

Fantasy Battles The 9th Age

Vampire Covenant - Beta v0.11.0

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A collaboration between ETC and Swedish Comp System

Fantasy Battles : The 9th Age is a community-made miniatures wargame. All relevant rules, as well as feedback and suggestions, can be found and given here :

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

Rules changes between versions are colour coded like this paragraph. See change log at end of document.

Layout designed with L^AT_EX.

ARMY SPECIAL RULES

Master of Undeath

Only models with this special rule can be chosen as General. The General is automatically designated as Master and must exchange one spell for Invocation of the Undeath, regardless of which Path it uses.

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 with no saves of any kind allowed equal to the amount by which the test was failed. These wounds are distributed following the rules for Unstable except they can never be distributed to models that do not have Ashes to Ashes. This is reduced by one wound if the unit received Hold your Ground.

At the beginning of your next Player's 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 your 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's turn until the game ends.

Chilling Shriek (X, Y)

Part of a model with this special rule may perform a shooting special attack with Range 8". It can be used after marching and hits automatically. The target suffers X hits with strength equal to Y plus the current number of Wounds of the shooting part of model, where X and Y are the number within the brackets. When rolling to wound, compare the Strength with the target's Leadership instead of Toughness. Wounds caused are Armour Piercing (6) and Magical Attacks. In the combat phase the model may replace its normal attacks to instead scream at one unit that it is in base contact with it.

Awaken (X)

Models with this special rule can Raise Wounds of all the units stated within the brackets above their starting size, using any effect with Raise Wounds. A unit's starting size is the size they are written as in the army list. Units can be increased even beyond the maximum size written in their unit entry using this rule.

Invocation (X)

Models with this special rule can heal wounds back with Invocation of the Undeath equal to the amount stated in brackets. A unit cannot be increased above its starting size unless affected by a caster with the Awaken special rule.

Reaper

Units consisting solely of models with this special rule may move through units during the Remaining Moves Sub-Phase. All Models in such units can make a single close combat attack against a single unengaged enemy unit which has been moved through. These attacks hit automatically and are distributed towards the unit as a whole.

Vampiric (X+)

Models with this special rule can make march moves as normal even when outside the range of the General's Inspiring Presence. They still have to test Leadership if they are within 8" of enemy units.

At the end of the close combat phase, units with this special rule can make a single Vampiric roll if a model part with this special rule caused at least one wound during the phase. Roll a D6 for each Vampiric roll. On the roll of X+ a single wound is Raised to the unit, where X is the number stated within the brackets (a '1' is always a failure). Characters must cause wounds and roll for Raised wounds separately from any unit they are joined to.

Wake the Dead

Each time after an Augment spell from Path of Necromancy (including the Curse of Undeath) is resolved against a unit containing at least one model with this rule, you may select a single unit within 6" of it. Until the end of the following player turn, all models in the chosen units have the Lightning Reflexes special rule.

Necromantic Aura

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

VAMPIRIC BLOODLINES

Vampire Counts and Vampire Courtiers may purchase unique upgrades called Blood Powers, separated in two categories called Bloodline Powers and Ancient Blood Powers. Vampires may also be upgraded to become part of a Bloodline, granting them additional bonuses and sometimes restrictions. The Vampire Counts and Vampire Courtiers of an army must either belong to the same Bloodline or none at all.

Bloodline Vampires

May only purchase powers that are specific to that Bloodline. Bloodline Powers may be picked by any Vampire and Ancient Blood Powers may only be taken by Vampire Counts. Bloodline Powers can be duplicated, Ancient Blood Powers are One of a kind.

Independent Vampires

A Vampire that is not part of a Bloodline may choose between non Ancient Blood Powers of all the Bloodlines. All Bloodline Powers are One of a kind.

Blood Ties (X)

Certain unit entries in this army book bear the mention 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 within the brackets, you gain access to the upgrade written in this rule on the unit entry.

Brotherhood of the Dragon Bloodline 35/25 pts

A Brotherhood of the Dragon Vampire gains +2 Weapon Skill and wears Plate Armour. He is restricted to purchasing only one additional Magic Level and may only use Path of Necromancy. A Brotherhood of the Dragon Vampire cannot refuse challenges and must issue one whenever possible, unless another **character** does it first.

Blood Ties: Vampire Knights.

Crimson Rage 65 pts

Ancient Blood Power. For each unsaved wound the Vampire causes in close combat, it immediately makes another close combat attack. These additional attacks cannot confer more attacks.

Perfect Warrior 35 pts

Bloodline Power. The Vampire has the Weapon Master and Lethal Strike special rules. It is equipped with an Additional Hand Weapon, a Halberd, a Great Weapon, a Lance and a Shield.

