Vampire (The 9th Age: Fantasy Battles 2.0) [4,499pts]

Vampire Covenant (Vampire Covenant 2.0) [4,499pts]

Uncategorised

Vampiric Bloodline

Selections: Lamia Bloodline

Characters [1,350pts]

Barrow King [415pts]

Selections: Battle Standard Bearer [50pts], Lance [5pts], Skeletal Steed [40pts]

Rules: *Ashes to Ashes, Lethal Strike, Magical Attacks, Multiple Wounds (2, Against Standard), Not a Leader, Reanimated (1), Undead, Unliving Shield*

1 Global: *Barrow King Global*, **2 Defensive:** *Barrow King Defence*, **3 Offensive:** *Barrow King Offence*, **4 Armour:** *Heavy Armour, Shield*, **5 Melee Weapon:** *Lance*

Special Equipment [145pts]

Selections: Hero's Heart [60pts]

7 Artefact: *Basalt Infusion, Hero's Heart*

Basalt Infusion [35pts]

7 Artefact: *Basalt Infusion*

Dusk Forged [50pts]

7 Artefact: *Dusk Forged*

Necromancer [260pts]

Selections: Evocation, Wizard Adept [75pts]

Rules: *Awaken (Zombies, Skeletons), Gates of the Netherworld, Reanimated (1), Undead, Wizard Adept*

1 Global: *Necromancer Global*, **2 Defensive:** *Necromancer Defence*, **3 Offensive:** *Necromancer Offence*

Special Equipment [60pts]

Selections: Book of Arcane Mastery - Dominant. Cannot be taken by Wizard Master. [60pts]

7 Artefact: *Book of Arcane Power*

Vampire Count [675pts]

Selections: Army General [25pts], Commandment [70pts], Great Weapon [20pts], Lamia Bloodline [50pts], Light Armour [5pts], Witchcraft, Wizard Adept [75pts]

Rules: *Autonomous, Awaken (Zombies), Commanding Presence, Commandment, Distracting, Fear, Lightning Reflexes, Master of Undeath, Reanimated (1), The Dead Arise, Undead, Vampiric (6+), Wizard Adept*

1 Global: *Vampire Count Global*, **2 Defensive:** *Vampire Count Defence*, **3 Offensive:** *Vampire Count Offence (Lamia Bloodline)*, **4 Armour:** *Light Armour*, **5 Melee Weapon:** *Great Weapon*

Special Equipment [100pts]

Selections: Destiny's Call - Standard Size only [70pts], Supernatural Dexterity [30pts]

7 Artefact: *Destiny's Call, Supernatural Dexterity*

Core [1,126pts]

Bat Swarms [195pts]

Selections: 5x Bat Swarm [150pts]

Rules: *Ashes to Ashes, Distracting, Fearless, Fly (6'', 12''), Hard Target (1), Light Troops, Skirmisher, Storm of Wings, Undead*

1 Global: *Bat Swarm Global*, **2 Defensive:** *Bat Swarm Defensive*, **3 Offensive:** *Bat Swarm Offensive*

Bat Swarms [195pts]

Selections: 5x Bat Swarm [150pts]

Rules: *Ashes to Ashes, Distracting, Fearless, Fly (6", 12"), Hard Target (1), Light Troops, Skirmisher, Storm of Wings, Undead*

1 Global: *Bat Swarm Global*, **2 Defensive:** *Bat Swarm Defensive*, **3 Offensive:** *Bat Swarm Offensive*

Dire Wolves - Core [133pts]

Selections: Champion [20pts], 8x Dire Wolves [88pts]

Rules: *Ashes to Ashes, Devastating Charge (+1 Str, +1 AP), Undead, Vanguard*

1 Global: *Dire Wolves Global*, **2 Defensive:** *Dire Wolves Defence*, **3 Offensive:** *Dire Wolves Offence*

Dire Wolves - Core [133pts]

Selections: Champion [20pts], 8x Dire Wolves [88pts]

