

Fantasy Battles

The 9th Age

Vampire Covenant

Army Rules

Internal release: Version 0.99.0 Beta



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Fantasy Battles: The 9th Age is a community-made miniatures wargame.

All relevant rules, as well as feedback and suggestions, can be found/given here:

<http://www.the-ninth-age.com/>

Rules changes between versions are colour coded in **green**. See change log at end of document.

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Army Wide Rules

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.

~~Only models with this special rule may be chosen as the General of an Undead Army. Upon being chosen as General, a model is automatically designated as Master and must exchange one spell for Invocation of the Undead, regardless of which Path it uses.~~

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 an amount of wounds equal to the number by which the test was failed. No saves of any kind are allowed against these wounds. 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. This effect is reduced by one wound if the unit receives Hold Your Ground.

At the beginning of the next owning Player Turn following the death of the Master, a new Master may be selected. In order to do so, the player must nominate another eligible Character who is a Wizard using the Path of Necromancy. This Character is the new Master. If the army does not have any eligible Character, every unit with the Ashes to Ashes rule must once again pass a Leadership test or suffer wounds as described above. This effect will repeat itself at the start of each of the owning Player Turns until the game ends.

Wail of Woe

Special Attack. Model parts with this special rule can perform a Special Shooting Attack. It can be used after Marching, hits automatically and has the following profile: Range 8", Strength 4, Multiple Shots (D6+2), Magic 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 brackets. Units can however not be increased to a size more than twice their starting size using any effect that Raises Wounds. A unit's starting size is the size of unit as written in the Army List. Units can be increased even beyond the maximum size written in their unit entry using this rule.~~

Reaper

Units consisting solely of models with this special rule may move through friendly or enemy units during the Remaining Moves Sub-Phase. The unit may perform a Sweeping attack. The enemy suffers a hit for each model within the unit. These hit counts as though they were dealt in a close combat, i.e. using models Strength, Special Rules and weapon bonuses.

Vampiric (X)

Undead units with all 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 R&F 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 rolls a successful Vampiric Roll Recovers one Wound. A successful Vampiric Roll for R&F models Raises a single 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

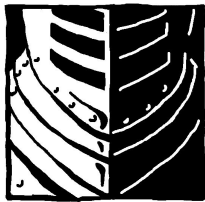
The Vampire Covenant army may choose to represent a single Vampiric Bloodline. All Vampire Counts and Vampire Courtiers in a Bloodline army must take the corresponding upgrade.

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, you gain access to the Blood Ties upgrade in that unit entry.



Brotherhood of the Dragon Bloodline (30 / 10 pts)

The Vampire gains +2 Weapon Skill and wears 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 it first.

Blood Ties: **Vampire Knights**

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

Every unsaved wound caused by the Vampire with normal attacks generates another attack at the same Initiative step. These do not generate further attacks.

Von Karnstein Bloodline (25 / 10 pts)

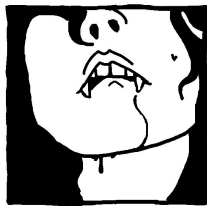
The presence of one or more Von Karnstein Vampires grants +1 to the Combat Score in any combat in which they are involved. Undead units joined by the Vampire may March as if they had the Vampiric special rule. If applicable, the range of Inspiring Presence or Hold Your Ground of the Vampire is increased by 6". The Vampire may reroll failed Vampiric rolls.



Blood Ties: **Dark Coach**

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

The Vampire can cast Thunderbolt (Path of Heavens) as a Bound Spell Power Level 4, and all units within 12" of the Vampire gain Hard Target. Once per game, the Vampire may grant Lightning Attacks and Lightning Reflexes to itself and to all R&F models in the same unit. This ability is activated at the start of any Close Combat Phase and lasts until the end of next turn.