Eternal Duellist 30 pts

Bloodline Power. The Vampire may re-roll to hit and to wound rolls in challenges.

Strigoi Bloodline 50/40 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, can only purchase a single additional Magic Level and must use Path of Wilderness or Necromancy.

Blood Ties: Ghouls.

Ghoul Lord 65 pts

Ancient Blood Power. The Vampire gains the special rules Poisoned Attacks and Armour Piercing (1). All Ghouls in the same unit as the Vampire have Hatred and Armour Piercing (1).

Curse of the Blood 70 pts

Bloodline Power. The Vampire has Regeneration (5+). All Ghouls in the same unit as the Vampire and any mount ridden by the Vampire gains 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+.

Bat Form 65/40 pts

Bloodline Power. The Vampire gains the special rules Thunderous Charge and Fly (8).

Von Karnstein Bloodline 25/20 pts

The presence of one or more Von Karnstein Vampires grants +1 Combat Score. Undead units joined by the Vampire may march as if they had the Vampiric special rule. The range of Inspiring Presence and Hold your Ground of the Vampire is increased by 6". In addition, the Vampire may re-roll failed Vampiric rolls.

Blood Ties: Dark Coach.

Storm Caller 50 pts

Ancient Blood Power. All units within 12" of the Vampire gain **Hard Target**. Once per game the Vampire can grant Lightning Attacks and Armour Piercing (2) to itself and all models part of the same unit. This ability is activated at the start of a combat round and lasts until the end of the player turn.

Refined Taste 25 pts

Bloodline Power. The Vampire has the Vampiric (2+) special rule. If mounted on a Large Target it instead has Vampiric (4+).

Hour of the Wolf 20 pts

Bloodline Power. The Vampire gains the Awaken (Zombies, Dire Wolves, Bat Swarms, Great Bats) special rule. The Vampire gains Swiftstride and confers this special rule to any unit it joins.

Lamia Bloodline 35/25 pts

The Vampire has +2 Ballistic Skill, -1 Attack, Lightning Reflexes and Throwing Weapons. If the Vampire is not wearing any Armour it also has the Distracting special rule.

Blood Ties: Court of the Damned.

Commandment 50 pts

Ancient Blood Power. All Rank and File models in any unit joined by the Vampire have Weapon Skill 5. If the Vampire is not engaged in combat itself, it can instead, **at the start of the Close Combat Phase**, choose to grant this bonus to a single friendly unit within 6".

Mask of Innocence 25 pts

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

Mesmerizing Gaze 25 pts

Bloodline Power. Units charging at or fleeing from units containing at least one Vampire with this power roll an additional dice for their charge or flee move and discard the highest.

Nosferatu Bloodline 140/70 pts

The Vampire is a Level 4/2 Wizard, has -1 Attack, -2 Weapon Skill, cannot take any kind of Armour, generates an additional spell and has the Awaken (Zombies, Skeletons) special rule.

A Nosferatu Vampire may generate spells from more than one Path of Magic. Which Paths and how many spells from each Path will be generated has to be stated on the army list.

Blood Ties: Wraiths.

Unbearable Scrutiny 50 pts

Ancient Blood Power. At the start of each Magic Phase, the Player may nominate an enemy Wizard within 18'' of the Vampire and within Line of Sight. That Wizard cannot add his Magic Level ~~or use Aided Dispel~~ against spells cast by this Vampire during this phase.

Arcane Knowledge 25 pts

Bloodline Power. Non-vortex spells cast by the Vampire gain an additional 3'' range. Damage spells instead gain an additional 6''.

Forbidden Path 20 pts

Bloodline Power. 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.

MAGICAL ITEMS

Magical weapons

Bow of Nepharet 45 pts
This is a Bolt Thrower Artillery Weapon with the following profile:
Range 36'', Strength 6, Armour Piercing (1), Multiple Wounds (D3).

Blade of Red Thirst 40 pts
Vampires only. Type: Hand Weapon. The model gains Vampiric (5+) if mounted on a Large Target and Vampiric (3+) otherwise. The Model part makes a Vampiric roll for each unsaved wound cause by this weapon instead of just one. Any excess wounds Raised can be used to Raise Wounds on the unit that the model is part of.

Magical armour

Red Plate of Gilles de Raux 40 pts
Type : Plate Armour. Wearer has +1 Wound.

Talismans

Mantle of Night 40 pts
Models on foot only. Enemy models in base contact with 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.

Enchanted items

Tullius' Teeth 50 pts
Wearer and other R&F models in its unit have the Distracting special rule.

Arcane items

Unholy Tome 35 pts
Bound Spell, Power Level 4. Contains the spell Danse Macabre from Path of Necromancy.

