

# Fantasy Battles

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

# Vampire Covenant

Army Rules  
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

## Invocation

Some unit's profile contains an additional characteristic: Risen, determining the number of Wounds Raised with Invocation of the Undead spell.

## 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), Magical Attacks.

## Awaken (X)

Models with this special rule are allowed to Raise Wounds above a unit's starting size ~~for all the unit types stated within 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, except if is considered a Special Close Combat Attack instead of a Special Shooting 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

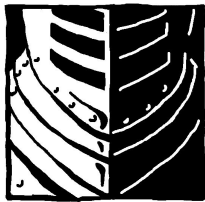
The Vampire Covenant army may choose to represent a single Vampiric Bloodline. All Vampire Counts and Vampire Courtiers in a Bloodline army must take the corresponding upgrade.

## 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.

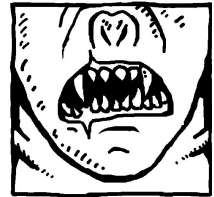
Blood Ties: **Court of the Damned**

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.

Blood Ties: **Wraiths**

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

Models on foot only. The Vampire changes his Troop Type to **Monstrous Infantry** and his base to 40x40mm. It gains **+1 Wound, +1 Strength, Regeneration (5+) and Toughness 5**. It is equipped with **Paired Weapons** and **cannot be equipped with any other weapon (mundane or magical), 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, Bound Spells and spells without Range are not affected.**

# Magical Items

## Magical Weapons

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

Type: Hand Weapon. The model gains Vampiric (3+). The model makes a Vampiric Roll for each unsaved wound caused by this weapon (instead of just one). Any excess wounds Raised can be used to Raise Wounds in Wielder's unit.

## Magical Armour

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

Type: Plate Armour. The wearer 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 the Black** (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 <del>(not Strigoi)</del> 25
<i>Special Rules:</i>										May become one of the following:
Awaken (Zombies), <del>Master of Undeath</del>										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
										<del>Spectral Steed</del> 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), <del>Master of Undeath</del>										May take a mount (one choice only):
										Skeletal Steed 20
										Cadaver Wagon 80
<i>Magic:</i>										
<b>Level 1 Wizard Apprentice.</b> Generates spells from the Path of Necromancy, Fire or Death.										



## Barrow King 80 pts

single model

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

Infantry 20x20mm base

### Armour:

Heavy Armour, Shield

### Options:

May be the Battle Standard Bearer

May take Magical Items

May take a weapon (one choice only):

Paired Weapons

Halberd

Lance

Great Weapon

May ride a Skeletal Steed

May gain Unliving Shield

pts

25

up to 50

3

4

6

6

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 Close Combat Attacks to a model with this special rule cannot instead allocate Close Combat 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

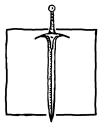
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### Banshee (30 pts)

#### 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

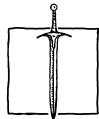
*Undead Special Rules:*

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):

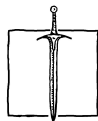
Replace Shield with Halberd	free
Spear	free

*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

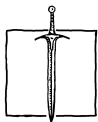
*Special Rules:*

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:*

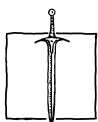
May upgrade one model to a Champion

*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
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1	3	-	2	2	4	3	4	3	D6+3	Swarm 40x40mm base
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*Undead Special Rules:*

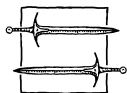
Undead, Ashes to Ashes

*Special Rules:*

Fly (6)

**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.

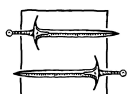
# SPECIAL



**Barrow Guard** 60 pts

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

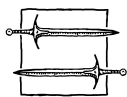
	M	WS	BS	S	T	W	I	A	Ld	Invocation		
	<b>4</b>	<b>3</b>	-	<b>4</b>	<b>4</b>	<b>1</b>	<b>3</b>	<b>1</b>	<b>7</b>	<b>D3+3</b>	Infantry	20x20mm base
<i>Armour:</i>										<i>Options:</i>	<i>pts</i>	
Heavy Armour										May take (one choice only):		
										Halberd	2 / model	
<i>Undead Special Rules: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