Lamia Bloodline (40 / 25 pts)

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

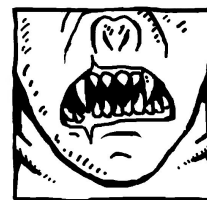
Blood Ties: **Court of the Damned**

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

All Rank-and-File models in any unit joined by the Vampire have Weapon Skill 5. At the start of each Close Combat Phase, if the Vampire is not Engaged in Combat itself, it can choose to grant this bonus **until end of the Close Combat Phase** to a single friendly unit within 6" instead.

Strigoi Bloodline (50 / 30 pts)

The Vampire's model has +1 Wound, Regeneration (5+) and Hatred. The Vampire cannot select any mount except for the 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: **Ghoul Lord** (65 pts)

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



Nosferatu Bloodline (120 / 60 pts)

The Vampire has -1 Attack, -2 Weapon Skill and may not be equipped with any Armour (excluding Mount's Protection and Innate Defence) or any 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 generates an additional spell and gains Awaken (Zombies, Skeletons). A Nosferatu Vampire may generate spells from more than one Path of Magic available to it. The player must write on the Army List which Paths the Vampire knows and how many spells are generated from each Path. If this is combined with the Pathmaster special rule, the Vampire must choose the number of spells from each Path in the Army List, and can then select spells freely within those.

Blood Ties: **Wraiths**

Ancient Blood Power: **Power of the Mind** (75 pts)

The Vampire always counts as having one less MDU when suffering a Miscast. Immediately after rolling Magic Flux in the controlling player's turn, the player may choose one of the Magic Flux dice and reroll it. 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 independent Army (i.e. without a Bloodline) all Blood Powers are One of a Kind. In a Bloodline army, only the Powers related to this Bloodline can be taken, but 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 gains Swiftstride and confers this special rule to any unit it joins, **except other Characters with the Vampiric special rule**. The Vampire gains Awaken (Zombies, Direwolves, Bat Swarms, Great Bats).

Refined Taste (25 pts)

The Vampire gains Vampiric (2+). **If the Vampire is riding a mount with Large Target it instead gains Vampiric (4+).**



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** (Path of Lust) as a Bound Spell, Power Level 4.



Independent or Strigoi

Curse of the Blood (70 pts)

The Vampire has 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 then their Regeneration Save is increased by 1 point to a maximum of 4+.

Beastial Revenant (55 pts)

Models on foot only. The Vampire changes his Troop Type to Monstrous Infantry and his base to 40x40mm. It gains +1 Wound, +1 Strength, Regeneration (5+) and Toughness 5. It is equipped with Paired Weapons and cannot be equipped with any other weapon (mundane or magical), take any mount and may not wear any kind of armour.



Independent or Nosferatu

Forbidden Path (20 pts)

Select a Battle Magic Path other than Path of Nature. The Vampire can generate spells from this Path in addition to those normally available to it.

Arcane Knowledge (25 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 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). Any excess wounds Raised can be used to Raise Wounds in the unit that the model is part of.

Magical Armour

Red Plate of Gilles de Raux (40 pts)

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

Talismans

Mantle of Night (40 pts) - models on foot only

Enemy models in base contact with the wearer and all models allocating Close Combat Attacks at the wearer do not gain Strength bonuses of the +X type conferred by mundane or Magical Weapons.

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 is immune to the effects of Lethal Strike and Multiple Wounds.

Enchanted Items

Tullius' Teeth (50pts)

The bearer and other R&F models in its unit have the Distracting special rule.

Arcane Items

Eye of Setesh (20 pts)

At the end of any Magic Phase, the player may save one unused Magic Dice and add it to the pool of Magic Dice in the next Magic Phase (immediately after rolling Magic Flux).

Unholy Tome (35 pts)

Bound Spell, Power Level 4. Contains the spell Danse Macabre from the Path of Necromancy.

Staff of Gerhard Black Tongue (50 pts)

An army containing this item may reroll failed Channelling attempts. Furthermore, when the bearer casts the 'Invocation of the Undead' spell the owning player may reroll the dice for Raising Wounds on all units affected.