Staff of the Vengeful Dead 35 pts
Bound Spell, Power Level 3. If cast successfully this item casts an Augment, Lasts one turn spell with range 6''. All Undead models in target unit gain +1 Attack.

Eye of Setesh 20 pts
At the end of any Magic Phase, the play 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**).

Magical banners

Black Standard of Zagvozd 75 pts
The unit carrying this banner has Bodyguard (Vampire Count, Vampire Courtier). Vampire Knights carrying this banner have the Stubborn special rule instead. All models in the unit carrying this banner also have Ward Save (4+) against all Ranged Attacks.

Banner of the Barrows Kings 50 pts
Barrow Knights, Barrow Guards and Barrow Kings in this unit have +1 to Hit in close combat.

LORDS

VAMPIRE COUNT

Single model



205 pts

M	WS	BS	S	T	W	I	A	Ld
6	7	5	5	5	3	7	5	10

Troop type
Infantry

Base size
20x20 mm

Vampiric special rules:

Fear, Undead, Vampiric (6+).

Special rules:

Awaken (Zombies), Master of Undeath.

Magic:

Level 1 Wizard **Apprentice**. Generate spells from Path of Necromancy, Shadows, or Death.

Mounts

Skeletal Steed.....	20 pts
Monstrous Revenant	100 pts
Court of the Damned (Lamia only)	190 pts
Shrieking Horror (Strigoi only).....	200 pts
Zombie Dragon	270 pts

Options

May become one of the following:

Level 2 Wizard **Apprentice** 25 pts

Level 3 Wizard **Master** 95 pts

May take Magical Items up to 100 pts

May choose a single Bloodline..... unlimited

May take a single Blood Power..... unlimited

May take a Shield..... 5 pts

May take armour (one choice only):

Light Armour..... 5 pts

Heavy Armour..... 10 pts

May take a weapon (one choice only):

Additional Hand Weapon..... 10 pts

Halberd..... 15 pts

Great Weapon..... 20 pts

Lance..... 20 pts

NECROMANCER LORD

Single model



175 pts

M	WS	BS	S	T	W	I	A	Ld
4	3	3	3	4	3	3	1	8

Troop type
Infantry

Base size
20x20 mm

Undead special rules:

Undead.

Special rules:

Awaken (Zombies, Skeletons), Master of Undeath.

Magic:

Level 3 Wizard **Master**. Generate spells from Path of Necromancy, Fire, or Death.

Mounts

Skeletal Steed..... 20 pts

Monstrous Revenant 100 pts

Cadaver Wagon..... 100 pts

Options

Level 4 Wizard **Master** 35 pts

May take Magical Items up to 100 pts

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

Troop type
Infantry

Base size
20x20 mm

Vampiric special rules:

Fear, Undead, Vampiric (6+).

Special rules:

Awaken (Zombies), Master of Undeath.

Mounts

Skeletal Steed.....20 pts
Monstrous Revenant 120 pts

Options

May be the Battle Standard Bearer (not if Strigoi)....25 pts

May become one of the following:

Level 1 Wizard **Apprentice** 40 pts

Level 2 Wizard **Apprentice** 65 pts

May take Magical Items up to 50 pts

May choose a single Bloodline..... unlimited

May take a single Blood Power..... unlimited

May take a Shield.....5 pts

May take armour (one choice only):

Light Armour 5 pts

Heavy Armour 10 pts

May take a weapon (one choice only):

Additional Hand Weapon..... 5 pts

Halberd 10 pts

Great Weapon 10 pts

Lance 15 pts

NECROMANCER



65 pts

Single model

M	WS	BS	S	T	W	I	A	Ld
4	3	3	3	3	2	3	1	7

Troop type
Infantry

Base size
20x20 mm

Undead special rules:

Undead.

Special rules:

Awaken (Zombies, Skeletons), Master of Undeath.

Magic:

Level 1 Wizard **Apprentice**. Generate spells from Path of Necromancy, Fire, or Death.

Mounts

Skeletal Steed.....20 pts

Cadaver Wagon.....100 pts

Options

Level 2 Wizard **Apprentice** 25 pts

May take Magical Items up to 50 pts

BARROW KING

Single model



80 pts

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

Troop type
Infantry

Base size
20x20 mm

Undead special rules:

Ashes to Ashes, Undead.

Special rules:

Lethal Strike, Magical Attacks, Multiple Wounds (2, Infantry, Cavalry, War Beasts), Not a Leader.

Equipment:

Heavy Armour, Shield.

