Fantasy Battles The 9th Age

Vampire Covenant - Beta v0.10.1

Layout version 0.2 December 20, 2015



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	Magic items
an additional 5 range. Damage spens instead gain an additional $6''$.	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



 $200 \mathrm{\ pts}$

Profile $\label{eq:mwsbs} \mathbf{M} \ \mathbf{WS} \ \mathbf{BS} \ \ \mathbf{S} \quad \mathbf{T} \quad \mathbf{W} \quad \mathbf{I} \quad \mathbf{A} \quad \mathbf{Ld}$ 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+). ${\bf Special\ rules:}\ Awaken\ (Zombies),\ Master\ of\ Undeath.$

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

-	Mounts	_

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

- C	ptions	-
av	choose	a.

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 Armour5 pts
Heavy Armour
Shield
May take a weapon (one choice only):
Additional Hand Weapon
Halberd
Great Weapon
Lance

NECROMANCER LORD



 $150~\mathrm{pts}$

Profile	M	WS	$_{ m BS}$	$_{\rm S}$	\mathbf{T}	W	I	A	Ld	Troop type	Base size
	4	3	3	3	4	3	3	1	8	Infantry	20x20 mm

Unit size: 1

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

Special rules: Awaken (Zombies, Skeletons), Master of Un-

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

- Mounts -

Skeletal Steed	. 20 pts
Monstrous Revenant	$100 \mathrm{~pts}$
Cadaver Wagon	$100 \mathrm{~pts}$

Options -

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

HEROES

VAMPIRE COURTIER



80 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

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	
Monstrous Revenant	

Coptions —
May choose a single Bloodlineunlimited
May take a single Blood Powerunlimited
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
Level 2 Wizard
May take any of the following:
Light Armour 5 pts
Heavy Armour
Shield
May take a weapon (one choice only):
Additional Hand Weapon
Halberd
Great Weapon
Lance

NECROMANCER



 $60~\mathrm{pts}$

Unit size: 1

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

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

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

- Mounts

 $\begin{array}{ccc} \text{Skeletal Steed} & & 20 \text{ pts} \\ \text{Cadaver Wagon} & & 100 \text{ pts} \\ \end{array}$

- Options -

BARROW KING



80 pts

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.

Options

- 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



 $65 \mathrm{~pts}$

Profile M WS BS S Т W Ι A Ld Troop type Base size Fell Wraith 2 2 20x20 mm3 3 3 3 Infantry Banshee 6 3 3 3 2 3 1

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

Special rules: Armour Piercing (6).

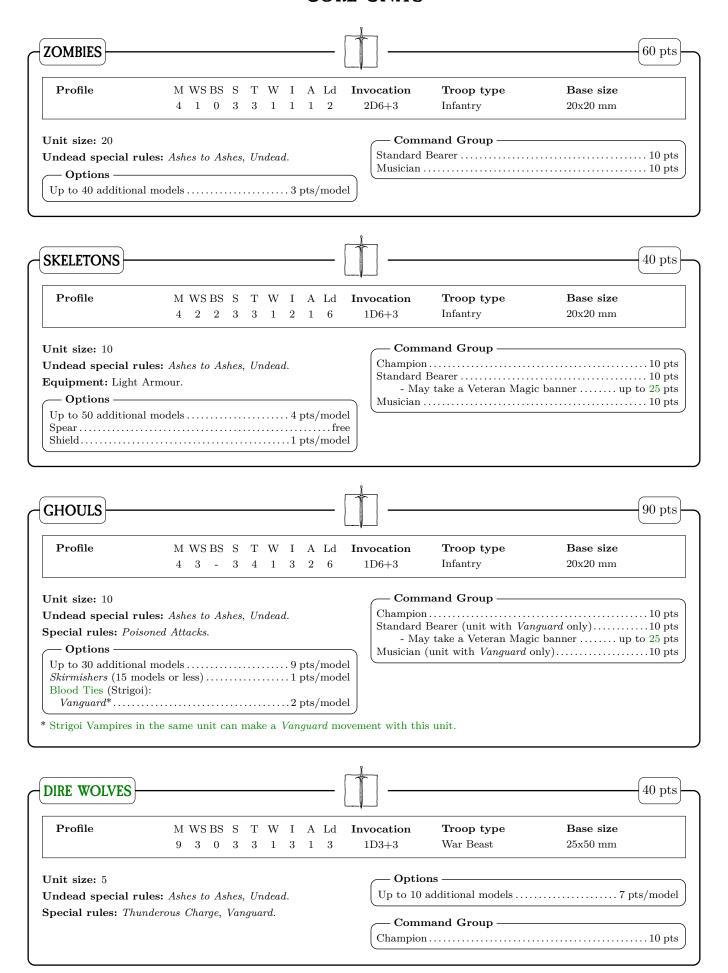
Equipment: Great Weapon.

