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. Layout designed with \LaTeX .

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.

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

Strigoi	Bloodline	50	/40	pts
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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.

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

W	A		
Magic weapons	Arcane items		
Bow of Nepharet	Unholy Tome		
Blade of Red Thirst	Staff of the Vengeful Dead		
Magic armor	Magic banners		
Red Plate of Gilles de Raux	Black Standard of Zagvozd		
Talismans			
Mantle of Night	ing this banner also have $Ward\ Save\ (4+)$ against all Ranged Attacks.		
and all models allocating close combat attacks at the wearer, do not gain strength bonuses of the $+\mathbf{X}$ type conferred by mundane or magical weapons.	Banner of the Barrows Kings		
Enchanted items			
Tullius' Teeth			

LORDS



VAMPIRE COUNT

single model

200 pts

Troop type Infantry Base size 20x20 mm

Vampiric special rules: Fear, Undead, Vampiric (6+). Special rules: Awaken (Zombies), Master of Undeath.

 $\bf Magic: \ Level 1$ Wizard. 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	280 ptc

Coptions —
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
May take a weapon (one choice only):
Additional Hand Weapon
Halberd
Great Weapon
Lance



NECROMANCER LORD

 $\mathbf{single} \ \mathrm{model}$

 $150 \mathrm{\ pts}$

Profile	\mathbf{M}	ws	\mathbf{BS}	\mathbf{S}	\mathbf{T}	\mathbf{w}	Ι	\mathbf{A}	\mathbf{Ld}	Troop type	Base size
	4	3	3	3	4	3	3	1	8	Infantry	$20\mathrm{x}20\;\mathrm{mm}$

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

 ${\bf Special \ rules:} \ Awaken \ (Zombies, \ Skeletons), \ Master \ of \ Undeath.$

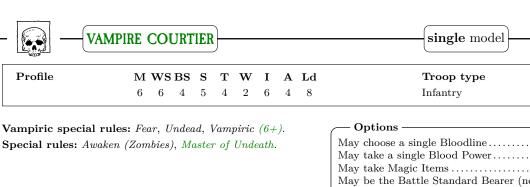
 $\bf Magic: \ Level \ 3 \ Wizard. \ Generate spells from Path of Necromancy, Fire, or Death.$

- Mounts -

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

- Options -

HEROES



— Mounts —	
Skeletal Steed) pts
Monstrous Revenant	0 pts

Options —
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 Armour5 pts
Heavy Armour
Shield
May take a weapon (one choice only):
Additional Hand Weapon5 pts
Halberd
Great Weapon
Lance

80 pts

Base size

20x20 mm

— NE	CROMANCER	single model	60 pts
Profile	M WSBS S T W I A L	d Troop type	Base size
	4 3 3 3 3 2 3 1 7	Infantry	20 x 20 mm
death.	ken (Zombies, Skeletons), Master of U	Cadaver Wagon	
mancy, Fire, or Deat	zard. Generate spells from Path of Necr h.	Options —	
		May take Magic Items	

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

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

 ${\bf Equipment:} \ {\bf Heavy} \ {\bf Armour, Shield}.$

Mounts	
Skeletal Steed	20 pts
Options —	
May take Magic Items	up to 50 pts
May be the Battle Standard	d Bearer25 pts

 May be the Battle Standard Bearer.
 25 pts

 May take a weapon (one choice only):
 5 pts

 Additional Hand Weapon.
 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

 $\mathbf{single} \,\, \mathrm{model} \,\,$

65 pts

Profile M WS BS A Ld \mathbf{S} \mathbf{T} \mathbf{W} Ι Troop type Base size Fell Wraith 6 3 3 3 2 2 3 5 Infantry $20\mathrm{x}20\;\mathrm{mm}$ 3 Banshee 6 3 3 2 3 1 5

Undead special rules: Ashes to Ashes, Undead. Special rules: Ethereal, Not a Leader, Reaper, Terror.