Mounts

Skeletal Steed 20 pts

Options

May be the Battle Standard Bearer 25 pts

May take Magical Items up to 50 pts

May take a weapon (one choice only):

Additional Hand Weapon 3 pts

Halberd 4 pts

Lance 6 pts

Great Weapon 6 pts

May be upgraded to Unliving Shield 15 pts

Special rules

Unliving Shield: Close combat attacks allocated against a Necromancer or Necromancer Lord in base to base contact with a model with this special rule must instead be allocated at the model with this special rule if it passes a Weapon Skill test (determine for each attack separately). This ability cannot be used if the Necromancer, Necromancer Lord or the model with this special rule fights in a challenge. The Unliving Shield option may only be taken in armies without any character model with the Vampiric special rule.

FELL WRAITH

Single model



55 pts

M	WS	BS	S	T	W	I	A	Ld
6	3	-	3	3	2	2	3	5
6	3	-	3	3	2	3	1	5

Fell Wraith
Banshee

Troop type
Infantry

Base size
20x20 mm

Undead special rules:

Ashes to Ashes, Undead.

Special rules:

Ethereal, Not a Leader, Reaper, Terror.

Options

Must become one of the following:

Fell Wraith free

Banshee 30 pts

Fell Wraith

Special rules:

Armour Piercing (6).

Options

May take a Great Weapon 10 pts

May take a Magical Weapon up to 50 pts

Mounts

Skeletal Steed with Free Reform 20 pts

Banshee

Special rules:

Chilling Shriek (2, 8).

CORE UNITS

ZOMBIES

From 20 to 60 models



60 pts

3 pts/model

M	WS	BS	S	T	W	I	A	Ld	Invocation	Troop type	Base size
4	1	0	3	3	1	1	1	2	2D6+3	Infantry	20x20 mm

Undead special rules:
Ashes to Ashes, Undead.

Command Group

Standard Bearer	10 pts
Musician	10 pts

SKELETONS

From 10 to 60 models



40 pts

4 pts/model

M	WS	BS	S	T	W	I	A	Ld	Invocation	Troop type	Base size
4	2	2	3	3	1	2	1	6	1D6+3	Infantry	20x20 mm

Undead special rules:
Ashes to Ashes, Undead.

Equipment:
Light Armour.

Options

Spear	free
Shield	1 pts/model

Command Group

Champion	10 pts
Standard Bearer	10 pts
- May become Veteran Standard Bearer*	
Musician	10 pts

* A Veteran Standard Bearer in One of a Kind and may take a Magical Standard worth up to 25 pts.

GHOULS

From 10 to 40 models



90 pts

9 pts/model

M	WS	BS	S	T	W	I	A	Ld	Invocation	Troop type	Base size
4	3	-	3	4	1	3	2	6	1D6+3	Infantry	20x20 mm

Undead special rules:
Ashes to Ashes, Undead.

Special rules:
Poisoned Attacks.

Options

Skirmishers (15 models or less)	1 pts/model
Blood Ties (Strigoi):	
Vanguard*	2 pts/model

Command Group

Champion	10 pts
Standard Bearer	10 pts
- May become Veteran Standard Bearer	
Musician	10 pts

* Strigoi Vampires in the same unit can make a Vanguard movement with this unit.

DIRE WOLVES

From **5** to **15** models



40 pts

7 pts/model

M	WS	BS	S	T	W	I	A	Ld	Invocation	Troop type	Base size
9	3	0	3	3	1	3	1	3	1D3+3	War Beast	25x50 mm

Undead special rules:

Ashes to Ashes, Undead.

Special rules:

Thunderous Charge, Vanguard.

Command Group

Champion 10 pts

BAT SWARM

From **2** to **10** models



60 pts

15 pts/model

M	WS	BS	S	T	W	I	A	Ld	Invocation	Troop type	Base size
1	2	-	2	2	4	3	4	3	1D6+3	Swarm	40x40 mm

Undead special rules:

Ashes to Ashes, Undead.

Special rules:

Fly (6).

Special rules

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

SPECIAL UNITS

BARROW KNIGHTS

From 5 to 15 models



120 pts

24 pts/model

	M	WS	BS	S	T	W	I	A	Ld	Invocation	Troop type	Base size
Knight	4	3	-	4	4	1	3	1	7	2	Cavalry	25x50 mm
Steed	8	2	-	3	3	1	2	1	3			

Undead special rules:

Ashes to Ashes, Undead.

Special rules:

Ethereal (Steed only), Lethal Strike (Knight only), Magical Attacks, Multiple Wounds (2, Infantry, Cavalry, War Beasts).

Equipment:

Heavy Armour, Shield, Lance, Mount's Protection (5+).