Magical Standards

Banner of the Barrows Kings (25 pts)

Barrow Knights and Barrow Guard and Barrow Kings in this unit have +1 to hit in Close Combat.

Black Standard of Zagvozd (40 pts)

All models in the unit carrying this standard gain Ward Save (4+) against Shooting Attacks.

~~**Staff of the Vengeful Dead** (35 pts)~~

~~**Bow of Nepharet** (45 pts)~~

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

Vampiric Special Rules:

Undead, Vampiric (6+), Fear

Special Rules:

Awaken (Zombies), ~~Master of Undeath~~

Magic:

Level 1 Wizard Apprentice. Generates spells from the Path of Necromancy, Shadow or Death.

Options:

May become one of the following:

Level 2 Wizard Apprentice 25

Level 3 Wizard Master 90

May take Magical Items

up to 100

May take (one choice only):

a single Blood Power no pt limit

a single Ancient Blood Power* no pt limit

May take any of the following:

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 100

Court of the Damned (Lamia only) 200

Shrieking Horror (Strigoi only) 230

Zombie Dragon 270

*may only be taken if the army is from a single Bloodline



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

Undead Special Rules:

Undead

Special Rules:

Awaken (Zombies, Skeletons), ~~Master of Undeath~~

Magic:

Level 3 Wizard Master. Generates spells from the Path of Necromancy, Fire or Death.

Options:

May become a Level 4 Wizard Master

pts

30

May take Magical Items

up to 100

May take a mount (one choice only):

Skeletal Steed 20

Cadaver Wagon 80

Monstrous Revenant 100

HEROES



Vampire Courtier 80 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										May be the Battle Standard Bearer (not Strigoi) 25
<i>Special Rules:</i>										May become one of the following:
Awaken (Zombies), Master of Undeath										Level 1 Wizard Apprentice 40
										Level 2 Wizard Apprentice 65
<i>Magic:</i>										May take Magical Items up to 50
If upgraded to a Wizard, generates spells from the Path of Necromancy, Shadow or Death.										May take a single Blood Power no limit
										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 20
										Spectral Steed 55
										Monstrous Revenant 120



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										May become a Level 2 Wizard Apprentice 25
<i>Special Rules:</i>										May take Magic Items up to 50
Awaken (Zombies, Skeletons), Master of Undeath										May take a mount (one choice only):
										Skeletal Steed 20
										Cadaver Wagon 80
<i>Magic:</i>										
Level 1 Wizard Apprentice. 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

20

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 attacks to a model with this special rule cannot instead allocate attacks to any Necromancer or Necromancer Lords. 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
6	4	-	3	3	2	2	3	5
6	3	-	3	3	2	3	1	5

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

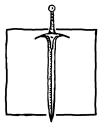
20

Banshee (30 pts)

Special Rules:

Wail of Woe

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

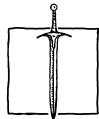
Undead Special Rules:

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):

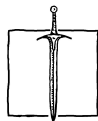
Replace Shield with Halberd	free
Spear	free

Undead Special Rules:

Undead, Ashes to Ashes

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)

May upgrade one model to each of the following:

Champion	10
Musician	10
Standard Bearer	10

- may become the Veteran Standard Bearer

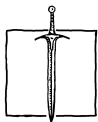
Special Rules:

Poisoned Attacks

Blood Ties (Strigoi) options:

May Gain Vanguard* 2 / model

*Strigoi Characters joined to this unit may also perform a Vanguard movement.