Options Must become one of the following:

Fell Wraith.... \dots free

Fell Wraith Banshee

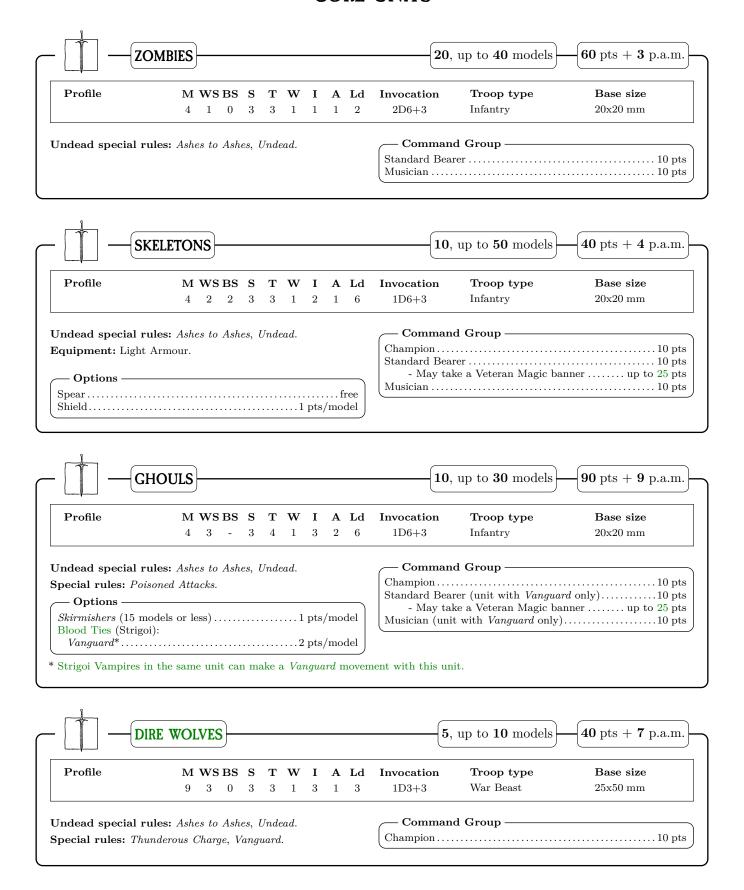
Special rules: Armour Piercing (6).

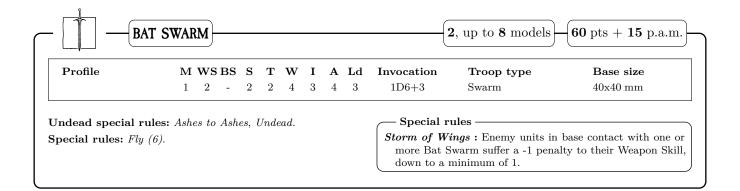
Equipment: Great Weapon.

Special rules: Chilling Shriek (2, 8).