Rules: *Ashes to Ashes, Devastating Charge (+1 Str, +1 AP), Undead, Vanguard*

1 Global: *Dire Wolves Global*, **2 Defensive:** *Dire Wolves Defence*, **3 Offensive:** *Dire Wolves Offence*

Skeletons [310pts]

Selections: Champion [20pts], Musician [20pts], 25x Skeleton [250pts], Spear [25pts], Standard Bearer [20pts]

Rules: *Ashes to Ashes, Reanimated (D6+4), Scoring, Undead*

1 Global: *Skeleton Global*, **2 Defensive:** *Skeleton Defence*, **3 Offensive:** *Skeleton Offence*, **4 Armour:** *Light Armour, Shield*, **5 Melee Weapon:** *Spear*

Banner Enchantment [25pts]

Selections: Legion Standard [25pts]

7 Artefact: *Legion Standard*

Zombies [160pts]

Selections: Musician [20pts], 25x Zombie [125pts]

Rules: *Ashes to Ashes, Reanimated (2D6+4), Scoring, Undead*

1 Global: *Zombie Global*, **2 Defensive:** *Zombie Defence*, **3 Offensive:** *Zombie Offence*

Special [1,093pts]

Barrow Guard [523pts]

Selections: 22x Barrow Guard [484pts], Champion [20pts], Musician [20pts], Shield [44pts], Standard Bearer [20pts]

Rules: *Ashes to Ashes, Bodyguard (General, Barrow King), Lethal Strike, Magical Attacks, Multiple Wounds (2, Against Standard), Reanimated (D3+4), Scoring, Undead*

1 Global: *Barrow Guard Global*, **2 Defensive:** *Barrow Guard Defence*, **3 Offensive:** *Barrow Guard Offence*, **4 Armour:** *Heavy Armour, Shield*

Banner Enchantment [90pts]

Selections: Black Standard of Zagvozd [90pts]

Rules: *Black Standard of Zagvozd*

Barrow Knights [170pts]

Selections: 5x Barrow Knight [240pts]

Rules: *Ashes to Ashes, Ghost Step, Harnessed, Lethal Strike, Magical Attacks, Multiple Wounds (2, Against Standard), Reanimated (D3+2), Scoring, Undead*

1 Global: *Barrow Knight Global*, **2 Defensive:** *Barrow Knight Defence*, **3 Offensive:** *Barrow Knight Offence, Skeletal Steed Offence*, **4 Armour:** *Heavy Armour, Shield*, **5 Melee Weapon:** *Lance*

Court of the Damned [400pts]

Selections: Blood Ties: Lamia [90pts]

Rules: Aegis (4+), Autonomous, Chill of the Grave, Fear, Ghost Step, Harnessed, Impact Hits (D6), Inanimate, Magical Attacks, Reanimated (1), Towering Presence, Vampiric (1), War Platform

1 Global: Court of the Damned Global, **2 Defensive:** Court of the Damned Defence, **3 Offensive:** Chassis, Paramour (3) Offence, Spectral Pallbearers Offence

Swift Death [930pts]

Shrieking Horror [490pts]

Rules: Ashes to Ashes, Chilling Shriek, Fly, Fortitude (6+), Undead

1 Global: Shrieking Horror Global, **2 Defensive:** Shrieking Horror Defence, **3 Offensive:** Shrieking Horror Offence

Vampire Knights [440pts]

Selections: Champion [20pts], 5x Vampire Knight [450pts]

Rules: Autonomous, Fear, Harnessed, Reanimated (1), Scoring, Undead, Vampiric (6+)

1 Global: Vampire Knight Global, **2 Defensive:** Vampire Knight Defence, **3 Offensive:** Undead Mount Offence, Vampire Knight Offence, **4 Armour:** Heavy Armour, Shield, **5 Melee Weapon:** Lance