Command Group

Champion	10 pts
Standard Bearer	10 pts
- May take a Magical banner.....	up to 50 pts
Musician	10 pts

BARROW GUARDS

From 10 to 40 models



100 pts

10 pts/model

	M	WS	BS	S	T	W	I	A	Ld	Invocation	Troop type	Base size
	4	3	-	4	4	1	3	1	7	1D3+3	Infantry	20x20 mm

Undead special rules:

Ashes to Ashes, Undead.

Special rules:

Bodyguard (General, Barrow King), Lethal Strike, Magical Attacks, Multiple Wounds (2, Infantry, Cavalry, War Beasts).

Equipment:

Heavy Armour.

Options

May take one of the following:

Halberd	2 pts/model
Great Weapon	2 pts/model
Shield	1 pts/model

Command Group

Champion	10 pts
Standard Bearer	10 pts
- May take a Magical banner.....	up to 50 pts
Musician	10 pts

GHASTS

From 3 to 10 models



110 pts

48 pts/model

	M	WS	BS	S	T	W	I	A	Ld	Invocation	Troop type	Base size
	6	3	-	4	5	3	2	3	5	2	Monstrous Infantry	40x40 mm

Undead special rules:

Ashes to Ashes, Undead.

Special rules:

Fear, Poisoned Attacks, Regeneration (5+).

Command Group

Champion	10 pts
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VAMPIRE SPAWN

From 3 to 6 models



117 pts

39 pts/model

M	WS	BS	S	T	W	I	A	Ld	Invocation	Troop type	Base size
6	4	-	5	4	3	4	3	8	2	Monstrous Infantry	40x40 mm

Vampiric special rules:

Fear, Undead, Vampiric (6+).

Special rules:

Fly (9), Frenzy.

Options

May upgrade to Skirmishers if no more than 3 models
3 pts/model

Command Group

Champion 10 pts

PHANTOM HOST

From 2 to 6 models



70 pts

30 pts/model

M	WS	BS	S	T	W	I	A	Ld	Invocation	Troop type	Base size
6	3	-	3	3	4	1	4	4	1D3+3	Infantry	40x40 mm

Undead special rules:

Ashes to Ashes, Undead.

Special rules:

Ethereal, Fear.

GREAT BATS

From 2 to 9 models



40 pts

14 pts/model

M	WS	BS	S	T	W	I	A	Ld	Invocation	Troop type	Base size
1	3	-	3	3	2	3	2	3	1D3+3	War Beast	40x40 mm

Undead special rules:

Ashes to Ashes, Undead.

Special rules:

Fly (10), Skirmishers.

VARKOLAK

Single model



165 pts

M	WS	BS	S	T	W	I	A	Ld	Invocation	Troop type	Base size
8	5	-	6	5	4	4	5	7	1	Monstrous Beast	50x50 mm

Vampiric special rules:

Fear, Undead, Vampiric (3+).

Special rules:

Hatred, Regeneration (4+).

Options

May take one of the following:

Vanguard 20 pts
Stomp (1D3+1) 20 pts
Fly (8) 40 pts

CADAVER WAGON

Single model



80 pts

	M	WS	BS	S	T	W	I	A	Ld	Invocation	Troop type	Base size
Cadaver Wagon	-	-	-	4	4	4	-	-	-	1	Chariot	50x100 mm
Cadaver Master	-	3	-	3	-	-	3	1	5			
Shambling Horde	4	1	-	3	3	-	1	*	-			

Undead special rules:

Ashes to Ashes, Undead.

Special rules:

Cart, Random Attacks (2D6) (Shambling Horde only), Regeneration (4+), Wake the Dead.

Equipment:

Mount's Protection (5+).

Options

Endless Horde 25 pts

May take one of the following:

Bone Pyre.....10 pts

Bring Out Your Dead.....15 pts

Necromantic Aura 20 pts

Special rules

Cart: The Cadaver Wagon may perform a March moves despite being a Chariot but does not possess the Swiftstride special rule.

Endless Horde: The Cadaver Wagon gains the War Platform special rule but may only join units of Zombies. The Cadaver Wagon may issue challenges as if it was the Champion of any Zombie unit it joins. If this upgrade is taken model changes its base to 60x100 mm.

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 to targets of Small height, or 1 additional wound to targets of Medium height, when casting Invocation of the Undead within 6" of one or more Cadaver Wagons with this upgrade.

RARE UNITS

VAMPIRE KNIGHTS

From 5 to 8 models



225 pts

45 pts/model

	M	WS	BS	S	T	W	I	A	Ld	Invocation	Troop type	Base size
Knight	4	5	3	5	4	2	5	2	8	2	Cavalry	25x50 mm
Undead Mount	8	3	0	4	3	1	2	1	3			

Vampiric special rules:

Fear, Undead, Vampiric (6+).

