

Fantasy Battles The 9th Age

Vampire Covenant - Beta v0.10.1

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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.

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 Undead, regardless of which Path it uses.

At the start of any of your player turns in which the army does not have a living Master you must nominate a character with this special rule and knowledge of at least one spell from the Path of Necromancy. If that character passes a Leadership test it immediately becomes the new Master.

Ashes to Ashes

At the end of the phase in which the General is killed, and each time a Leadership test is failed for gaining a new Master (or if there is no eligible character to take the test), all units with the majority of the models having this special rule must take a Leadership Test. If failed the unit suffers 1 wound for each point by which the test was failed with. These wounds are distributed following the rules for *Unstable* but can never be assigned to models without this special rule.

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 Undead 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 ~~enemy~~ 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

Units with this special rule and friendly units within range reduce the number of wounds caused by the *Ashes to Ashes* and *Unstable* special rules by 1. Units with this special rule has a range equal to 6". The Battle Standard Bearer automatically has this special rule but with the range of its *Hold your Ground* instead.

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 Vampire from the same Bloodline 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 gains the special rule *Regeneration (5+)*. If the Vampire already has *Regeneration* then its save is increased by 1 point to a maximum of 4+. All Ghouls in the same unit as the Vampire, and any mount ridden by the

Vampire, gains the special rules *Regeneration (6+)*. If they already have *Regeneration* then their 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 gains the *Blurry* special rule. 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 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.	

Magic items

Magic 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.

Magic armor

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
~~Models on foot only.~~ 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 player may save one unused Magic Dice and add it to the pool of Magic Dice in the next Magic Phase (immediately after rolling Winds of Magic).

Magic 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



200 pts

Profile	M	WS	BS	S	T	W	I	A	Ld	Troop type	Base size
	6	7	5	5	5	3	7	5	10	Infantry	20x20 mm

Unit size: 1

Vampiric special rules: *Fear*, *Undead*, *Vampiric (6)*.

Special rules: *Awaken (Zombies)*, *Master of Undeath*.

Magic: Level 1 Wizard. Generate spells from Path of Necromancy, Shadows, or Death.

Mounts

Skeletal Steed.....	20 pts
Monstrous Revenant	100 pts
<i>Court of the Damned (Lamia only)</i>	190 pts
<i>Shrieking Horror (Strigoi only)</i>	200 pts
Zombie Dragon	280 pts

Options

May choose a single Bloodline.....	unlimited
May take a single Blood Power.....	unlimited
May take Magic Items	up to 100 pts
May become one of the following:	
Level 2 Wizard.....	30 pts
Level 3 Wizard.....	75 pts
May take any of the following:	
Light Armour	5 pts
Heavy Armour	10 pts
Shield	5 pts
May take a weapon (one choice only):	
Additional Hand Weapon.....	5 pts
Halberd	10 pts
Great Weapon	15 pts
Lance	20 pts

NECROMANCER LORD



150 pts

Profile	M	WS	BS	S	T	W	I	A	Ld	Troop type	Base size
	4	3	3	3	4	3	3	1	8	Infantry	20x20 mm

Unit size: 1

Undead special rules: *Undead*.

Special rules: *Awaken (Zombies, Skeletons)*, *Master of Undeath*.

Magic: Level 3 Wizard. Generate spells from Path of Necromancy, Fire, or Death.

Mounts

Skeletal Steed.....	20 pts
Monstrous Revenant	100 pts
Cadaver Wagon.....	100 pts

Options

May take Magic Items	up to 100 pts
Level 4 Wizard	60 pts

HEROES

VAMPIRE COURTIER



80 pts

Profile	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

Unit size: 1

Vampiric special rules: *Fear*, *Undead*, *Vampiric (6)*.

Special rules: *Awaken (Zombies)*, *Master of Undeath*.

Magic: Generate spells from Path of Necromancy, Shadows, or Death.

Mounts

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

Options

May choose a single Bloodline.....	unlimited
May take a single Blood Power.....	unlimited
May take Magic Items	up to 50 pts
May be the Battle Standard Bearer (not if Strigoi)....	25 pts
May become one of the following:	
Level 1 Wizard.....	25 pts
Level 2 Wizard.....	55 pts
May take any of the following:	
Light Armour	5 pts
Heavy Armour	10 pts
Shield	5 pts
May take a weapon (one choice only):	
Additional Hand Weapon.....	5 pts
Halberd	5 pts
Great Weapon	10 pts
Lance	15 pts

NECROMANCER



60 pts

Profile	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

Unit size: 1

Undead special rules: *Undead*.