Profile Summary

1 Global	Adv	Mar	Dis	Size	Type	Ref
Barrow Guard Global	4"	8"	7	Standard	Infantry	
Barrow King Global	4"	8"	8	Standard	Infantry	
Barrow Knight Global	8"	16"	7	Standard	Cavalry	
Bat Swarm Global	1" (6")	2" (12")	3	Standard	Beast	
Court of the Damned Global	4"	8"	7	Large	Construct	
Dire Wolves Global	9"	18"	3	Standard	Beast	
Necromancer Global	4"	8"	7	Standard	Infantry	
Shrieking Horror Global	6" (8")	12" (16")	4	Gigantic	Beast	
Skeletal Steed Global	8"	16"	C	Standard	Cavalry	
Skeleton Global	4"	8"	4	Standard	Infantry	
Vampire Count Global	6"	12"	9	Standard	Infantry	
Vampire Knight Global	7"	14"	7	Standard	Cavalry	
Zombie Global	4"	8"	2	Standard	Infantry	

2 Defensive	HP	Def	Res	Arm	Ref
Barrow Guard Defence	1	3	4	0	
Barrow King Defence	4	5	5	0	
Barrow Knight Defence	1	3	4	2	
Bat Swarm Defensive	4	3	2	0	
Court of the Damned Defence	5	5	5	2	
Dire Wolves Defence	1	3	3	0	
Necromancer Defence	3	3	3	0	

Shrieking Horror Defence	6	4	6	0
Skeletal Steed Defence	C	C	C	C+2
Skeleton Defence	1	2	3	0
Vampire Count Defence	3	7	5	0
Vampire Knight Defence	2	5	4	2
Zombie Defence	1	1	3	0

3 Offensive	Att	Off	Str	AP	Agi	Ref
Barrow Guard Offence	1	3	4	1	3	
Barrow King Offence	3	5	4	1	4	
Barrow Knight Offence	1	3	4	1	3	
Bat Swarm Offensive	4	3	2	0	3	
Chassis	-	-	5	2	-	
Dire Wolves Offence	1	3	3	0	3	
Necromancer Offence	1	3	3	0	3	
Paramour (3) Offence	2	5	5	2	6	
Shrieking Horror Offence	4	4	5	2	2	
Skeletal Steed Offence	1	2	3	0	2	
Skeleton Offence	1	2	3	0	2	
Spectral Pallbearers Offence	8	2	3	0	2	
Undead Mount Offence	1	3	4	1	2	
Vampire Count Offence (Lamia Bloodline)	4	7	5	2	7	
Vampire Knight Offence	2	5	5	2	5	
Zombie Offence	1	1	3	0	1	

4 Armour	Type	Save	Rules	Ref
Heavy Armour	Suit of Armour	+2	A model part can only wear a single Suit of Armour.	
Light Armour	Suit of Armour	+1	A model part can only wear a single Suit of Armour.	
Shield	Shield	+1	Parry	

5 Melee Weapon	Str	AP	Attributes	Ref
Great Weapon	+2	+2	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.	
Lance	+2	+2	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.	
Spear	As User	+1	Attacks made with a Spear gain Fight in Extra Rank and +1 Armour Penetration. Close Combat Attacks from model parts wielding a Spear gain +2 Agility and an additional +1 Armour Penetration in the first Round of Combat provided their unit is not Charging and is not Engaged either in their Flank or Rear Facing. Cavalry, Beasts and Constructs cannot use Spears.	

7 Artefact	Type	Effect	Ref
Basalt Infusion	Suit of Armour Enchantment	The wearer gains +1 Armour and Aegis (3+, against Flaming Attacks). The wearer automatically fails all Fortitude saves.	