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
---	----	----	---	---	---	---	---	----	------------

9	3	-	3	3	1	3	1	3	D3+3	War Beast 25x50mm base
---	---	---	---	---	---	---	---	---	------	------------------------

Undead Special Rules:

Undead, Ashes to Ashes

Options:

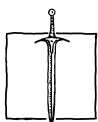
May upgrade one model to a Champion

pts

10

Special Rules:

Thunderous Charge, Vanguard



Bat Swarm 60 pts

2 models, may add up to 8 models 15 pts/model

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

1	3	-	2	2	4	3	4	3	D6+3	Swarm 40x40mm base
---	---	---	---	---	---	---	---	---	------	--------------------

Undead Special Rules:

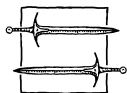
Undead, Ashes to Ashes

Special Rules:

Fly (6)

Storm of Wings: Enemy units in base contact with one or more Bat Swarms suffer a -1 penalty to their Weapon Skill, down to a minimum of 1.

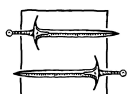
SPECIAL



Barrow Guard 60 pts

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

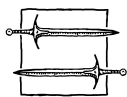
	M	WS	BS	S	T	W	I	A	Ld	Invocation		
	4	3	-	4	4	1	3	1	7	D3+3	Infantry	20x20mm base
<i>Armour:</i>										<i>Options:</i>	<i>pts</i>	
Heavy Armour										May take (one choice only):		
										Halberd	2 / model	
<i>Undead Special Rules:</i>										Great Weapon	3 / model	
Undead, Ashes to Ashes										Shield	1 / model	
										May upgrade one model to each of the following:		
<i>Special Rules:</i>										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 29 pts/model

	M	WS	BS	S	T	W	I	A	Ld	Invocation		
Rider	4	3	-	4	4	1	3	1	7	1D3+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 (Rider only),												
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
---	---	---	---	---	---	---	---	---	---	---------------------------------

Undead Special Rules:

Undead, Ashes to Ashes

Options:

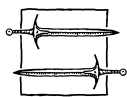
May upgrade one model to a Champion

pts

10

Special Rules:

Poisoned Attacks, Regeneration (5+), Fear



Vampire Spawn 115 pts

3 models, may add up to 5 models 40 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
---	---	---	---	---	---	---	---	---	---	---------------------------------

Vampiric Special Rules:

Undead, Vampiric (6+), Fear

Options:

May Skirmish (4 models or less)

May upgrade one model to a Champion

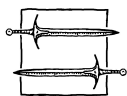
pts

3 / model

10

Special Rules:

Fly (9), Frenzy



Phantom Host 70 pts

2 models, may add up to 4 models 30 pts / model

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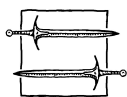
6	3	-	3	3	4	1	4	4	D3+3	Infantry 40x40mm base
---	---	---	---	---	---	---	---	---	------	-----------------------

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
---	----	----	---	---	---	---	---	----	------------

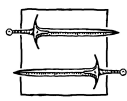
1	3	-	3	3	2	3	2	3	D3+3	War Beasts 40x40mm base
---	---	---	---	---	---	---	---	---	------	-------------------------

Undead Special Rules:

Undead, Ashes to Ashes

Special Rules:

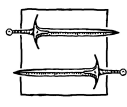
Skirmishers, Fly (10)



Varkolak 165 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	Options: May take one of the following:										
	Vampiric (3+)										10
<i>Special Rules:</i>	Stomp (D3+1)										20
Hatred, Regeneration (4+)	Fly (8)										30
	Vanguard										30



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	3	-	1	*	-		Chariot 50x100mm base
<i>Armour:</i>											<i>pts</i>
Mount's Protection (5+)	Options: May take Endless Horde										10
<i>Undead Special Rules:</i>	May take one of the following:										
Undead, Ashes to Ashes	Necromantic Aura										20
	Bone Pyre										15
<i>Special Rules:</i>	Bring Out Your Dead										20
Random Attacks (2D6) (Shambling Horde only), Regeneration (4+)											

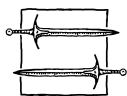
Cart: Despite being a Chariot, a Cadaver Wagon does not possess Swiftstride and may perform March moves.