Equipment:

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

Options

Blood Ties (Brotherhood of the Dragon):

Plate Armour and Devastating Charge.....15 pts/model

Max. unit size is decreased to 6

Command Group

Champion..... 10 pts

Standard Bearer..... 10 pts

- May take a Magical banner..... up to 75 pts

Musician..... 10 pts

WRAITHS

From 3 to 8 models



90 pts

30 pts/model

	M	WS	BS	S	T	W	I	A	Ld	Invocation	Troop type	Base size
	6	3	-	3	3	2	2	2	5	2	Infantry	20x20 mm

Undead special rules:

Ashes to Ashes, Undead.

Special rules:

Armour Piercing (6), Bodyguard (Fell Wraith, Banshee), Ethereal, Reaper, Skirmishers, Terror.

Equipment:

Great Weapon.

Magic:

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

Command Group

Blood Ties (Nosferatu):

Champion..... 70 pts

MOUNTED WRAITHS

From 5 to 10 models



135 pts

35 pts/model

	M	WS	BS	S	T	W	I	A	Ld	Invocation	Troop type	Base size
Rider	6	3	-	3	3	1	2	1	5	2	Cavalry	25x50 mm
Steed	8	2	-	3	3	1	2	1	3			

Undead special rules:

Ashes to Ashes, Undead.

Special rules:

Armour Piercing (6) (Rider only), Ethereal, Flaming Attacks (Rider only), Free Reform, Reaper, Terror.

Equipment:

Great Weapon, Mount's Protection (6+).

Command Group

Champion..... 10 pts

WINGED REAPERS

From 2 to 5 models



160 pts

75 pts/model

M	WS	BS	S	T	W	I	A	Ld	Invocation	Troop type	Base size
6	5	3	5	5	4	4	3	10	2	Monstrous Infantry	50x75 mm

Undead special rules:

Ashes to Ashes, Undead.

Special rules:

Fly (6), Lethal Strike, Necromantic Aura, Terror, Undead Constructs.

Equipment:

Innate Defence (5+).

Options

Light Armour	10 pts/model
May take a weapon (one choice only):	
Additional Hand Weapon	5 pts/model
Halberd	10 pts/model

Special rules

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

ALTAR OF UNDEATH

Single model



200 pts

	M	WS	BS	S	T	W	I	A	Ld	Invocation	Troop type	Base size
Altar of Undeath	-	-	-	5	5	5	-	-	-	1	Chariot	50x100 mm
Master (1)	-	3	1	3	-	-	3	1	5			
Banshee (0)[1]	-	3	-	3	-	2	3	3	5			
Ghost Steeds (1)	8	3	-	3	-	-	2	*	4			

Undead special rules:

Ashes to Ashes, Undead.

Special rules:

Aura of Undeath, Chilling Shriek (2,8) (Banshee only), Ethereal (Ghost Steeds only), Large Target, Random Attacks (2D6) (Ghost Steeds only), Regeneration (4+), Terror.

Equipment:

Innate Defence (5+).

Options

May take one of the following:

Banshee (1)	20 pts
Dark Tome	20 pts

Special rules

Dark Tome: Friendly Wizards within 12" of at least one Altar of Undeath with Dark Tome may add +2 to all casting attempts from the Path of Necromancy (to a maximum of +3). Wizards that suffer a miscast within 12" of an Altar of Undeath with Dark Tome count as having used two additional power dices 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 following effects. 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 is 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 Regeneration (4+).
- All enemy units within 12" suffer 1D6 hits at Strength X.

SHRIEKING HORROR

Single model



200 pts

M	WS	BS	S	T	W	I	A	Ld	Invocation	Troop type	Base size
6	4	-	5	6	6	2	4	4	1	Monster	100x150 mm

Undead special rules:

Ashes to Ashes, Undead.

Special rules:

Chilling Shriek (6, 4), Fly (8), Regeneration (6+).

DARK COACH

Single model



190 pts

	M	WS	BS	S	T	W	I	A	Ld	Invocation	Troop type	Base size
Dark Coach	-	-	-	5	6	4	-	-	-	1	Chariot	50x100 mm
Fell Wraith (1)	-	3	-	3	-	-	3	3	5			
Awakened Vampire (*)	-	6	-	5	-	-	6	4	8			
Undead Mount (2)	8	3	-	4	-	-	2	1	-			

Vampiric special rules:

Undead, Vampiric (4+).

Special rules:

Scythes, Soul Syphon, Terror, Ward Save (4+).

Equipment:

Heavy Armour, Mount's Protection (5+), Great Weapon (Fell Wraith only).