Book of Arcane Power	Artefact	The Bearer's first casting attempt in each magic phase gains +2 to cast. When using a single magic dice for this casting attempt, a natural roll of 1 or 2 on the magic dice is always a failed casting attempt, regardless of any modifiers.
Destiny's Call	Suit of Armour Enchantment	The wearer gains Aegis (4+) and its Armour is set to 3 and cannot be improved beyond this. Standard Size Models only.
Dusk Forged	Shield Enchantment	The bearer may choose to reroll its failed Armour Saves while using this Shield. If it does, it automatically fails all special saves.
Hero's Heart	Hand Weapon and Paired Weapon Enchantment	The wielder of this enchanted weapon gains +1 Attack Value when using it. Attacks made with this enchanted weapon gain Magical Attacks and always have at least Strength 5 and at least Armour Penetration 3.
Legion Standard	Banner	A unit with one Legion Standard increases the maximum of its Rank Bonus by +1 (normally this means the unit can add up to 4 Full Ranks to its Combat Score). A unit with two Legion Standards increases the maximum of its Rank Bonus by +2 instead.
Supernatural Dexterity	Melee Weapon Enchantment	The wielder of this enchanted weapon gains +2 Offensive Skill and +2 Agility while using it, and attacks made with it gain Magical Attacks.

Selection Rules

Aegis (4+): Aegis is a Special Save. A model must reroll successful Aegis saves against attacks with Divine Attacks. ()

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 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 Health Points lost is reduced by 1 if the unit receives 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. To do so, nominate a friendly Wizard Character, which either has Vampiric or is using Evocation. This Character becomes the new Master.

At the start of each friendly Player Turn after the 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 (Zombies): 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 in the Army List (or the size of the unit at the time of its creation). ()

Awaken (Zombies, Skeletons): 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 in the Army List (or the size of the unit at the time of its creation). ()

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 Size 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. ()

Bodyguard (General, Barrow King): While a Character is joined to a unit in which at least one model has Bodyguard, that Character gains Stubborn. When Characters or Character types are stated in brackets, Bodyguard only works for the specified Characters or Character types. ()

Chill of the Grave: All models in enemy units within 6" of one or more models with Chill of the Grave suffer -2 Agility and -2 Defensive Skill. ()

Chilling Shriek: A model with this Special Attack can use it as a Shooting Attack and as a Special Attack in Close Combat.
- As a Shooting Attack: Choose a target using the normal rules for Shooting Attacks, except it can be used even if the model performed a March Move previously in this Player Turn. The attack has Range 8".
- As a Special Attack in Close Combat: The attack is made at the model part's Initiative Step. Declare that you are using Chilling Shriek when allocating attacks. If used, the model part cannot make Close Combat Attacks. Choose a single unit in base contact as the target.
Regardless of whether it is used as a Shooting or Melee Attack, the Chilling Shriek causes 1 hit to the target for each Health Point the model with Chilling Shriek currently has. These hits always have Strength 10, Armour Penetration 10, and Magical Attacks. When rolling to wound with this attack, use the enemy's Discipline instead of its Resilience. ()

Commanding Presence: All Generals have the Commanding Presence Universal Rule. The Discipline of all units within 12″ of a friendly non-Fleeing model with Commanding Presence may be set to the Discipline value of that model (this ability follows the normal rules for "Values Set to a Fixed Number", page 16, meaning that effects modifying the Discipline of the model with Commanding Presence are applied before setting the recipient model's Discipline to that value; this value may then be further modified). ()

Commandment: All R&F models in a unit joined by the Vampire have their Defensive Skill and Offensive Skill set to 6. ()

Devastating Charge (+1 Str, +1 AP): 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 model part with Devastating Charge (+1 Strength, Poison Attacks) gains +1 Strength and Poison Attacks when it is Charging.

Remember that Special Attacks cannot be affected by Attack Attributes, so the Model Rules and Characteristic modifiers gained from

Devastating Charge are not applied to Special Attacks, like Impact Hits and Stomp Attacks, unless specifically stated otherwise.