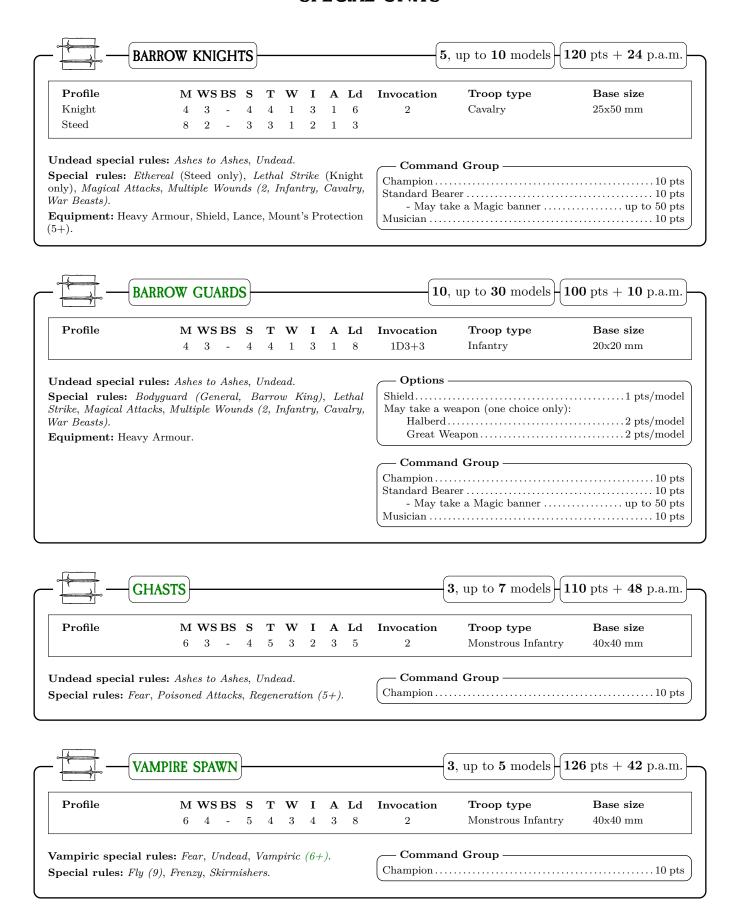
- Mounts

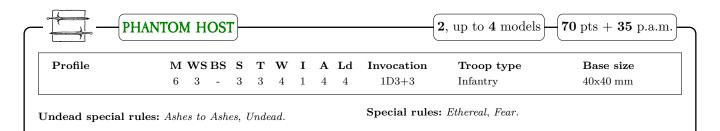
CORE UNITS

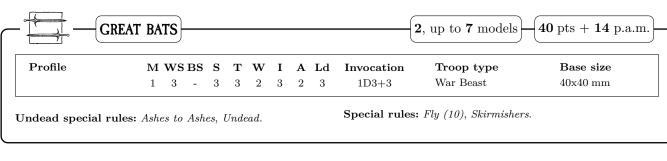


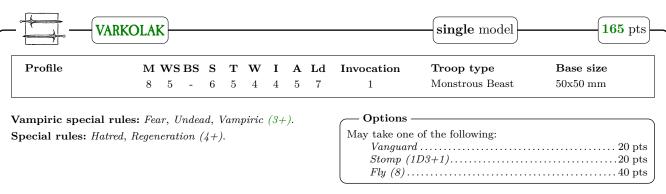


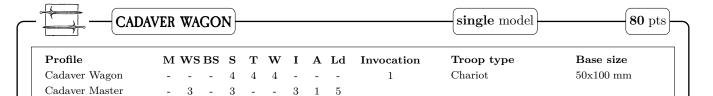
SPECIAL UNITS











Undead special rules: Ashes to Ashes, Undead.

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

1

3 3

Equipment: Mount's Protection (5+).

Shambling Horde

Options —
<i>Endless Horde</i>
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 60×100 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

5, up to 5 models | 225 pts + 45 p.a.m. |

Profile	\mathbf{M}	WS	\mathbf{BS}	\mathbf{S}	\mathbf{T}	\mathbf{W}	Ι	\mathbf{A}	\mathbf{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

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



WRAITHS

5, up to 3 models | 150 pts + 30 p.a.m. |

Profile M WSBS S Invocation Base size \mathbf{T} Ι A Ld Troop type Infantry 20x20 mm3 3 3 2 2 2

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.

- Command Group

Blood Ties (Nosferatu):



MOUNTED WRAITHS

5, up to 5 models | 150 pts + 30 p.a.m. |

Profile	M WS BS	SI	. W	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	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 -



WINGED REAPERS

2, up to **3** models | 150 pts + 75 p.a.m. |

Profile	\mathbf{M}	WS	\mathbf{BS}	\mathbf{S}	${f T}$	\mathbf{W}	Ι	\mathbf{A}	\mathbf{Ld}	Invocation	Troop type	Base size
	6	5	3	5	5	4	4	3	10	2	Monstrous Infantry	50 x 75 mm

Undead special rules: Ashes to Ashes, Undead.

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

Equipment: Innate Defence (5+).