Wake the Dead: Each time after an Augment spell from the Path of Necromancy (including the **Cheating Death**) is resolved against a unit with 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 follows the rules for a War Platform for the purpose of joining units of Zombies. The Cadaver Master may issue Challenges as if it was the Champion of any Zombie unit it joins. 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 all their Casting Attempts.

Bring Out Your Dead: Friendly Wizards Raise 2 additional Wounds for targets of Small Height and 1 additional Wound for targets of Medium Height when casting "Invocation of the Undead" within 6" of one or more Cadaver Wagons with this upgrade.



Court of the Damned 200 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	0	3	-	-	2	*	4		Chariot 50x100mm base

Weapons:

~~Throwing Weapons (Paramours only)~~

Armour:

Innate Defence (5+)

Vampiric Special Rules:

Undead, Vampiric (6+)

Special Rules:

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

Options:

Blood Ties (Lamia) options:

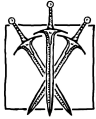
May take Blood Pool

pts

35

Blood Pool: Friendly Rank-and-File Infantry models of units within 6" of one or more model with Blood Pool gain +1 Weapon Skill. Enemy units within 6" of one or more models with Blood Pool gain -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	8	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

~~*May only add up to 1 model to the unit~~



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	2	Infantry 20x20mm base
[Ghost Steed]	8	2	0	3	3	1	2	1	3		[Cavalry 25x50 base]

Weapons:

Great Weapon

Undead Special Rules:

Undead, Ashes to Ashes

Special Rules:

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

Options:

May take Flaming Attacks (Wraith only)	2 / model
May ride Ghost Steeds	15 / model

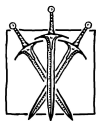
Blood Ties (Nosferatu) options:

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 models ride Ghost Steeds. Unit changes its type to Cavalry, base size to 25x50mm, loses the Skirmishers special rule and gains Mount's Protection (6+)



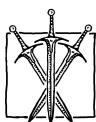
Winged Reapers 150 pts

2 models, may add up to 3 models 70 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
<i>Armour:</i>											<i>pts</i>
Innate Defence (5+)											10 / model
<i>Undead Special Rules:</i>											
Undead, Ashes to Ashes											5 / model
											12 / model
<i>Special Rules:</i>											
Fly (6), Lethal Strike, Fear, Necromantic Aura											20
											20

Undead Construct: Models with this special rule suffer one less wound from the Unstable and Ashes to Ashes special rules.

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



Shrieking Horror 230 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

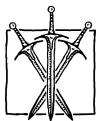
Undead Special Rules:
Undead, Ashes to Ashes

Special Rules:
Fly (8), Regeneration (6+)

Chilling Shriek: Models parts with this special rule have a Special Shooting Attack and a 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 has a Range of 8". This attack can be used even if the model Marched in the previous Movement Phase.
- As a Special Close Combat Attack (normally in the Close Combat Phase): If used, the attack is made at the model's Initiative and replaces the model part's normal non-Special Attacks. Choose a single unit in base contact with the target.

Regardless of whether it is used as a Shooting or Close Combat Attack, the Chilling Shriek causes an 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, compare the Strength with the target's Leadership instead of its Toughness.



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		
[Banshee (0)]	-	3	-	3	-	-	3	3	5		
Ghost Steeds	8	2	-	3	-	-	2	*	4		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+), Aura of Undeath

Options:

May take one of the following:

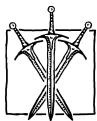
Banshee (1)	20
Dark Tome	20

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

Dark Tome: Friendly Wizards within 12" of at least one Altar of Undeath upgraded with a Dark Tome may add +2 to their Casting Attempts when using spells from the Path of Necromancy (to a maximum of +3). Friendly and enemy Wizards that suffer a miscast within 12" of an Altar of Undeath upgraded with a Dark Tome count as having two additional MDU for their casting roll, up to a maximum of 5.