This rule is cumulative: a model part with several instances of Devastating Charge applies all Attack Attributes and Characteristic modifiers from all of them when Charging. ()

Distracting: Close Combat Attacks allocated towards a model with Distracting suffer a -1 to-hit modifier. This to-hit modifier cannot be combined with any other negative to-hit modifiers. ()

Fear: Models in 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 and Close Combat Attacks made by the models in the unit suffer -1 to hit, while Close Combat Attacks allocated against the models in the unit gain +1 to hit. These effects apply 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 cannot declare a Flee Charge Reaction (unless already Fleeing). Models that are Fearless are also immune to the effects of Fear. ()

Fly: Units composed entirely of models with Fly may use Flying Movement during Charge Moves, Failed Charge Moves, Advance Moves, and March Moves. When a unit uses Flying Movement, substitute its models' Advance Rate with the first value given in brackets (X), and their March Rate with the second value given in brackets (Y). A unit using Flying Movement ignores all Terrain Features and units during the Flying Movement. Note that:

• It must follow the Unit Spacing rule at the end of the move.
• It is affected by the Terrain Features from which it takes off and in which it lands.
• All modifiers to ground movement values also apply to a model's Fly values, unless specifically stated otherwise.
• When declaring a Charge with a unit with Fly, you must declare if the unit will not use Flying Movement for the Charge Move.
• A Failed Charge Move of a unit with Fly must use the type of movement (ground or Flying) that was chosen when the Charge was declared. If the unit would end its Failed Charge Move inside another unit's Unit Boundary or inside Impassable Terrain, backtrack the move to the unit's last legal position where it follows the Unit Spacing rule. ()

Fly (6", 12"): Units composed entirely of models with Fly may use Flying Movement during Charge Moves, Failed Charge Moves, Advance Moves, and March Moves. When a unit uses Flying Movement, substitute its models' Advance Rate with the first value given in brackets (X), and their March Rate with the second value given in brackets (Y). A unit using Flying Movement ignores all Terrain Features and units during the Flying Movement. Note that:

• It must follow the Unit Spacing rule at the end of the move.
• It is affected by the Terrain Features from which it takes off and in which it lands.
• All modifiers to ground movement values also apply to a model's Fly values, unless specifically stated otherwise.
• When declaring a Charge with a unit with Fly, you must declare if the unit will not use Flying Movement for the Charge Move.
• A Failed Charge Move of a unit with Fly must use the type of movement (ground or Flying) that was chosen when the Charge was declared. If the unit would end its Failed Charge Move inside another unit's Unit Boundary or inside Impassable Terrain, backtrack the move to the unit's last legal position where it follows the Unit Spacing rule. ()

Fortitude (6+): Fortitude is a Special Save. Fortitude Saves cannot be taken against attacks with Lethal Strike that rolled a natural 6+ to wound, or against attacks with Flaming Attacks. ()

Gates of the Netherworld: Whenever a model with Gates of the Nehterworld 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 may choose to treat all Terrain Features as Open Terrain for movement purposes, but must follow the Unit Spacing rule upon the completion of its moves. It can never end its move inside Impassable Terrain. If this would be the case, backtrack the move to the unit's last legal position (unless Fleeing, in which case the normal rules for "Flee Moves", page 50 apply).

In addition, the model automatically passes Dangerous Terrain Tests taken due to Terrain. ()

Hard Target (1): Shooting Attacks targeting a unit that has more than half of its models with Hard Target suffer a -1 to-hit modifier. This rule is cumulative, allowing an additional -1 to-hit modifier for each instance of Hard Target. ()

Harnessed: Model parts with Harnessed cannot make Supporting Attacks and cannot use Weapons. Shooting Weapons carried by model parts with Harnessed can be used by other model parts of the same model (as long as they do not have Harnessed or Inanimate). A model with with at least one model part with Harnessed is considered to be mounted. ()

Impact Hits (D6): 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 Restraints 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: 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 (and do not have Restraints or Inanimate). ()

Lethal Strike: An attack with Lethal Strike that wounds with a natural to-wound roll of '6' has its Armour Penetration set to 10 and ignores Fortitude saves. ()

Light Troops: A unit composed entirely of models with Light Troops applies the following rules for Advance Moves and March Moves:

• The unit may perform any number of Reforms, at any time during the move, and in any order. This does not prevent models with Light Troops from shooting this Player Turn.
• The unit can move backwards and sideways as if moving forwards (i.e. up to its Advance/March Rate), but cannot leave the board with any

part of its Unit Boundary.
• The unit cannot perform any Wheels.