Special rules: *Awaken (Zombies, Skeletons)*, *Master of Undeath*.

Magic: Level 1 Wizard. Generate spells from Path of Necromancy, Fire, or Death.

Mounts

Skeletal Steed.....	20 pts
Cadaver Wagon.....	100 pts

Options

May take Magic Items	up to 50 pts
Level 2 Wizard	30 pts

BARROW KING



80 pts

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

Troop type	Base size
Infantry	20x20 mm

Unit size: 1

Undead special rules: *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 take Magic Items up to 50 pts

May be the Battle Standard Bearer 25 pts

May take a weapon (one choice only):

Additional Hand Weapon 5 pts

Halberd 5 pts

Lance 5 pts

Great Weapon 10 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



65 pts

Profile	M	WS	BS	S	T	W	I	A	Ld
<i>Fell Wraith</i>	6	3	-	3	3	2	2	3	5
Banshee	6	3	-	3	3	2	3	1	5

Troop type	Base size
Infantry	20x20 mm

Unit size: 1

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).

Equipment: Great Weapon.

Mounts

Skeletal Steed 20 pts

Banshee

Special rules: *Chilling Shriek* (2, 8).

CORE UNITS

ZOMBIES



60 pts

Profile	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

Unit size: 20

Undead special rules: *Ashes to Ashes, Undead.*

Options

Up to 40 additional models 3 pts/model

Command Group

Standard Bearer 10 pts
Musician 10 pts

SKELETONS



40 pts

Profile	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

Unit size: 10

Undead special rules: *Ashes to Ashes, Undead.*

Equipment: Light Armour.

Options

Up to 50 additional models 4 pts/model
Spear free
Shield 1 pts/model

Command Group

Champion 10 pts
Standard Bearer 10 pts
- May take a Veteran Magic banner up to 25 pts
Musician 10 pts

GHOULS



90 pts

Profile	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

Unit size: 10

Undead special rules: *Ashes to Ashes, Undead.*

Special rules: *Poisoned Attacks.*

Options

Up to 30 additional models 9 pts/model
Skirmishers (15 models or less) 1 pts/model
Blood Ties (Strigoi):
*Vanguard** 2 pts/model

Command Group

Champion 10 pts
Standard Bearer (unit with *Vanguard* only) 10 pts
- May take a Veteran Magic banner up to 25 pts
Musician (unit with *Vanguard* only) 10 pts

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

DIRE WOLVES



40 pts

Profile	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

Unit size: 5

Undead special rules: *Ashes to Ashes, Undead.*

Special rules: *Thunderous Charge, Vanguard.*

Options

Up to 10 additional models 7 pts/model

Command Group

Champion 10 pts

BAT SWARM



60 pts

Profile	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

Unit size: 2

Undead special rules: *Ashes to Ashes, Undead.*

Special rules: *Fly (6).*

Options

Up to 8 additional models 15 pts/model

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



120 pts

Profile	M	WS	BS	S	T	W	I	A	Ld	Invocation	Troop type	Base size
Knight	4	3	-	4	4	1	3	1	6	2	Cavalry	25x50 mm
Steed	8	2	-	3	3	1	2	1	3			

Unit size: 5

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+).

Options

Up to 10 additional models 24 pts/model

Command Group

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

BARROW GUARDS



100 pts

Profile	M	WS	BS	S	T	W	I	A	Ld	Invocation	Troop type	Base size
	4	3	-	4	4	1	3	1	8	1D3+3	Infantry	20x20 mm

Unit size: 10

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

Up to 30 additional models 10 pts/model
 Shield 1 pts/model
 May take a weapon (one choice only):
 Halberd 2 pts/model
 Great Weapon 2 pts/model

Command Group

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

GHASTS



110 pts

Profile	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

Unit size: 3

Undead special rules: *Ashes to Ashes, Undead.*

Special rules: *Fear*, *Poisoned Attacks*, *Regeneration* (5+).

Options

Up to 7 additional models 48 pts/model

Command Group

Champion 10 pts

VAMPIRE SPAWN



126 pts

Profile	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

Unit size: 3

Vampiric special rules: *Fear*, *Undead*, *Vampiric* (6).

Special rules: *Fly* (9), *Frenzy*, *Skirmishers*.

Options

Up to 5 additional models 42 pts/model

Command Group

Champion 10 pts

PHANTOM HOST



70 pts

Profile	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

Unit size: 2

Undead special rules: *Ashes to Ashes*, *Undead*.

Special rules: *Ethereal*, *Fear*.