Aura of Undeath: At the start of each of your Player Turns you may choose one of the effects listed below. In both cases, X is equal to the current Turn number.

- ❖ All friendly units within 6+X" gain Regeneration (6+), which lasts until the end of the following Player Turn. Place a counter next to the units affected to track which are affected by the Regeneration even after leaving the area of effect. If a unit already has Regeneration then it is increased by +1, up to maximum of 4+.
- ❖ All enemy units within 12" suffer D6 hits at Strength X.



Dark Coach 190 pts

single model

	M	WS	BS	S	T	W	I	A	Ld	Invocation
Wagon	-	-	-	5	6	4	-	-	-	1
Fell Wraith (1)	-	3	-	3	-	-	3	3	5	
[Awakened Vampire (0)]	-	6	-	5	-	-	6	4	8	
Undead Mounts (2)	8	3	-	4	-	-	2	1	-	
										Chariot 50x100mm base

Weapons:

Great Weapon (Wraith only)

Options:

May be upgraded to Baleful Dark Coach

pts

30

Armour:

Mount's Protection (5+), Heavy Armour

Blood Ties (Von Karnstein) options:

May gain Stubborn

30

Vampiric Special Rules:

Undead, Vampiric (4+)

Baleful Dark Coach: The model has +1 Wound and changes its base to a 50x150 base.

Special Rules:

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

Armour Piercing (6) (Fell Wraith only)

Soul Syphon: To resolve this rule the player must keep track of how many wounds **this model** has caused. At the end of each Close Combat Phase, compare this number with the chart below to determine the level of Soul Syphon that the model has reached. The Dark Coach gains the bonus corresponding to that level as well as the cumulative bonus of each level 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 Fell Wraith's Initiative) and Flaming Attacks.
7 - 9	<i>An ancient evil awakens!</i> The Dark Coach is now 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 becomes Ethereal. <i>Spooky.</i>

MOUNTS

The Mounts section is for Character mounts. Non-Character mounts follow the rules given under their respective entries.



Skeletal Steed

	M	WS	BS	S	T	W	I	A	Ld	
	8	2	-	3	3	1	2	1	3	War Beast 25x50mm base
<hr/>										
Armour:							Options:			pts
Mount's Protection (6+)							May take Mount's Protection (5+)			15
							May take one of the following upgrades:			
Undead Special Rules:							Mount's Protection (5+)			15
Undead							Fly (8) (only as a Vampire's Mount)			35
Special Rules:										
Ethereal										



Spectral Steed

	M	WS	BS	S	T	W	I	A	Ld	
	8	2	-	3	3	1	2	1	3	War Beast 25x50mm base
<i>Armour:</i>										
Mount's Protection (6+)										
<i>Undead Special Rules:</i>										
Undead										
<i>Special Rules:</i>										
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
<i>Undead Special Rules:</i>						<i>Options:</i>				
Undead						May take up to two of the following upgrades:				
						Poisoned Attacks 5				
						Ancient Revenant 10				
						Lethal Strike 10				
						Wail of Woe 30				
						Random Attacks (D6+2) 30				
						Fly (8) 40				

Ancient Revenant: The Monstrous Revenant has Thunderous Charge and changes its base to 60x100.



Shrieking Horror

M WS BS S T W I A Ld

6 4 - 5 6 6 2 4 4

Monster 100x150mm base

Undead Special Rules:

Undead

Special Rules:

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



Cadaver Wagon

M WS BS S T W I A Ld

Cadaver Wagon - - - 4 4 4 - - -

Shambling Horde 4 1 - 3 3 - 1 * -

Chariot 50x100mm base

Armour:

Mount's Protection (5+)

Options:

May take Endless Horde

pts

10

May take one of the following:

Bone Pyre

15

Bring Out Your Dead

20

Necromantic Aura

20

Undead Special Rules:

Undead

Special Rules:

Random Attacks (2D6) (Shambling Horde only),
Regeneration (4+), **Wake the Dead** (see **Special Choice**)

See Cadaver Wagon in the Special section for upgrade rules.