Options -

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

Profile	\mathbf{M}	ws	\mathbf{BS}	\mathbf{s}	\mathbf{T}	\mathbf{W}	I	A	\mathbf{Ld}	Invocation	Troop type	Base size
Altar of Undeath	-	-	-	5	5	5	-	-	-	1	Chariot	50 x 100 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			

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

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+).

_	O:	ptions	

- 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

single model

200 pts

Profile	M WSBS			\mathbf{S}	${f T}$	\mathbf{W}	Ι	\mathbf{A}	\mathbf{Ld}	Invocation	Troop type	Base size
	6	4	-	5	6	6	2	4	4	1	Monster	$100\mathrm{x}150~\mathrm{mm}$

Undead special rules: Ashes to Ashes, Undead.

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



DARK COACH

single model

190 pts

Profile	\mathbf{M}	ws	\mathbf{BS}	\mathbf{S}	\mathbf{T}	\mathbf{W}	I	A	\mathbf{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	-			

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 -

- 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 a light 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

 $\mathbf{single} \ \mathrm{model}$

190 pts

Profile	\mathbf{M}	ws	\mathbf{BS}	\mathbf{s}	\mathbf{T}	\mathbf{W}	I	A	Ld	Invocation	Troop type	Base size
Court of the Damned	-	-	-	5	5	5	-	-	-	1	Chariot	50 x 100 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+).

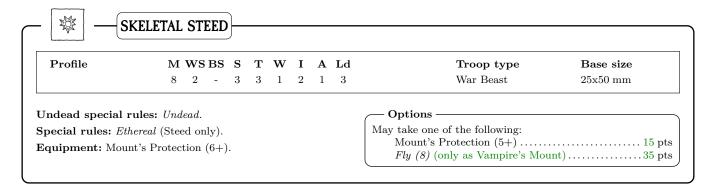
Equipment: Throwing Weapons (Paramours only), Innate Defence (5+).

- Options -

Blood Ties (Lamia):

MOUNTS

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



MONSTROUS REVENANT													
Profile	M	WS	BS	\mathbf{s}	T	\mathbf{w}	I		Ld	Troop type Base size			
	6	4	_	5	5	4	2	4	4	Monstrous Beast 50x50 mm			
pecial rules: Fe	ar, Large T	$\Gamma arge$	t.							take up to two of the following: Poisoned Attacks			

SHRI	EKING HOR	ROR	}						
Profile	M WS BS							Troop type	Base size
Indead special rule		5	6	6	2	4	4	Monstre Special rules: Chilling Shriek (6, 4),	100x150 mm Flu (8), Regenerati



CADAVER WAGON

Profile	\mathbf{M}	$\mathbf{W}\mathbf{S}$	\mathbf{BS}	\mathbf{S}	\mathbf{T}	\mathbf{W}	Ι	\mathbf{A}	\mathbf{Ld}	Troop type	Base size
Cadaver Wagon	-	-	-	4	4	4	-	-	-	Chariot	50 x 100 mm
Shambling Horde	4	1	_	3	3	_	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 —	
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 60×100 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

Profile	\mathbf{M}	ws	\mathbf{BS}	\mathbf{S}	\mathbf{T}	\mathbf{W}	I	A	\mathbf{Ld}	Troop type	Base size
Court of the Damned	-	-	-	5	5	5	-	-	-	Chariot	$50\mathrm{x}100~\mathrm{mm}$
Paramours (2)	-	5	5	5	-	-	6	2	7		
Chost 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

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

Options -

Blood Ties (Lamia):

