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.

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.

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.

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+.

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.

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.

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 NosferatuVampire 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.

Arcane Knowledge	Magia itama
Bloodline Power. Non-vortex spells cast by the Vampire gain an additional 3" range. Damage spells instead gain an additional 6".	Magic items Magic weapons
Forbidden Path	Bow of Nepharet
	Blade of Red Thirst
	Magic armor
	Red Plate of Gilles de Raux
	Talismans
	Mantle of Night
	Enchanted items
	Tullius' Teeth
	Arcane items
	Unholy Tome
	Staff of the Vengeful Dead
	Eye of Setesh
	Magic banners
	Black Standard of Zagvozd
	Banner of the Barrows Kings

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 $20x20\ \mathrm{mm}$

Unit size: 1

 ${\bf Vampiric\ special\ rules:}\ \textit{Fear},\ \textit{Undead},\ \textit{Vampiric}\ (6).$

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

Magic: Level 1 Wizard. Generate spells from Path of Necro-

mancy, Shadows, or Death.

— Mounts —	$\overline{}$
Skeletal Steed	$20 \mathrm{~pts}$
Monstrous Revenant	00 pts
Court of the Damned (Lamia only)19	00 pts
Shrieking Horror (Strigoi only)20	00 pts
Zombie Dragon	$30 ext{ pts}$

— Options —
•
May choose a single Bloodlineunlimited
May take a single Blood Powerunlimited
May take Magic Items up to 100 pts
May become one of the following:
Level 2 Wizard
Level 3 Wizard
May take any of the following:
Light Armour
Heavy Armour
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.

 ${\bf Special \ rules:} \ {\it Awaken \ (Zombies, \ Skeletons), \ Master \ of \ Un-$

death.

 ${\bf Magic:}\ {\bf Level}\ 3$ Wizard. Generate spells from Path of Necromancy, Fire, or Death.

- Mounts

Skeletal Steed20 ptsMonstrous Revenant100 ptsCadaver Wagon100 pts

– Options –

HEROES

VAMPIRE COURTIER



- Options -

 $80 \mathrm{\ pts}$

Profile M WS BS S T W I A Ld Troop type Base size $6 \ 6 \ 4 \ 5 \ 4 \ 2 \ 6 \ 4 \ 8$ Infantry $20x20 \ \mathrm{mm}$

Unit size: 1

 ${\bf Vampiric\ special\ rules:}\ \textit{Fear},\ \textit{Undead},\ \textit{Vampiric}\ (6).$

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

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

 Mounts
 20 pts

 Skeletal Steed
 120 pts

 Monstrous Revenant
 120 pts

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



 $60~\mathrm{pts}$

Unit size: 1

 ${\bf Undead\ special\ rules:}\ {\it Undead.}$

 ${\bf Special \ rules:} \ {\it Awaken \ (Zombies, \ Skeletons), \ Master \ of \ Un-$

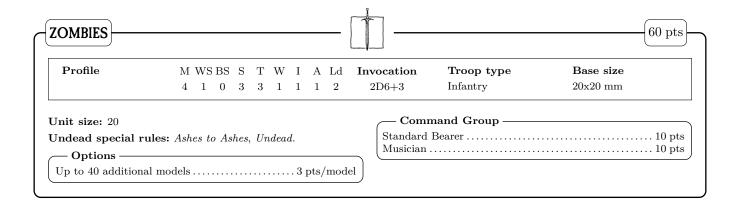
death.

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

– Mounts -

– Options –

CORE UNITS



SPECIAL UNITS

BARROW KNIGHTS



 $120~\mathrm{pts}$

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 Reasts)

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

– Options –

— Command Group -

1	•
ı	Champion
ı	Standard Bearer
ı	- May take a Magic banner up to 50 pts
	- May take a Magic banner up to 50 pts Musician

RARE UNITS

VAMPIRE KNIGHTS



225 pts

Profile	M	WS B	s s	Т	W	Ι	A	Ld	Invocation	Troop type	Base size
Knight	4	5 3	5	4	2	5	2	8	2	Cavalry	25x50 mm
Steed	8	3 0	4	3	1	2	1	3			

Unit size: 5

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

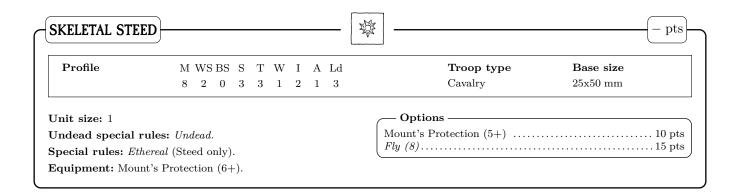
Equipment: Lance, Heavy Armour, Shield, Mount's Protection (6+), Barding.

	Ontions	
_	Options	

Up to 5 additional models	
Plate Armour and Devastating	Charge (Blood Tie (Brother-
hood of the Dragon) only)	$15~\mathrm{pts/model}$

	Command Group
	Champion
	Standard Bearer
	- May take a Magic banner up to 75 pts
Į	Musician

MOUNTS



QUICK REFERENCE SHEET

CHANGE LOG