethal Strike, Bodyguard (General, Barrow King),	Musician										10	
Multiple Wounds (2, Infantry, War Beast, Cavalry),	Standard Bearer										10	
Magical Attacks	- may take a Magical Standard										up to 50	



**Barrow Knights** 90 pts

**5 models, may add up to 7 models 26 pts/model**

	M	WS	BS	S	T	W	I	A	Ld	Invocation		
Rider	4	3	-	4	4	1	3	1	7	D3+1		
Skeletal Steed	8	2	-	3	3	1	2	1	3		Cavalry 25x50mm base	
Weapons:						Options:					pts	
Lance						May upgrade one model to each of the following:						
						Champion					10	
Armour:						Musician					10	
Mount's Protection (5+), Heavy Armour, Shield						Standard Bearer					10	
Undead Special Rules:						- may take a Magical Standard					up to 50	
Undead, Ashes to Ashes												
Special Rules:												
Lethal Strike (Rider only),												
Multiple Wounds (2, Infantry, War Beast, Cavalry)												
(Rider only), Magical Attacks ( <del>(Rider only)</del> ),												
Ethereal (Skeletal Steed Only)												



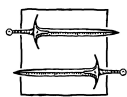
## Ghasts 100 pts

3 models, may add up to 7 models 47 pts / model

M	WS	BS	S	T	W	I	A	Ld	Invocation	
6	3	-	4	5	3	2	3	5	2	Monstrous Infantry 40x40mm base
<i>Undead Special Rules:</i>					<i>Options:</i>					<i>pts</i>
Undead, Ashes to Ashes					May upgrade one model to a Champion					10

### *Special Rules:*

Poisoned Attacks, Regeneration (5+), Fear



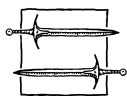
## Vampire Spawn 120 pts

3 models, may add up to 5 models 45 pts / model

M	WS	BS	S	T	W	I	A	Ld	Invocation	
6	4	-	5	4	3	4	3	8	2	Monstrous Infantry 40x40mm base
<i>Vampiric Special Rules:</i>					<i>Options:</i>					<i>pts</i>
Undead, Vampiric (6+), Fear					May Skirmish (4 models or less)					3 / model
					May upgrade one model to a Champion					10

### *Special Rules:*

Fly (9), Frenzy



## Phantom Host 60 pts

2 models, may add up to 4 models 25 pts / model

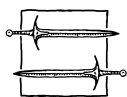
M	WS	BS	S	T	W	I	A	Ld	Invocation	
6	3	-	3	3	4	1	4	4	D3	Infantry 40x40mm base

### *Undead Special Rules:*

Undead, Ashes to Ashes

### *Special Rules:*

Ethereal, Fear, Armour Piercing (1)



## Great Bats 40 pts

2 models, may add up to 7 models 14 pts / model

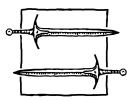
M	WS	BS	S	T	W	I	A	Ld	Invocation	
1	3	-	3	3	2	3	2	3	D3+3	War Beasts 40x40mm base

### *Undead Special Rules:*

Undead, Ashes to Ashes

### *Special Rules:*

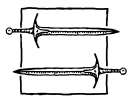
Fly (10), Skirmishers



## Varkolak 175 pts

single model

	M	WS	BS	S	T	W	I	A	Ld	Invocation	
	8	5	-	6	5	4	4	5	7	1	Monstrous Beasts 50x50mm base
<i>Vampiric Special Rules:</i>											<i>pts</i>
Undead, Vampiric (5+), Fear											
<i>Special Rules:</i>											
Hatred, Regeneration (4+)											
<i>Options:</i>											
May take one of the following:											
Vampiric (3+)											5
Stomp (D3+1)											10
Fly (8)											20
Vanguard											20



## Cadaver Wagon 80 pts

single model

	M	WS	BS	S	T	W	I	A	Ld	Invocation	
Cadaver Wagon	-	-	-	4	4	4	-	-	-	1	
Cadaver Master (1)	-	3	-	3	-	-	3	1	5		
Shambling Horde	4	1	-	3	-	-	1	*	2		Chariot 50x100mm base
<i>Armour:</i>											<i>pts</i>
Mount's Protection (5+)											
<i>Undead Special Rules:</i>											
Undead, Ashes to Ashes											
<i>Special Rules:</i>											
Random Attacks (2D6) (Shambling Horde only), Regeneration (4+)											

**Cart:** Despite being a Chariot, a Cadaver Wagon does not have Swiftstride nor Cannot March.

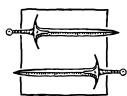
**Wake the Dead:** When an "Augment" spell from the Path of Necromancy (including Cheating Death) is resolved against a unit with a Cadaver Wagon, you may select a single unit within 6" of this unit. Until the end of the following Player Turn, all models in the chosen unit gain Lightning Reflexes.