- Mounts

Banshee

Special rules: Chilling Shriek (2, 8).

CORE UNITS



BAT SWARM



 $60 \mathrm{\ pts}$

 Profile
 M WS BS
 S T W I A Ld Invocation
 Troop type
 Base size

 1 2 - 2 2 2 4 3 3 4 3 1D6+3
 Swarm
 40x40 mm

Unit size: 2

Undead special rules: Ashes to Ashes, Undead.

Special rules: Fly (6).

- Options -

- 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



 $120~\mathrm{pts}$

Profile	M W	SBS S	Т	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

 ${\bf Undead\ special\ rules:}\ {\it Ashes\ to\ Ashes,\ Undead}.$

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 -

- Command Group -

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

BARROW GUARDS



100 pts

Profile	M WS BS		\mathbf{S}	Τ	W	I	Α	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).

 $\textbf{Equipment:} \ \operatorname{Heavy} \ \operatorname{Armour}.$

- Options -

Up to 30 additional models	,
May take a weapon (one choice only):	,
Halberd2 pts	s/model
Great Weapon 2 pts	/model

— Command Group —

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

GHASTS



 $110~\mathrm{pts}$

Profile					Ld 5	Invocation 2	Troop type Monstrous Infantry	Base size

Unit size: 3

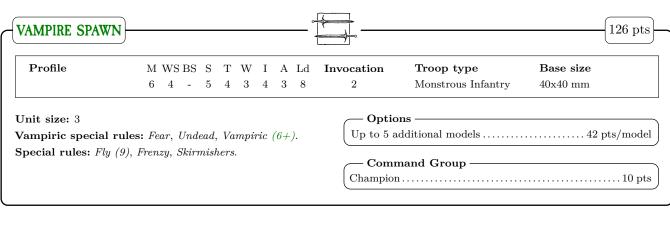
 ${\bf Undead\ special\ rules:}\ {\it Ashes,\ Undead.}$

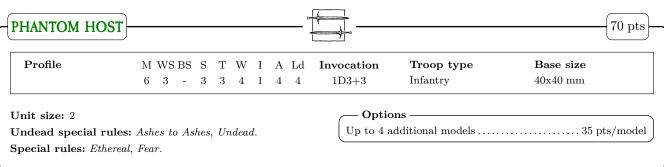
Special rules: Fear, Poisoned Attacks, Regeneration (5+).

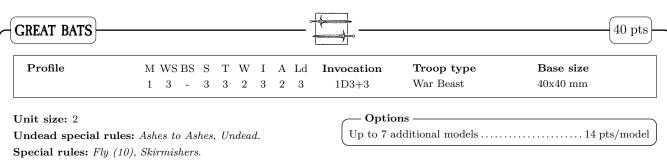
- Options -

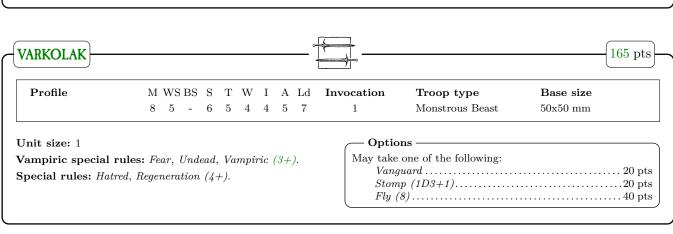
Up to 7 additional models 48 pts/model

- Command Group -









CADAVER WAGON



80 pts

Profile	Μ	W	SBS	\mathbf{S}	Т	W	Ι	A	Ld	Invocation	Troop type	Base size
Cadaver Wagon	-	-	-	4	4	4	-	-	-	1	Chariot	$50 \times 100 \text{ mm}$
Cadaver Master	-	3	-	3	-	-	3	1	5			
Shambling Horde	4	1	-	3	3	-	1	*	-			

Unit size: 1

 ${\bf Undead\ special\ rules:}\ {\it Ashes\ to\ Ashes},\ {\it Undead}.$

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

Equipment: Mount's Protection (5+).