Options

Up to 4 additional models 35 pts/model

GREAT BATS



40 pts

Profile	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

Unit size: 2

Undead special rules: *Ashes to Ashes*, *Undead*.

Special rules: *Fly* (10), *Skirmishers*.

Options

Up to 7 additional models 14 pts/model

VARKOLAK



165 pts

Profile	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

Unit size: 1

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



80 pts

Profile	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	*	-			

Unit size: 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



225 pts

Profile	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			

Unit size: 5

Vampiric special rules: *Fear*, *Undead*, *Vampiric (6)*.

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

Options

Up to 5 additional models 45 pts/model

Blood Ties (*Brotherhood of the Dragon*):

Plate Armour and *Devastating Charge* 15 pts/model

Command Group

Champion 10 pts

Standard Bearer 10 pts

- May take a Magic banner up to 75 pts

Musician 10 pts

WRAITHS



150 pts

Profile	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

Unit size: 5

Undead special rules: *Ashes to Ashes*, *Undead*.

Special rules: *Armour Piercing (6)*, *Bodyguard (Fell Wraith, Banshee)*, *Ethereal*, *Reaper*, *Skirmishers*, *Terror*, *Wizard Conclave (Level 2, Touch of the Reaper (Path of Death), Shadow Miasma (Path of Shadows))*.

Equipment: Great Weapon.

Options

Up to 3 additional models 30 pts/model

Command Group

Blood Ties (*Nosferatu*):

Champion 70 pts

MOUNTED WRAITHS



150 pts

Profile	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			

Unit size: 5

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+).

Options

Up to 5 additional models 30 pts/model

Command Group

Champion 10 pts

WINGED REAPERS



150 pts

Profile	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

Unit size: 2

Undead special rules: *Ashes to Ashes*, *Undead*.

Special rules: *Fly* (6), *Lethal Strike*, *Necromantic Aura*, *Terror*, *Undead Constructs*.

Equipment: Innate Defence (5+).

Options

Up to 3 additional models	75 pts/model
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



200 pts

Profile	M	WS	BS	S	T	W	I	A	Ld	Invocation	Troop type	Base size
<i>Altar of Undeath</i>	-	-	-	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			

Unit size: 1

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
<i>Dark Tome</i>	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. Wizards that suffer a miscast within 12" of a *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



200 pts

Profile	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

Unit size: 1

Undead special rules: *Ashes to Ashes*, *Undead*.

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

DARK COACH



190 pts

Profile	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	-			

Unit size: 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

The air shimmers with killing intent. The Dark Coach gains *Lethal Strike* and *Multiple Wounds* (2, *Infantry*, *War Beasts*, *Cavalry*).

4 - 6

The night is alight with unholy fire. The Dark Coach gains *Grinding Attacks* (1D3) and *Flaming Attacks*.

7 - 9

An ancient evil awakens! The Dark Coach is now crewed by Awakened Vampire (1) which possesses *Vampiric* (2).

10 - 12

A dark wind courses through the night and a menacing shape takes to the sky. The Dark Coach gains *Fly* (8).

13+

The Dark Coach becomes *Ethereal*. *Spooky*.

COURT OF THE DAMNED



190 pts

Profile	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			

Unit size: 1

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



– pts

Profile	M	WS	BS	S	T	W	I	A	Ld	Troop type	Base size
	8	2	-	3	3	1	2	1	3	War Beast	25x50 mm

Unit size: 1

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



– pts

Profile	M	WS	BS	S	T	W	I	A	Ld	Troop type	Base size
	6	4	-	5	5	4	2	4	4	Monstrous Beast	50x50 mm

Unit size: 1

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



– pts

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

Unit size: 1

Undead special rules: *Undead*.

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

CADAVER WAGON



80 pts

Profile	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

Unit size: 1

Undead special rules: *Undead*.

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

Equipment: Mount's Protection (5+).

Options

<i>Endless Horde</i>	25 pts
May take one of the following:	
<i>Bone Pyre</i>	10 pts
<i>Bring Out Your Dead</i>	15 pts
<i>Necromantic Aura</i>	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



190 pts

Profile	M	WS	BS	S	T	W	I	A	Ld
<i>Court of the Damned</i>	-	-	-	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

Unit size: 1

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

<i>Blood Ties (Lamia):</i>	
<i>Wake the Dead</i>	25 pts

ZOMBIE DRAGON



- pts

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

Troop type

Monster

Base size

50x100 mm

Unit size: 1

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 <i>Colossal Zombie Dragon</i>	40 pts
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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

CHANGE LOG

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

V0.10.0

- 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)
- Accursed 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