In addition:
• Units composed entirely of models with Light Troops gain March and Shoot.
• Units with more than half of their models with Light Troops always count as having 0 Full Ranks.
• Infantry Characters gain Light Troops while joined to Infantry units of the same Height with Light Troops. ()

Lightning Reflexes: A Close Combat Attack with Lightning Reflexes gains a +1 to-hit modifier. Model parts with this Attack Attribute wielding Great Weapons do not gain this +1 to-hit modifier, but strike with the Great Weapon at the Initiative Step corresponding to their Agility instead of always striking at Initiative Step 0. ()

Magical Attacks: The Attack Attribute doesn't confer any additional effects. However, the Attack Attribute interacts with other rules, such as Aegis (X, against Magical Attacks). ()

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. ()

Multiple Wounds (2, Against Standard): 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. ()

Not a Leader: The model cannot be the General ()

Rally Around the Flag: All units within 12" of a friendly non-Fleeing model with Rally Around the Flag may reroll failed Discipline Tests. ()

Reanimated (1): The number in brackets determines the number of Health Points Raised with Arise! (Hereditary Spell) and The Dead Arise (Bound Spell). ()

Reanimated (2D6+4): The number in brackets determines the number of Health Points Raised with Arise! (Hereditary Spell) and The Dead Arise (Bound Spell). ()

Reanimated (D3+2): The number in brackets determines the number of Health Points Raised with Arise! (Hereditary Spell) and The Dead Arise (Bound Spell). ()

Reanimated (D3+4): The number in brackets determines the number of Health Points Raised with Arise! (Hereditary Spell) and The Dead Arise (Bound Spell). ()

Reanimated (D6+4): The number in brackets determines the number of Health Points Raised with Arise! (Hereditary Spell) and The Dead Arise (Bound Spell). ()

Scoring: Units with at least one model with Scoring are considered to be Scoring Units, which are used for winning Secondary Objectives. Every army needs 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 for the rest of the game.
• A unit that has performed a Post-Combat Reform loses Scoring until the start of the following Player Turn.
• A Vanguarding model loses Scoring until the end of Game Turn 1. ()

Skirmisher: The model can always use Shooting Attacks from any rank (models with Skirmisher are not limited to shooting from first and second rank).

Units with at least one R&F model with Skirmisher are formed into a skirmish formation. They are not placed in base contact with each other. Instead, models are placed with a 12.5 mm distance (roughly half an inch) between them. This gap is considered part of the unit for Cover purposes, and will have the same Height as the models in the unit. Other than this gap between models, units with Skirmisher follow the normal rules for forming units and therefore have a Front, two Flank, and a Rear Facing, can perform Supporting Attacks, and so on. Units in skirmish formation never block Line of Sight (remember that this also affects Cover as they can never contribute to Hard Cover).

Units in skirmish formation can only be joined by Characters that have both the same Type and the same Height as the unit. Unless a Character has the exact same base size as all R&F models in the unit, it is considered Mismatched for the purpose of placement within the unit. The unit ceases to be in skirmish formation when all R&F models with Skirmisher are removed as a casualty: immediately contract their skirmish formation into a normal formation, without moving the centre of the first rank. Nudge any unit as normal to maintain base contact if possible. ()

Storm of Wings: Enemy units in base contact with one or more models with Storm of Wings suffer -1 Offensive Skill and -1 Defensive Skill. ()