Cart: Despite being a Chariot, a Cadaver Wagon does not possess Swiftstride and may perform March moves.



Court of the Damned

	M	WS	BS	S	T	W	I	A	Ld	
Floating Court	-	-	-	5	5	5	-	-	-	
Paramours (2)	-	5	5	5	-	-	6	2	7	
Ghost Steeds (1)	8	2	0	3	-	-	2	*		Chariot 50x100mm base
<hr/>										
<i>Weapons:</i>							<i>Options:</i>			
Throwing Weapons (Paramours only)							Blood Ties (Lamia) options:			
							May take Blood Pool			
<i>Armour:</i>										
Innate Defence (5+)										
<i>Vampiric Special Rules:</i>										
Undead, Vampiric (6+)										
<i>Special Rules:</i>										
Large Target, Random Attacks (2D6) (Ghost Steeds only), Ethereal (Ghost Steeds only), Terror, Ward Save (4+)										

Blood Pool: Friendly Rank-and-File Infantry models of units within 6" of one or more model with Blood Pool gain +1 Weapon Skill. Enemy units within 6" of one or more models with Blood Pool gain -2 Initiative (up to a minimum of 1).



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
<hr/>										
<i>Armour:</i>							<i>Options:</i>			
Innate Defence (4+)							May be upgraded to Colossal Zombie Dragon			
<i>Special Rules:</i>										
Fly (7), Distracting, Breath Weapon (Strength 2) with Armour Piercing (6), Regeneration (6+)										

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

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	4	5	5	3	7	5	10
	Necromancer Lord	4	3	3	3	4	3	3	1	8
H	Vampire Courtier	6	5	4	5	4	2	6	4	8
	Necromancer	4	3	3	3	3	3	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 Warrior	4	2	2	3	3	1	2	1	4
	Ghoul	4	3	-	3	4	1	4	1	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	-	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:

Zombies	2D6+3	Ghoul Monstrosities	2
Skeleton Warriors	D6+3	Vampiric Monstrosities	2
Ghouls	D6+3	Angels of death	2
Barrow Guard	D3+3	Wraith Sentries	2
Ghost Horde	D3+3	Swarms:	
		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	6	5	3	5	4	2	5	2	6
	- 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	-	-	2	3	4

CHARIOTS

S	Cadaver Wagon	-	-	-	4	4	4	-	-	-
	- Cadaver Master (1)[0]	-	3	-	3	-	-	3	1	5
	- Shambling Horde	4	1	-	3	3	-	1	*	-
R	Altar of Undeath	-	-	-	5	5	5	-	-	-
	- Master	-	3	1	3	-	-	3	1	5
	- Banshee (0)	-	3	-	3	-	-	3	3	5
	- Ghost Steed (1)	8	2	-	3	-	-	2	*	-
	Dark Coach	-	-	-	5	6	4	-	-	-
	- Fell Wraith (1)	-	3	-	3	-	-	3	3	5
	- [Awakened Vampire (0)]	-	6	-	5	-	-	6	4	8
	- Undead Mount (2)	8	3	-	4	-	-	2	1	-
	Court of the Damned	-	-	-	5	5	5	-	-	-
	- Paramour (3)[2]	-	5	5	5	-	-	6	2	7
	- Ghost Steed (1)	8	2	-	3	-	-	2	*	4

(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
---	-----------	---	---	---	---	---	---	---	---	---

Beast:

Direwolves	D3+3
Great Bats	D3+3
Varkolak	1
Shrieking Horror	1

Cavalry:

