



575 pts (23.01 %) Characters (40 Max) 703 pts (28.13 %) Core (25 Least) 841 pts (33.65 %) Special 380 pts (15.21 %) The Suffering (20 Max) 0 pts (0.00 %) Swift Death (30 Max)

**PRINCESS**

Vampire Courtier - Standard - Infantry - 20x20mm

405 POINTS

Global	Adv	Mar	Dis	Rea	Model Rules
	6"	12"	8	1	Undead ,Fear ,Autonomous ,Awaken (Zombies) ,Fearless
Defensive	HP	Def	Res	Arm	
	3	6	4	0	
Offensive	Att	Off	Str	Ap	Agi
Vampire Courtier	4	6	5	2	6 Vampiric (6+) ,

Options	General • The Dead Arise • Heavy Armour • Shield • Wizard Apprentice
Magic items	True Thirst • Ghostly Guard
	Eternal Duellist

**NECROMANCER #1**

Necromancer - Standard - Infantry - 20x20mm

170 POINTS

Global	Adv	Mar	Dis	Rea	Model Rules
	4"	8"	7	1	Wizard Apprentice ,Awaken (Zombies, Skeletons) ,Undead , Gates of the Netherworld ,Fearless ,Fearless
Defensive	HP	Def	Res	Arm	
	3	3	3	0	
Offensive	Att	Off	Str	Ap	Agi
Necromancer	1	3	3	0	3

Options	May take Light Armour • Evocation
Magic items	Crystal Ball

**SKELETONS #1**

Skeletons x24 - Standard - Infantry - 20x20mm

274 POINTS

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

Options	Spear • Champion • Musician • Standard Bearer
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**ZOMBIES #1**

Zombies x28 - Standard - Infantry - 20x20mm

155 POINTS

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

**DIRE WOLVES #1**

Dire Wolves x5 - Standard - Beast - 25x50mm

80 POINTS

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



DIRE WOLVES #2
 Dire Wolves **x5** - Standard - Beast - 25x50mm

80 POINTS

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



WRAITHS #1
 Wraiths **x10** - Standard - Infantry - 20x20mm

380 POINTS

Global	Adv 6"	Mar 12"	Dis 5	Rea 1	Model Rules Wizard Conclave ,Ashes to Ashes ,Ghostly form ,Undead ,Terror ,Light Troops , Fear ,Fearless
Defensive	HP 1	Def 3	Res 3	Arm 0	Aegis (5+ 3+ , against non-Magical Attacks) ,
Offensive	Att 1	Off 3	Str 3	Ap 10	Agi 2
Wraiths					Great Weapon Reaper ,



BARROW GUARD #1
 Barrow Guard **x19** - Standard - Infantry - 20x20mm

451 POINTS

Global	Adv 4"	Mar 8"	Dis 7	Rea D3+4	Model Rules Scoring ,Ashes to Ashes ,Bodyguard (General, Barrow King) , Undead ,Fearless
Defensive	HP 1	Def 3	Res 4	Arm 0	Heavy Armour
Offensive	Att 1	Off 3	Str 4	Ap 1	Agi 3
Barrow Guard					Magical Attacks ,Multiple Wounds (2, against Standard) ,Lethal Strike ,

Options	Shield • Champion • Musician • Standard Bearer
Magic banners	Black Standard of Zagvozd



SKELETONS #2
 Skeletons **x24** - Standard - Infantry - 20x20mm

274 POINTS

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

Options	Spear • Champion • Musician • Standard Bearer
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BARROW KNIGHTS #1
 Barrow Knights **x5** - Standard - Cavalry - 25x50mm

230 POINTS

Global	Adv 8"	Mar 16"	Dis 7	Rea D3+2	Model Rules Scoring ,Ashes to Ashes ,Undead ,Ghost Step ,Fearless
Defensive	HP 1	Def 3	Res 4	Arm 2	Heavy Armour ,Shield ,
Offensive	Att 1	Off 3	Str 4	Ap 1	Agi 3
Barrow Knights					Lance Magical Attacks ,Multiple Wounds (2, against Standard) ,Lethal Strike ,
Skeletal Steed	1	2	3	0	2
					Magical Attacks ,Harnessed ,

Options	Champion • Musician • Standard Bearer
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Magics

Racial Trait Spell

This spell has a second boosted version, which is shown in {bold in green within curly brackets}

This spell has a second Boosted version, which is shown in {bold in green within double curly brackets}.

Arise!

Effect

Casting: 4+ {8+} {11+}

Range: 18" {6" Aura} {12" Aura}

Type: Augment

Duration: Instant

When resolving the spell, choose one of the following effects for each target:

- 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.
- Models with Towering Presence cannot Recover more than 2 Health Points from this spell in a single Magic Phase.



Evocation

		Casting Range		Type	Duration	Effect
A	Evocation of Souls				Instant	If your Veil Token pool contains less than 3 Veil Tokens, you gain one Veil Token. No more than 1 Veil Token can be gained from this spell each Phase.
1	Spectral Blades	5+ {9+}	18"	Augment	Last one Turn	The target must reroll failed to-wound rolls with its Melee Attacks {and gains Lethal Strike}.
2	Whispers of the Veil	8+	24"	Hex	Last one Turn	The target suffers –1 Resilience. In addition, a unit with at least one model affected by the spell suffers –1 Discipline.
3	Hasten the Hour	7+ {10+}	24" {18"}	Hex, Damage, Direct	Instant	Choose 1 {up to 3 different} models in the target unit (which may be Characters or Champions). Each of them suffers 1 hit that wounds automatically with Armour Penetration 10 and Magical Attacks.
4	Ancestral Aid	6+ {7+}	12" {18"}	Augment	Last one Turn	The target must reroll failed to-hit rolls with its Close Combat Attacks.
5	Touch of the Reaper	7+ {9+}	24"	Hex, Missile, Damage, Focused, Direct	Instant	The target suffers D3 hits with Strength 10, Armour Penetration 10, and Magical Attacks. When rolling to wound with this attack, use the target's Discipline instead of the target's Resilience.
6	Danse Macabre	5+ {10+}	12" {9" Aura}	Augment	Instant	The target may perform a 8" {6"} Magical Move and gains Ghost Step during this move.