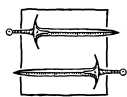
## Ghasts 100 pts

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
<i>Undead Special Rules:</i>						<i>Options:</i>				<i>pts</i>	
Undead, Ashes to Ashes						May upgrade one model to a Champion				10	

### *Special Rules:*

Poisoned Attacks, Regeneration (5+), Fear



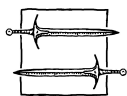
## Vampire Spawn 115 pts

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
<i>Vampiric Special Rules:</i>						<i>Options:</i>				<i>pts</i>	
Undead, Vampiric (6+), Fear						May Skirmish (4 models or less)				3 / model	
						May upgrade one model to a Champion				10	

### *Special Rules:*

Fly (9), Frenzy



## Phantom Host 70 pts

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

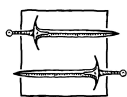
M	WS	BS	S	T	W	I	A	Ld	Invocation		
6	3	-	3	3	4	1	4	4	D3+3	Infantry	40x40mm base

### *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

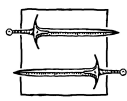
M	WS	BS	S	T	W	I	A	Ld	Invocation		
1	3	-	3	3	2	3	2	3	D3+3	War Beasts	40x40mm base

### *Undead Special Rules:*

Undead, Ashes to Ashes

### *Special Rules:*

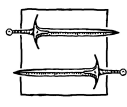
Skirmishers, Fly (10)



## 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+)											

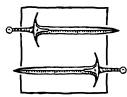
**Cart:** Despite being a Chariot, a Cadaver Wagon does not possess Swiftstride and may perform March moves.

**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 Unholy Dominion

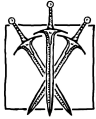
pts

35

**Unholy Dominion:** Friendly Rank-and-File Infantry models of units within 6" of one or more model with Unholy Dominion gain +1 Weapon Skill. Enemy units within 6" of one or more models with Unholy Dominion 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 25x50mm base]

### Weapons:

Great Weapon

### Undead Special Rules:

Undead, Ashes to Ashes

### Special Rules:

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

### Options:

May take Flaming Attacks (Wraith only)

May ride Ghost Steeds

pts

2 / model

15 / model

### Blood Ties (Nosferatu) options:

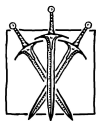
May upgrade one model to a Champion

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+)



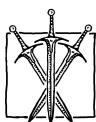
## Winged Reapers 150 pts

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											May take a weapon (one choice only):
											Paired Weapons 5 / model
											Halberd 12 / model
<i>Special Rules:</i>											May take (one choice only):
Fly (6), Lethal Strike, Fear, Necromantic Aura											Necromantic Aura 20
											Autonomous 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

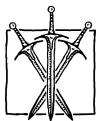
*Undead Special Rules:*  
Undead, Ashes to Ashes

*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 part'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:

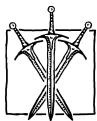
Banshee (1)	20
Dark Tome	20

**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 Extended Chassis

pts

30

### Armour:

Mount's Protection (5+), Heavy Armour

**Extended Chassis:** The model has +1 Wound and changes its base to a 50x150 base.

### Vampiric Special Rules:

Undead, Vampiric (4+)

### Blood Ties (Von Karnstein) options:

May gain Stubborn

30

### 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
							<del>May take one of the following upgrades:</del>			
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>				<i>pts</i>
Undead						May take up to two of the following upgrades:				
						Poisoned Attacks				5
						Great Monstrous Revenant				10
						Lethal Strike				10
						Wail of Woe				30
						Random Attacks (D6+2)				30
						Fly (8)				40

**Great Monstrous Revenant:** The Great Monstrous Revenant 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

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).

**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>				<i>pts</i>
Innate Defence (4+)						May be upgraded to Colossal Zombie Dragon				40
<hr/>										
<i>Special Rules:</i>						<b>Colossal Zombie Dragon:</b> The model gets +1 Weapon Skill, increases its Innate Defence to (3+) and changes its base size to 100x150mm.				
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	<b>Swarms:</b>	
		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
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### 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

## **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  
Ghasts: 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  
Skeletal steed split into two steed