Barrow Knights	1D3 +1
Vampire Knights	1

All Chariots: 1

CHANGE LOG

version 0.9.0 beta released

v0.9.1

Reaper
Strigoi Bloodline
Flying Terror points
Von Castelstein Bloodline
Nosferatu Bloodline
The Accursed Book
Nightshroud
Skeletons statline
Ghouls bloodline unit
Bat Swarm points
Wraith Sentries

v0.9.2

Royal Blood thin power
Ghoul's invocation value

v0.9.3

Skeletons, light armour (missing)
Barrow guard, lethal strike (missing)
Wraith, statline

v0.10.0

Leaders of the Undead (reworded)
Nightshroud (clarification)
Wraith Sentries, wizard conclave (typo)
Barrow king special rules (typo)
vampiric and hunger merged into one rule
Cadaver Wagon, Endless Horde
Vampire count and baron, lance cost
Infernal Tome:
Otherworldly Scream, (reworded to a special attack)
Acursed Book, points cost.
Skeletal Steed options costs
Bat Swarm profile
Vargbeast Cost
Ghouls Vanguard allowance to Strigoi
Vampire
Magic Banners for one core
Strigoi Regen
Hero Wraith mounting option
Blade of Red Thirst on Large Targets
Refined Taste on Large Targets
Cost on Bloody Hauberk
Reaper (clarification)
Otherworldly Scream (clarification)
Wraith Sentries, Wizard Conclave

v0.10.1

Cleaned up Quick Reference Sheet
Clarifications added on Von Karstein, Vampiric, Ashes to Ashes, Blade of Red Thirst and Wake the Dead

v0.10.2

Mantle of Night wording update

v0.11.0

Armywide special rules streamlined with UD
Curse of the Blood
wizard levels price
zombie dragon price
vampire spawn
phantom host
Fell Wraith
vampire knights unit size
barrow guard Ld
Wraith
Winged Reapers
Dark tome
mundane weapon cost streamlined
dragon, one of a kind
unbearable scrutiny
ghouls command option
Renamed Magic Items to Magical Items
Renamed Winds of Magic to Magic Flux
Renamed Blurry to Hard Target

v0.11.1

Barrow Knights
Dark Coach
Altar of Undead
Reaper rules clarification

v0.99.0

Master of Undeath
Chilling Shriek: redesign
Wail of Woe: new scream on Banshee
Awaken: max limit
Reaper: clarification
Vampire: redistribution
Bloodlines: Layout
Brotherhood of the Dragon: cost, clarification
Crimson Rage: clarification
Eternal Duelist: clarification
Strigoi: cost, clarification
Curse of the Blood: clarification
Bestial Revenant: New power, replaces Bat Form
Von Karstein: cost
Storm Caller: redesign
Hour of the Wolf: clarification
Refined Taste: redistribution
Lamia: redesign , clarification
Mesmerizing Gaze: Redesign
Nosferatu: Cost, clarification
Power of the Mind: new power
Arcane Knowledge: clarification, slight redesign
Blade of Red Thirst: redistribution
Eternal Ring: new item, replace Bow of Nepharet
Staff of Gerhard Black Tongue: new item, replaces Staff of Vengeful Death
Banner of the Barrows: slight redesign
Black Standard of Zagvozd: slight redesign
Vampire Count: cost of lvl3 wizard
Necromancer Lord: cost
Vampire Courtier: BSB limit
Barrow King: Weapon Skill
Unliving Shield: redesign
Banshee: Wail of Woe
Zombies: cost
Skeletons: cost
Ghouls: Initiative, cost
Dire Wolves: cost
Barrow Knights: cost, Invocation
Barrow Guard: cost
Ghosts: cost
Vampire Spawn: cost and size
Phantom Host: AP(1)
Varkolak: cost, slight redesign
Cadaver Wagon: cost, clarification
Court of the damned: moved to Special, redesign
Vampire Knights: cost and size
Wraiths: merged with Mounted Wraiths, redesign
Winged Reapers: cost, special rules
Shrieking Horror: cost
Dark Coach: cost, base size, upgrade, clarification
Monstrous Revenant: new options