Options —
Options
May take one of the following:
<i>Bone Pyre</i>
Bring Out Your Dead
Necromantic Aura

- 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



 $225~\mathrm{pts}$

Profile	M WS BS	SS	${\bf T}$	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

ı	Champion
ı	Standard Bearer
ı	- May take a Magic banner up to 75 pts
l	- May take a Magic banner up to 75 pts Musician

WRAITHS



150 pts

Profile	Μ	WS	$_{\rm BS}$	S	Т	W	Ι	Α	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):

MOUNTED WRAITHS



150 pts

Profile	M WS B	S S 7	ΓW	I	A	Ld	Invocation	Troop type	Base size
Rider	6 3 -	3 3	3 1	2	1	5	2	Cavalry	25x50 mm
Steed	8 2 -	3 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.

- Options -

Up to 5 additional models 30 pts/model

- Command Group -

WINGED REAPERS



150 pts

Profile	Μ	$_{ m M}$ WS BS		$_{\rm S}$	$_{\mathrm{T}}$	W	I	A	Ld	Invocation	Troop type	Base size
	6 5 3		5	5	4	4	3	10	2	Monstrous Infantry	$50 \mathrm{x} 75 \mathrm{\ mm}$	

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 -

- 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



 $200~\mathrm{pts}$

Profile	M WS	SBS	S	Т	W	Ι	A	Ld	Invocation	Troop type	Base size
Altar of Undeath		-	5	5	5	-	-	-	1	Chariot	$50 \times 100 \text{ mm}$
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+).

- 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 \mathbf{y}

- Options -

SHRIEKING HORROR



 $200 \mathrm{\ pts}$

Profile	Μ	WS	$_{\mathrm{BS}}$	\mathbf{S}	\mathbf{T}	W	I	A	Ld	Invocation	Troop type	Base size
	6	4	-	5	6	6	2	4	4	1	Monster	$100 \times 150 \text{ mm}$

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	Μ	WS	$_{\mathrm{BS}}$	\mathbf{S}	Т	W	I	A	Ld	Invocation	Troop type	Base size
Dark Coach	-	-	-	5	6	4	-	-	-	1	Chariot	$50 \times 100 \text{ mm}$
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	Μ	WS	BS	S	Т	W	Ι	A	Ld	Invocation	Troop type	Base size
Court of the Damned	-	-	-	5	5	5	-	-	-	1	Chariot	$50 \times 100 \text{ mm}$
Paramours (3)	-	5	5	5	-	-	6	2	7			
Ghost Steeds (1)	8	3	-	3	-	-	2	*	4			

Unit size: 1

 $\textbf{Vampiric special rules:} \ \textit{Undead}, \ \textit{Vampiric} \ (6+).$

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

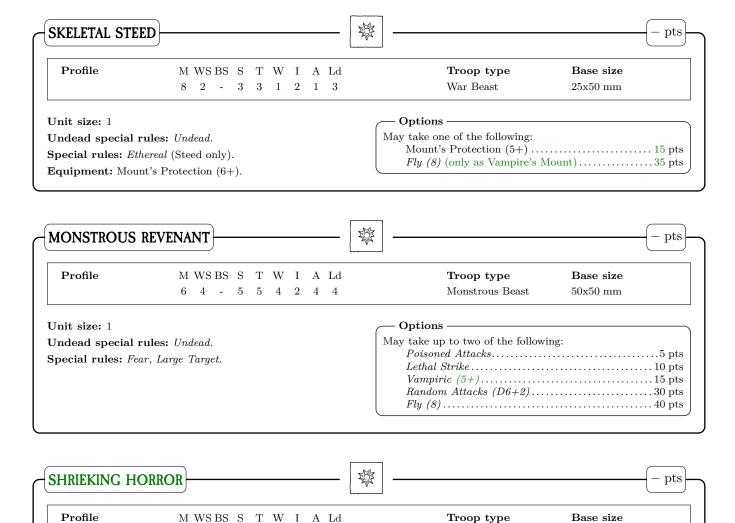
Equipment: Throwing Weapons (Paramours only), Innate Defence (5+).