Options

Blood Ties (Von Karnstein):

Stubborn 30 pts

Special rules

Soul Syphon: To resolve this rule the Player must keep track of how many wounds a Dark Coach has caused. At the end of each phase of close combat, 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 precedes 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 Beasts, Cavalry).
4 - 6	<i>The night is alight with unholy fire.</i> The Dark Coach gains Grinding Attacks (1D3) and Flaming Attacks.
7 - 9	<i>An ancient evil awakens!</i> The Dark Coach is now crewed by 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>

COURT OF THE DAMNED

Single model



190 pts

	M	WS	BS	S	T	W	I	A	Ld	Invocation	Troop type	Base size
Court of the Damned	-	-	-	5	5	5	-	-	-	1	Chariot	50x100 mm
Paramours (3)	-	5	5	5	-	-	6	2	7			
Ghost Steeds (1)	8	3	-	3	-	-	2	*	4			

Vampiric special rules:

Undead, Vampiric (6+).

Special rules:

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

Equipment:

Throwing Weapons (Paramours only), Innate Defence (5+).

Options

Blood Ties (Lamia):

Wake the Dead 25 pts

MOUNTS

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

SKELETAL STEED



Single model

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

Troop type
War Beast

Base size
25x50 mm

Undead special rules:
Undead.

Special rules:
Ethereal (Steed only).

Equipment:
Mount's Protection (6+).

Options

May take one of the following:

Mount's Protection (5+) 15 pts
Fly (8) (only as Vampire's Mount) 35 pts

MONSTROUS REVENANT



Single model

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

Troop type
Monstrous Beast

Base size
50x50 mm

Undead special rules:
Undead.

Special rules:
Fear, Large Target.

Options

May take up to two of the following:

Poisoned Attacks..... 5 pts
Lethal Strike..... 10 pts
Vampiric (5+) 15 pts
Random Attacks (D6+2) 30 pts
Fly (8) 40 pts

SHRIEKING HORROR



Single model

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

Troop type
Monstre

Base size
100x150 mm

Undead special rules:
Undead.

Special rules:
Chilling Shriek (6, 4), Fly (8), Regeneration (6+).

CADAVER WAGON

Single model



	M	WS	BS	S	T	W	I	A	Ld
Cadaver Wagon	-	-	-	4	4	4	-	-	-
Shambling Horde	4	1	-	3	3	-	1	*	-

Troop type

Chariot

Base size

50x100 mm

Undead special rules:

Undead.

Special rules:

Cart, Random Attacks (2D6) (Shambling Horde only), Regeneration (4+), Wake the Dead.

Equipment:

Mount's Protection (5+).

Options

Endless Horde	25 pts
May take one of the following:	
Bone Pyre.....	10 pts
Bring Out Your Dead.....	15 pts
Necromantic Aura	20 pts

Special rules

Cart: The Cadaver Wagon may perform a March moves despite being a Chariot but does not possess the Swiftstride special rule.

Endless Horde: The Cadaver Wagon gains the War Platform special rule but may only join units of Zombies. The Cadaver Wagon may issue challenges as if it was the Champion of any Zombie unit it joins. If this upgrade is taken model changes its base to 60x100 mm.

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 to targets of Small height, or 1 additional wound to 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

Single model



	M	WS	BS	S	T	W	I	A	Ld
Court of the Damned	-	-	-	5	5	5	-	-	-
Paramours (2)	-	5	5	5	-	-	6	2	7
Ghost Steeds (1)	8	3	-	3	-	-	2	*	4

Troop type

Chariot

Base size

50x100 mm

Vampiric special rules:

Undead, Vampiric (6+).

Special rules:

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

Equipment:

Throwing Weapons (Paramours only), Innate Defence (5+).

Options

Blood Ties (Lamia):

Wake the Dead 25 pts

ZOMBIE DRAGON (One of a kind)

Single model



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

Troop type

Monster

Base size

50x100 mm

Undead special rules:

Undead.

Special rules:

Breath Weapon (Strength 2, Armour Piercing (6)), Distracting, Fly (7), Regeneration (6+).

Equipment:

Innate Defence (4+).

Options

May be upgraded to Colossal Zombie Dragon..... 40 pts

Special rules

Colossal Zombie Dragon: The model gets +1 Weapon Skill, increasing the strength of its Innate Defence to (3+) and changing its base size to 100x150 mm.