**Endless Horde:** The Cadaver Wagon has War Platform, but can only join units of Zombies. While joined to Zombies, the Cadaver Master may issue and accept Challenges as if it was a Champion. If this upgrade is taken, the model changes its base to 60x100mm.

**Bone Pyre:** Enemy Wizards within 24" of one or more Cadaver Wagons with this upgrade suffer a -1 modifier to their casting rolls.

**Bring Out Your Dead:** Friendly units targeted by *Invocation of the Undead* when cast by a Wizard that is within 6" of one or more Cadaver Wagon with this upgrade increase their Invocation Characteristic based on their Height for this spell:  
If Small Height: +2 Invocation  
If Medium Height: +1 Invocation  
Ethereal or Vampiric models are not affected





## Court of the Damned 140 pts

single model

	M	WS	BS	S	T	W	I	A	Ld	Invocation	
Floating Court	-	-	-	5	5	5	-	-	-	1	
Paramour (3)	-	5	5	5	-	-	6	2	7		
Ghost Steeds	8	2	-	3	-	-	2	*	3		Chariot 50x100mm base

### Armour:

Innate Defense (5+)

### Options:

May take Unholy Dominion

pts

40

### Vampiric Special Rules:

Undead, Vampiric (6+), Fear

### Blood Ties (Lamia) options:

May take Ward Save (4+)

55

### Special Rules:

Large Target, Random Attacks (2D6) (Ghost Steeds only), Ethereal (Ghost Steeds only),

**Unholy Dominion:** Friendly R&F Infantry models of units within 6" of one or more model with Unholy Dominion gain +1 Weapon Skill. Enemy units within 6" of one or more models with Unholy Dominion have -2 Initiative (up to a minimum of 1).

# RARE



## Vampire Knights 150 pts

3 models, may add up to 3 models 50 pts/model

	M	WS	BS	S	T	W	I	A	Ld	Invocation	
Rider	4	5	3	5	4	2	5	2	7	1	
Undead Mount	8	3	-	4	3	1	2	1	3		Cavalry 25x50mm base

### Weapons:

Lance

### Armour:

Mount's Protection (6+), Heavy Armour, Shield, Barding

### Vampiric Special Rules:

Undead, Vampiric (6+), Fear

### Options:

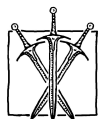
May upgrade one model to each of the following:

Champion	10
- may take Magical Weapon	up to 25
Musician	10
Standard Bearer	10
- may take a Magical Standard	up to 50

### Blood Ties (Brotherhood of the Dragon) options:

May gain Plate Armour and

Devastating Charge (Rider only)	10 / model
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## Wraiths 75 pts

5 models, may add up to 5 models 20 pts / model

	M	WS	BS	S	T	W	I	A	Ld	Invocation	
Wraith	6	3	-	3	3	1	2	2	5	1	Infantry 20x20mm base
[Ghost Steed]	8	2	-	3	3	1	2	1	3		[Cavalry 25x50mm base]

### Weapons:

Great Weapon

### Undead Special Rules:

Undead, Ashes to Ashes

### Special Rules:

Ethereal, Skirmishers, Light Troops, Armour Piercing (6) (Wraith only), Terror, Reaper (Wraith only)

### Options:

May take Flaming Attacks (Wraith only)

May ride Ghost Steeds

### Blood Ties (Nosferatu) options:

May upgrade one model to a Champion 60

### Magic:

**Wizard Conclave:** Touch of the Reaper (Path of Death), Shadow Miasma (Path of Shadow).

**Ghost Steeds:** The Wraiths ride Ghost Steeds. Unit changes its type to Cavalry, base size to 25x50mm, loses Skirmishers and gains Mount's Protection (6+)



## Winged Reapers 155 pts

2 models, may add up to 3 models 72 pts / model

M WS BS S T W I A Ld Invocation

6 5 3 5 5 4 4 4 10 2 Monstrous Infantry 50x75mm base

### Armour:

Innate Defence (5+)

### Undead Special Rules:

Undead, Ashes to Ashes

### Special Rules:

Fly (6), Lethal Strike, Fear

### Options:

May take Light Armour

May take a weapon (one choice only):

Paired Weapons

Halberd

May take (one choice only):

Autonomous

Necromantic Aura

pts

10 / model

5 / model

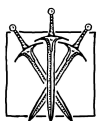
12 / model

10 / model

20

**Undead Construct:** If at least half of the models in a unit have this special rule, reduce the number of wounds caused to this unit by Ashes to Ashes and Unstable by 1.