Magic items

Crystal Ball: After Spell Selection. (at the end of step 7 of the PreGame Sequence), mark a single enemy model in the opponent's Army List. All dispelling attempts of spells cast by that model gain a +1 to dispel modifier.

Ghostly Guard: Heavy Armour and Plate Armour enchantment.
The wearer gains +2 Armour against non-Magical Attacks.

True Thirst: Hand Weapon enchantment.

Attacks made with this weapon gain +1 Strength, +1 Armour Penetration, and become Magical Attacks, and Vampiric (3+). For each unsaved wound caused by this weapon during a Melee Phase, Raise 1 Health Point of R&F models in the wielder's unit at the end of the Melee Phase. The number of Raised Health Points in each phase cannot exceed the fixed component of the Reanimated value of the R&F models in the unit, disregarding any D3 or D6 parts (e.g. you can Raise 4 Zombies in a single phase).

Army singularities

Eternal Duellist: The Vampire must reroll natural to-hit and to-wound of '1' with its Close Combat Attacks. The Vampire must reroll natural Armour Save rolls of '1' against Melee Attacks.

Magic banners

Black Standard of Zagvozd: Close Combat Attacks made by R&F model parts without Harnessed in the bearer's unit gain +1 to hit. At the start of any Melee Phase, if the bearer's unit is unengaged, you may choose a friendly Standard Height Infantry or Barrow Knight unit within 6" of the bearer. Close Combat Attacks made by R&F model parts without Harnessed in that unit gain +1 to hit until the end of the Melee Phase.

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 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.

Aura of Undeath: Special Attack.

During its Shooting Phase, the model part can make Shooting Attack that targets all enemy units within 12" of the model (including those Engaged in Combat and outside Front Arc and/or Line of Sight).

This attack can be used even if the Altar is Engaged in Combat.

The targets suffer D6 hits with a Strength equal to the current Game Turn number and Armour Penetration 2.

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 in the Army List (or the size of the unit at the time of its creation).

Blood Ties: Certain unit entries in this Army Book include the term Blood Ties, followed by the name of a Bloodline in brackets.

If the army includes at least one Vampire Count or Vampire Courtier matching the Bloodline written in brackets in a unit entry, this unit gains access to the associated Blood Ties upgrade.

Brotherhood of the Dragon Bloodline: The Vampire cannot refuse Duels and must issue one whenever possible, unless another model does so first.

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.

Chilling Shriek: Special Attack.

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 with March and Shoot: Choose a target using the normal rules for Shooting Attacks. 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.

Extended Chassis: Universal Rule.

The Dark Coach changes its base size to 50x150mm and its Undead Mounts' Attack Value is set to 2.

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.

Ghostly form: R&F models with this rule can only be joined by Characters with Ghostly Form.

Great Monstrous Revenant: Universal Rule.

The Monstrous Revenant gains Devastating Charge (+1 Str, +1 AP) and changes its base size to 60x100mm.

Lamia Bloodline: Enemy units in base contact with one or more Lamia Vampires suffer -1 Agility, to a minimum of 1. If the Vampire is not equipped with Heavy Armour and/or Shield, it gains Distracting. Duels issued by the Vampire must be accepted if possible. Enemy model parts in a Duel with the Vampire suffer -1 Attack Value, to a minimum of 1.

Lash of Souls: Universal Rule.

The model can cast Pentagram of Pain (Occultism) as a Bound Spell with Power Level (4/8).

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.

Necromantic Aura: All friendly units within 6" of one or more models with Necromantic Aura reduce the number of Health Point losses caused by Ashes to Ashes and Unstable by 1.

No Rest for the Wicked: Universal Rule.

All R&F models in friendly units within 6" gain Fortitude (6+). Ghosts in friendly units within 6" gain Fortitude (4+) instead.

Additionally, all R&F models in friendly units from Core within 6" of one or more Cadaver Wagons gain Fortitude (+1, max 5+) during their first Round of Combat.

Reanimated: Some unit profiles contain the additional Characteristic Reanimated, shortened Rea, which determines the number of Health Points Raised with Arise! (Hereditary Spell) and The Dead Arise (Bound Spell).

Reaper: A unit consisting entirely of models of which at least one model part has Reaper ignores all other units when moving in the Movement Phase, 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.

Storm of Wings: Enemy units in base contact with one or more Bat Swarms suffer -1 Offensive Skill and -1 Defensive Skill, both to a minimum of 1.

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

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: 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.

Von Karnstein Bloodline:

Wail of Woe: A model with this Special Attack can use it as a Shooting Attack and as a Melee Attack.

- As a Shooting Attack with March and Shoot: choose a target using the normal rules for Shooting Attacks. The attack has Range 8" and inflicts D6+2 hits with Strength 4, Armour Penetration 1, and Magical Attacks.

- As a Melee Attack (normally in the Melee Phase): The attack is made at the model part's Initiative Step. Declare that you are using Wail of Woe when allocating attacks. If used, the model part cannot make Close Combat Attacks. Choose a single unit in base contact with the target. The target unit suffers D3+1 hits with Strength 4, Armour Penetration 1, and Magical Attacks.