Wake the Dead......25 pts



ZOMBIE DRAGON

Profile	M WSBS S T W I A Ld	Troop type	Base size
	6 4 - 6 6 6 2 5 4	Monster	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	\mathbf{M}	ws	\mathbf{BS}	\mathbf{S}	\mathbf{T}	\mathbf{w}	Ι	\mathbf{A}	\mathbf{Ld}
•••	Vampire Count	6	7	5	5	5	3	7	5	10
0.	Necromancer Lord	4	3	3	3	4	3	3	1	8
	Vampire Courtier	6	6	4	5	4	2	6	4	8
	Necromancer	4	3	3	3	3	2	3	1	7
	Barrow King	4	4	-	4	5	3	4	3	9
	Fell Wraith									
	- Fell Wraith	6	3	-	3	3	2	2	3	5
	- Banshee	6	3	-	3	3	2	3	1	5
	Infantry	\mathbf{M}	$\mathbf{w}\mathbf{s}$	\mathbf{BS}	\mathbf{S}	\mathbf{T}	\mathbf{W}	Ι	\mathbf{A}	\mathbf{Ld}
\Box	Zombies	4	1	0	3	3	1	1	1	2
m	Skeletons	4	2	2	3	3	1	2	1	6
Ŧ	Ghouls	4	3	-	3	4	1	3	2	6
	Barrow Guards	4	3	-	4	4	1	3	1	8
	Phantom Host	6	3	-	3	3	4	1	4	4
*	Wraiths	6	3	-	3	3	2	2	2	5
	Monstrous Infantry	M	ws	\mathbf{BS}	\mathbf{s}	\mathbf{T}	\mathbf{w}	I	A	\mathbf{Ld}
	Ghasts	6	3	-	4	5	3	2	3	5
	Vampire Spawn	6	4	-	5	4	3	4	3	8
*	Winged Reapers	6	5	3	5	5	4	4	3	10
	War Beasts	\mathbf{M}	ws	\mathbf{BS}	\mathbf{S}	\mathbf{T}	\mathbf{W}	Ι	\mathbf{A}	\mathbf{Ld}
\uparrow	Dire Wolves	9	3	0	3	3	1	3	1	3
	Great Bats	1	3	-	3	3	2	3	2	3
华	Skeletal Steed	8	2	-	3	3	1	2	1	3
	Monstrous Beasts	\mathbf{M}	ws	\mathbf{BS}	\mathbf{s}	\mathbf{T}	\mathbf{w}	Ι	\mathbf{A}	\mathbf{Ld}
	Varkolak	8	5	-	6	5	4	4	5	7
华	Monstrous Revenant	6	4	-	5	5	4	2	4	4
	Cavalry	м	ws	$_{ m BS}$	\mathbf{s}	т	\mathbf{w}	I	Α	Ld
-	Barrow Knights									
	- Knight	4	3	_	4	4	1	3	1	6
	- Steed	8	2	-	3	3	1	2	1	3
*	Vampire Knights									
LATA_	- Knight	4	5	3	5	4	2	5	2	8
	- Undead Mount	8	3	0	4	3	1	2	1	3
*	Mounted Wraiths									
LZPA.	- Rider	6	3	-	3	3	1	2	1	5
	- Steed	8	2	_	3	3	1	2	1	3

Chariots	\mathbf{M}	$\mathbf{w}\mathbf{s}$	\mathbf{BS}	\mathbf{s}	\mathbf{T}	\mathbf{W}	Ι	A	\mathbf{Ld}
Cadaver Wagon									
- Cadaver Wagon	-	-	-	4	4	4	-	-	-
- Cadaver Master	-	3	-	3	-	-	3	1	5
- Shambling Horde	4	1	-	3	3	-	1	*	-
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
Mark Coach									
- 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	-
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									
- Cadaver Wagon	-	-	-	4	4	4	-	-	-
- Shambling Horde	4	1	-	3	3	-	1	*	-
* 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	\mathbf{M}	ws	\mathbf{BS}	\mathbf{S}	\mathbf{T}	\mathbf{W}	I	\mathbf{A}	\mathbf{Ld}
Y Shrieking Horror	6	4	-	5	6	6	2	4	4
Zombie Dragon	6	4	-	6	6	6	2	5	4
Swarms	\mathbf{M}	ws	\mathbf{BS}	\mathbf{S}	\mathbf{T}	\mathbf{W}	I	A	\mathbf{Ld}
† Bat Swarm	1	2	-	2	2	4	3	4	3
-,									

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