- Options -

Blood Ties (Lamia):

MOUNTS

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



6 4 - 5 6 6 $2 \ 4 \ 4$ Special rules: Chilling Shriek (6,4), Fly (8), Regeneration Unit size: 1 (6+). Undead special rules: Undead.

Monstre

100 x 150 mm

CADAVER WAGON



80 pts

Profile	Μ	WS	$_{\mathrm{BS}}$	\mathbf{S}	\mathbf{T}	W	Ι	A	Ld	Troop type	Base size
Cadaver Wagon	-	-	-	4	4	4	-	-	-	Chariot	50 x 100 mm
Shambling Horde	4	1	-	3	3	-	1	*	-		

Unit size: 1

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

 $\textbf{Special rules:} \ \textit{Cart}, \ \textit{Random Attacks} \ (2D6) \ (\textbf{Shambling Horde} \\$

only), Regeneration (4+), Wake the Dead.

Equipment: Mount's Protection (5+).

	Options	
_	ODLIOUS	

Endless Horde25 pts
May take one of the following:
Bone Pyre
Bring Out Your Dead
Necromantic Aura

- 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	Μ	WS	BS	S	Т	W	Ι	A	Ld	Troop type	Base size
Court of the Damned	-	-	-	5	5	5	-	-	-	Chariot	$50 \times 100 \text{ mm}$
Paramours (2)	-	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

ZOMBIE DRAGON



pts

Profile	M WS BS S T W I A Ld	Troop type	Base size
	6 4 - 6 6 6 2 5 4	Monster	$50 \times 100 \text{ mm}$

Unit size: 1

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

Special rules: Breath Weapon (Strength 2, Armour Pierc-

ing (6)), Distracting, Fly (7), Regeneration (6+).

Equipment: Innate Defence (4+).

- Options

May be upgraded to $Colossal\ Zombie\ Dragon\dots 40\ pts$

- 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 100×150 mm.

QUICK REFERENCE SHEET

- 1. Vampire Count Infantry - Lords
- 2. Necromancer Lord Infantry - Lords
- 3. Vampire Courtier Infantry - Heroes
- 4. Necromancer Infantry - Heroes
- 5. Barrow King Infantry - Heroes
- 6. Fell Wraith Infantry - Heroes
- 7. **Zombies** Infantry - Core units
- 8. Skeletons Infantry - Core units
- 9. **Ghouls** Infantry - Core units
- 10. Dire Wolves War Beast - Core units
- 11. Bat Swarm Swarm - Core units
- 12. Barrow Knights Cavalry - Special units
- 13. Barrow Guards Infantry - Special units
- 14. Ghasts Monstrous Infantry - Special units
- 15. Vampire Spawn Monstrous Infantry - Special units
- 16. Phantom Host Infantry - Special units
- 17. **Great Bats** War Beast - Special units
- 18. Varkolak Monstrous Beast - Special units
- 19. Cadaver Wagon Chariot - Special units
- 20. Vampire Knights Cavalry - Rare units
- 21. Wraiths Infantry - Rare units
- 22. Mounted Wraiths Cavalry - Rare units
- 23. Winged Reapers Monstrous Infantry - Rare units
- 24. Altar of Undeath Chariot - Rare units
- 25. Shrieking Horror Monster - Rare units
- 26. Dark Coach Chariot - Rare units
- 27. Court of the Damned Chariot - Rare units
- 28. Skeletal Steed War Beast
 Mounts
- 29. Monstrous Revenant Monstrous Beast - Mounts
- 30. Shrieking Horror Monstre - Mounts
- 31. Cadaver Wagon Chariot
 Mounts
- 32. Court of the Damned Chariot - Mounts
- 33. Zombie Dragon Monster - Mounts

CHANGE LOG

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