The Dead Arise: The model can cast the following Bound Spell with Power Level (4/8).
Range 12", Type: Ground, Duration: Instant.
Summon a unit listed in from the ones from the Awaken (X) Universal Rule of the Caster (declare which before casting) with as many Health Points as given by the Reanimated value of the unit. All models must be placed within the spell's Range, with at least one model on the target point. All upgrades except Command Group are allowed. The unit loses Scoring (if it had it) ()

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 perform 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 certain situations. Apply the modifiers in the following order:
1. If the unit contains at least one model with Stubborn, halve the number of lost Health Points, rounding fractions up.
2. If the unit is Steadfast, ignore any excess Health Point losses above 12.
3. If the unit receives Rally Around the Flag, reduce the number of lost Health Points by the unit's current Rank Bonus. Units without any Rank Bonus reduce the number of lost Health Points by 1 instead.
4. Apply all other modifiers (from Special Items, Model Rules, spells, etc.) afterwards. ()

Unliving Shield: Enemy models cannot allocate Close Combat Attacks towards a Necromancer as long as they can allocate attacks towards a model with Unliving Shield in the same unit as the Necromancer. This rule cannot be used if there are also models with Vampiric in the same unit. ()

Vampiric (1): At the end of each Melee Phase, check and resolve the following effects for all units and Characters with Vampiric:
• Characters: If at least one attack with Vampiric made by the Character caused an enemy to lose a Health Point, the Character can make a single Vampiric roll. If successful, the Character Recovers a single Health Point.
• Units: If at least one attack with Vampiric made by a R&F model in the unit caused an unsaved wound, 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. ()

Vampiric (6+): At the end of each Melee Phase, check and resolve the following effects for all units and Characters with Vampiric:
• Characters: If at least one attack with Vampiric made by the Character caused an enemy to lose a Health Point, the Character can make a single Vampiric roll. If successful, the Character Recovers a single Health Point.
• Units: If at least one attack with Vampiric made by a R&F model in the unit caused an unsaved wound, 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 Scouting units), models with Vanguard may perform a 12″ move. This move is performed as a combination of Advance Move and/or Reforms , as in the Movement Phase, including any actions and restrictions that normally apply to the unit (e.g. Wheeling , joining units, leaving units, and so on). The 12″ distance is used instead of the unit's Advance Rate and March Rate. In case a figure is stated in brackets, this distance is X″ instead. This move cannot be used to move within 12″ of enemy units. This is decreased to 6″ for enemy units that have either Scouted or Vanguarded.

If both players have units with Vanguard, alternate moving units one at a time, starting with the player that finished deploying last (note that this is an exception to the rules for Simultaneous Effects). A Combined Unit counts as a single unit for this purpose even if parts of the unit perform separate Vanguard moves (like two Characters Vanguarding out of a Combined Unit). Any game effects that would affect the Combined Unit (such as Banner Enchantments) remain in effect for all parts of the Combined Unit until all parts of the Combined Unit have finished their Vanguard move (even if a Character leaves the unit). Instead of moving a unit, a player may declare to not move any more Vanguarding units.

Units that have moved this way lose Scoring until the end of Game Turn 1 and may not declare Charges in the first Player Turn (if their side has the first turn). ()

War Platform: Unless selected as a mount for a Character, a model with War Platform gains Character with the following exceptions:
• It does not count towards the Characters Army Category (for Army List creation).
• It does not count as Character when Deploying Units (it may still be deployed inside units).
• 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, unless the War Platform is specifically mentioned in the Bodyguard rule.

The model can join units even if it has Towering Presence, and having Chariot does not prevent it from joining units without Chariot. Additionally, it does not prevent Characters without Chariot from joining a unit containing a model with War Platform and Chariot. When joined to a unit, it must always be placed in the centre of the first rank, possibly pushing back other models with Front Rank, and must keep its position in the centre of the first 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 the first rank, the model cannot join the unit. A War Platform with Mismatching Base can never join a unit, and only a single War Platform can be in the same unit unless specifically stated otherwise. ()

Wizard Adept: The Wizard gains Channel (1) and selects its spells as described in Spell Selection ()