**Autonomous:** The unit may March even when outside the General's Inspiring Presence range.



## Shrieking Horror 245 pts

single model

M WS BS S T W I A Ld Invocation

6 4 - 5 6 6 2 4 4 1 Monster 100x150mm base

### Undead Special Rules:

Undead, Ashes to Ashes

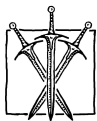
### Special Rules:

Fly (8), Regeneration (6+)

**Chilling Shriek:** Model parts with this special rule have a Special Shooting Attack and a Special Close Combat Attack as detailed below.

- As a Special Shooting Attack (normally in the Shooting Phase): Choose a target using the normal rules for Shooting Attacks. The attack has a Range of 8". This attack can be used even if the model Marched previously this Player Turn.
- As a Special Close Combat Attack (normally in the Close Combat Phase): If used, the attack is made at the model part's Initiative and replaces the model part's normal non-Special Attacks. Choose a single unit in base contact as the target.

Regardless of whether it is used as a Shooting or Close Combat Attack, the Chilling Shriek causes 1 automatic hit to the target for each Wound the shooting model part currently has. These hits are resolved at Strength 10 and have both Armour Piercing (6) and Magical Attacks. When rolling To Wound with this attack, substitute Toughness for Leadership.



## Altar of Undeath 200 pts

single model

	M	WS	BS	S	T	W	I	A	Ld	Invocation	
Altar	-	-	-	5	5	5	-	-	-	1	
Master	-	3	1	3	-	-	3	1	5		
[Deathly Choir]	-	3	-	3	-	-	3	3	5		
Ghost Steeds	8	2	-	3	-	-	2	*	3		Chariot 50x100mm base

### Armour:

Innate Defence (5+)

### Undead Special Rules:

Undead, Ashes to Ashes

### Special Rules:

Large Target, Random Attacks (2D6) (Ghost Steeds only), Ethereal (Ghost Steeds only), Terror, Regeneration (4+)

### Options:

May take one of the following:

Deathly Choir (1) 20

Dark Tome 30

**Deathly Choir:** A single Deathly Choir with the Wail of Woe special rule joins the crew.

**Dark Tome:** Friendly Wizards within 12" of one or more Altar of Undeath with this upgrade may add +2 to their casting rolls when casting spells from the Path of Necromancy. Friendly and enemy Wizards that suffer a miscast within 12" of one or more Altar of Undeath with this upgrade count as having used two additional MDU for their casting roll, up to a maximum of 5.

**Aura of Undeath:** At the beginning of each friendly Player Turn, choose one of the following effects. For both effects, X is equal to the current Turn number.

- ❖ All enemy units within 12" suffer D6 hits with Strength X.
- ❖ All friendly units within 6+X" gain Regeneration (6+), which lasts until the beginning of the next friendly Player Turn. If a unit already has Regeneration then it is increased by +1, up to maximum of 4+. The effect continues even after leaving the area of effect (you may use counters to mark the affected units)

The last effect is automatically activated Before the battle (after moving Vanguarding units) with X equal to 0.



## Dark Coach 190 pts

single model

	M	WS	BS	S	T	W	I	A	Ld	Invocation
Wagon	-	-	-	5	6	4	-	-	-	1
Coachman	-	3	-	3	-	-	2	3	5	
[Awakened Vampire]	-	6	-	5	-	-	6	4	8	
Undead Mounts (2)	8	3	-	4	-	-	2	1	3	
										Chariot 50x100mm base

### Weapons:

Great Weapon (Coachman only)

### Options:

May be upgraded to Extended Chassis

pts

10

### Armour:

Innate Defence (4+)

**Extended Chassis:** The Dark Coach changes its base to a 50x150mm base and its Undead Mounts have 2 Attacks each.

### Vampiric Special Rules:

Undead, Vampiric (5+)

### Blood Ties (Von Karnstein) options:

May gain Stubborn

30

### Special Rules:

Ward Save (4+), Terror, Impact Hits (+1),

Armour Piercing (6) (Coachman only)

**Soul Syphon:** Keep track of how many **unsaved wounds** this model has caused during the game. At the end of each Close Combat Phase, compare this number with the chart below to determine the level of Soul Syphon that the Dark Coach has reached. The Dark Coach gains the bonus corresponding to that level as well as the bonuses of all levels that preceded it.

