

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 Bloodline35/25 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 Bloodline50/40 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 Bloodline25/20 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, Direwolves, Bat Swarms, Great Bats)* special rule. The Vampire gains *Swiftstride* and confers this special rule to any unit it joins.

Lamia Bloodline35/25 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 Bloodline140/70 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 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 play 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