QUICK REFERENCE SHEET

Characters	M	W	S	B	S	T	W	I	A	Ld
L Vampire Count	6	7	5	5	5	3	7	5	10	
L Necromancer Lord	4	3	3	3	4	3	3	1	8	
H Vampire Courtier	6	6	4	5	4	2	6	4	8	
H Necromancer	4	3	3	3	3	2	3	1	7	
H Barrow King	4	4	-	4	5	3	4	3	9	
H Fell Wraith										
- Fell Wraith	6	3	-	3	3	2	2	3	5	
- Banshee	6	3	-	3	3	2	3	1	5	

Infantry	M	W	S	B	S	T	W	I	A	Ld
C Zombies	4	1	0	3	3	1	1	1	2	
C Skeletons	4	2	2	3	3	1	2	1	6	
C Ghouls	4	3	-	3	4	1	3	2	6	
S Barrow Guards	4	3	-	4	4	1	3	1	7	
S Phantom Host	6	3	-	3	3	4	1	4	4	
R Wraiths	6	3	-	3	3	2	2	2	5	

Monstrous Infantry	M	W	S	B	S	T	W	I	A	Ld
S Ghosts	6	3	-	4	5	3	2	3	5	
S Vampire Spawn	6	4	-	5	4	3	4	3	8	
R Winged Reapers	6	5	3	5	5	4	4	3	10	

War Beasts	M	W	S	B	S	T	W	I	A	Ld
C Dire Wolves	9	3	0	3	3	1	3	1	3	
S Great Bats	1	3	-	3	3	2	3	2	3	
M Skeletal Steed	8	2	-	3	3	1	2	1	3	

Monstrous Beasts	M	W	S	B	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	

Cavalry	M	W	S	B	S	T	W	I	A	Ld
S Barrow Knights										
- Knight	4	3	-	4	4	1	3	1	7	
- Steed	8	2	-	3	3	1	2	1	3	
R Vampire Knights										
- Knight	4	5	3	5	4	2	5	2	8	
- Undead Mount	8	3	0	4	3	1	2	1	3	
R Mounted Wraiths										
- Rider	6	3	-	3	3	1	2	1	5	
- Steed	8	2	-	3	3	1	2	1	3	

Chariots	M	W	S	B	S	T	W	I	A	Ld
S Cadaver Wagon										
- Cadaver Wagon	-	-	-	4	4	4	-	-	-	
- Cadaver Master	-	3	-	3	-	-	3	1	5	
- Shambling Horde	4	1	-	3	3	-	1	*	-	
R Altar of Undeath										
- Altar of Undeath	-	-	-	5	5	5	-	-	-	
- Master (1)	-	3	1	3	-	-	3	1	5	
- Banshee (0)[1]	-	3	-	3	-	2	3	3	5	
- Ghost Steeds (1)	8	3	-	3	-	-	2	*	4	

Dark Coach	M	W	S	B	S	T	W	I	A	Ld
- Dark Coach	-	-	-	5	6	4	-	-	-	
- Fell Wraith (1)	-	3	-	3	-	-	3	3	5	
- Awakened Vampire (*)	-	6	-	5	-	-	6	4	8	
- Undead Mount (2)	8	3	-	4	-	-	2	1	-	
R Court of the Damned										
- Court of the Damned	-	-	-	5	5	5	-	-	-	
- Paramours (3)	-	5	5	5	-	-	6	2	7	
- Ghost Steeds (1)	8	3	-	3	-	-	2	*	4	

Cadaver Wagon	M	W	S	B	S	T	W	I	A	Ld
- Cadaver Wagon	-	-	-	4	4	4	-	-	-	
- Shambling Horde	4	1	-	3	3	-	1	*	-	
M Court of the Damned										
- Court of the Damned	-	-	-	5	5	5	-	-	-	
- Paramours (2)	-	5	5	5	-	-	6	2	7	
- Ghost Steeds (1)	8	3	-	3	-	-	2	*	4	

Monsters	M	W	S	B	S	T	W	I	A	Ld
R Shrieking Horror	6	4	-	5	6	6	2	4	4	
M Zombie Dragon (One of a kind)	6	4	-	6	6	6	2	5	4	

Swarms	M	W	S	B	S	T	W	I	A	Ld
C Bat Swarm	1	2	-	2	2	4	3	4	3	

Invocation

Infantry:		Monstrous Infantry:		Monstrous Beasts:		All Cavalry	2
Zombies	2D6+3	Ghosts	2	Varkolak	1	All Chariots	1
Skeletons	1D6+3	Vampire Spawn	2				
Ghouls	1D6+3	Winged Reapers	2	Monsters:			
Barrow Guards	1D3+3			Shrieking Horror	1		
Phantom Host	1D3+3	War Beasts:		Swarms:			
Wraiths	2	Dire Wolves	1D3+3	Bat Swarm	1D6+3		
		Great Bats	1D3+3				

CHANGE LOG

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

V0.10.2

- Mantle of Night wording update

V0.10.1

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

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

V0.9.3

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

V0.9.2

- Royal Blood thin power
- Ghoul's invocation value

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