Wounds Caused	Bonus
1 - 3	<i>The air shimmers with killing intent.</i> The Dark Coach gains Lethal Strike and Multiple Wounds (2, Infantry, War Beast, Cavalry).
4 - 6	<i>The night is alight with unholy fire.</i> The Dark Coach gains Grinding Attacks (D3) (resolved with the Coachman's Initiative) and Flaming Attacks.
7 - 9	<i>An ancient evil awakens!</i> The Dark Coach is now also crewed by an Awakened Vampire (1) which possesses Vampiric (2+).
10 - 12	<i>A dark wind courses through the night and a menacing shape takes to the sky.</i> The Dark Coach gains Fly (8).
13+	The Dark Coach gains Ethereal. <i>Spooky.</i>

# Quick Reference Sheet

L - Lords, H - Heroes, C - Core, S - Special, R - Rare, M - Mounts only

	<u>CHARACTERS</u>	M	WS	BS	S	T	W	I	A	Ld
L	Vampire Count	6	7	5	5	5	3	7	5	10
	Necromancer Lord	4	3	3	3	4	3	3	1	8
H	Vampire Courtier	6	6	4	5	4	2	6	4	8
	Necromancer	4	3	3	3	3	2	3	1	7
	Barrow King	4	5	-	4	5	3	4	3	9
	Fell Wraith	6	4	-	3	3	2	2	3	5
	- Banshee	6	3	-	3	3	2	3	1	5

	<u>INFANTRY</u>	M	WS	BS	S	T	W	I	A	Ld
C	Zombie	4	1	-	3	3	1	1	1	2
	Skeleton	4	2	2	3	3	1	2	1	4
	Ghoul	4	3	-	3	4	1	4	2	6
S	Barrow Guard	4	3	-	4	4	1	3	1	7
	Phantom Host	6	3	-	3	3	4	1	4	4
R	Wraith	6	3	-	3	3	1	2	2	5

	<u>MONSTROUS INFANTRY</u>	M	WS	BS	S	T	W	I	A	Ld
S	Ghasts	6	3	-	4	5	3	2	3	5
	Vampire Spawn	6	4	-	5	4	3	4	3	8
R	Winged Reaper	6	5	3	5	5	4	4	4	10

	<u>WAR BEASTS</u>	M	WS	BS	S	T	W	I	A	Ld
C	Dire Wolf	9	3	-	3	3	1	3	1	3
S	Great Bat	1	3	-	3	3	2	3	2	3
M	Skeletal Steed	8	2	-	3	3	1	2	1	3
	Ghost Steed	8	2	-	3	3	1	2	1	3

	<u>MONSTROUS BEASTS</u>	M	WS	BS	S	T	W	I	A	Ld
S	Varkolak	8	5	-	6	5	4	4	5	7
M	Monstrous Revenant	6	4	-	5	5	4	2	4	4

## INVOCATION

Infantry:		Ghasts	2
Zombies	2D6+3	Vampire Spawn	2
Skeleton Warriors	D6+3	Winged Reapers	2
Ghouls	D6+3	Wraiths	1
Barrow Guard	D3+3	<b>Swarms:</b>	
Phantom Host	D3	Bat Swarm	D6+3

	<u>CAVALRY</u>	M	WS	BS	S	T	W	I	A	Ld
S	Barrow Knight	4	3	-	4	4	1	3	1	7
	- Skeletal Steed	8	2	-	3	3	1	2	1	3
R	Vampire Knight	4	5	3	5	4	2	5	2	7
	- Undead Mount	8	3	-	4	3	1	2	1	3
	Mounted Wraith	6	3	-	3	3	1	2	2	5
	- Ghost Steed	8	2	-	3	3	1	2	1	3

## CHARIOTS

S	Cadaver Wagon	-	-	-	4	4	4	-	-	-
	- Cadaver Master (1)[0]	-	3	-	3	-	-	3	1	5
	- Shambling Horde	4	1	-	3	-	-	1	2D6	2
	Court of the Damned	-	-	-	5	5	5	-	-	-
	- Paramour (3)[2]	-	5	5	5	-	-	6	2	7
	- Ghost Steeds	8	2	-	3	-	-	2	2D6	3
R	Altar of Undeath	-	-	-	5	5	5	-	-	-
	- Master	-	3	1	3	-	-	3	1	5
	- Deathly Choir (0)	-	3	-	3	-	-	3	3	5
	- Ghost Steeds	8	2	-	3	-	-	2	2D6	3
	Dark Coach	-	-	-	5	6	4	-	-	-
	- Coachman (1)	-	3	-	3	-	-	2	3	5
	- [Awakened Vampire (0)]	-	6	-	5	-	-	6	4	8
	- Undead Mount (2)	8	3	-	4	-	-	2	1	3

(3) - number of crew members when taken as a separate unit  
[2] - number of crew members when taken as a mount

## MONSTERS

R	Shrieking Horror	6	4	-	5	6	6	2	4	4
M	Zombie Dragon	6	4	-	6	6	6	2	5	4

## SWARMS

C	Bat Swarm	1	3	-	2	2	4	3	4	3
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Cavalry:	
Barrow Knights	D3 +1
Vampire Knights	1
<b>All Chariots:</b>	1

#### Changelog:

v1.1.0

- Eternal Ring, implementing FAQ
- Barrow Knights magical attacks, implementing FAQ
- Dark Coach, Soul Syphon, clarification
- change to ethereal rules in rulebook