

# THE IX AGE FANTASY BATTLES



## Vampire Covenant

Army Book (Core Rules)

2<sup>nd</sup> Edition, version 2022 beta 1 hotfix 1 – January 8, 2022

INTERNAL Pre-release

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The 9<sup>th</sup> Age: Fantasy Battles is a community-made miniatures wargame. All rules in this book are considered part of the Core Rules of T9A and should be available for use in any game. All rules and feedback can be found and given at: [the-ninth-age.com](https://the-ninth-age.com). Refer to the Rulebook for instructions on How to Read Unit Entries. Recent changes are marked in [blue](#), and listed at the end of this document. Copyright Creative Commons license: [the-ninth-age.com/license.html](https://the-ninth-age.com/license.html). Edited with  $\LaTeX$ .

# Army Specific Rules

## Master of Undeath

One Character in the Vampire Covenant army **must** be nominated to be the **Master**. At the start of the game, the General is always the Master.

## Reanimated

Some unit profiles contain the additional Characteristic Reanimated, shortened Rea, which determines the number of Health Points Raised with *Arise!* (Hereditary Spell) and *The Dead Arise* (Bound Spell).

# Army Model Rules

## Universal Rules

### Ashes to Ashes

At the end of any phase in which the Master is removed as a casualty, every unit in the army with one or more models with Ashes to Ashes **must** pass a Discipline Test or lose a number of Health Points equal to the amount by which the test was failed, with no saves of any kind allowed. These Health Point losses are allotted following the rules for Unstable, except that they can never be allotted to models that do not have Ashes to Ashes. The number of Health Points lost is reduced by 1 if the unit is within range of Rally Around the Flag.

At the end of the Player Turn in which the Master was removed as a casualty, a new Master may be selected. In order to do so, nominate a friendly Wizard Character that either has Vampiric or has chosen Evocation. This Character becomes the new Master.

At the start of each friendly Player Turn after the army's Master has been removed as a casualty and no new Master has been selected, every unit with Ashes to Ashes **must** once again pass a Discipline Test or lose Health Points as described above.

### Autonomous

Undead units consisting entirely of models with Autonomous may perform March Moves as normal, even when outside the range of Commanding Presence of any friendly models. The unit **must** still pass a Discipline Test in order to do so if within 8" of non-Fleeing enemy units.

### Awaken (X)

The model can Raise Health Points above a unit's starting size for the units stated within brackets. However, units cannot be increased beyond twice their starting size or beyond the maximum unit size written in their unit entry. A unit's starting size is the size of the unit as written on the Army List or the size of the unit when it is Summoned.

### Gates of the Netherworld

Whenever a model with Gates of the Netherworld successfully casts *Arise!*, after resolving the spell's effect, choose a friendly unit with a Reanimated value and within 12" of the Caster. This unit, or a single Character inside the unit, Raises 1 Health Point. No unit can be chosen more than twice per Magic Phase by Gates of the Netherworld.

### Ghostly Form

The model gains **Ghost Step** and **Magical Attacks**. R&F models with Ghostly Form can only be joined by Characters with Ghostly Form.

## Necromantic Aura

All friendly units within 6" of one or more models with Necromantic Aura reduce the number of Health Point losses caused by Ashes to Ashes and Unstable by 1.

## The Dead Arise

0–1 per Army.

The model can cast **The Dead Arise** as a Bound Spell with Power Level (4/8).

**The Dead Arise:** Range 12", Type Ground, Duration Instant.

Summon a unit listed in the Awaken (X) Universal Rule of the Caster (declare which before casting) with a number of Health Points corresponding to the Reanimated value of the unit. All models **must** be placed within the spell's range, with at least one model touching the target point. All upgrades except Command Group Options are allowed. The unit loses Scoring (if it had it).

## Attack Attributes

### Unholy Appetite – Close Combat

After a Round of Combat in which at least one attack with Unholy Appetite caused an unsaved wound, all attacks with Unholy Appetite from models in the same unit **must** reroll failed to-hit rolls until the end of the next Player Turn.

### Vampiric (X) – Close Combat

At the end of each Melee Phase, check and resolve the following effects for all models with Vampiric:

- **Character** – If at least one attack with Vampiric made by the Character caused an unsaved wound against enemy units, the Character can make a single Vampiric roll. If successful, the Character Recovers a single Health Point.
- **R&F model** – If at least one attack with Vampiric made by a R&F model in the unit caused an unsaved wound against enemy units, the unit can make a single Vampiric roll. If successful, the unit Raises a single Health Point.

A Vampiric roll is successful if the D6 scores X+, where X is the number stated within brackets. Use only the best value if a unit or Character has multiple parts with this Attack Attribute that each caused unsaved wounds. A roll of '1' on a Vampiric roll is always a failure and a '6' is always a success. Models with Towering Presence suffer a –2 modifier to their Vampiric rolls.

## Special Attacks

### Reaper

A unit consisting entirely of models on foot with Reaper:

- Ignores all other units when moving in the Movement Phase, but it **must** follow the Unit Spacing rule at the end of its move.
- Can make a Sweeping Attack. The enemy unit suffers 1 hit with Strength 5, Armour Penetration 10, and Magical Attacks for each model with Reaper in the unit.

# Hereditary Spell

This spell has a second Boosted version, which is shown using **{{this colour-coding}}**.

Casting Value	Range	Type	Duration	Effect
<b>H</b> <i>rep</i> <b>Arise!</b> <4+> {8+} {{11+}}	<18"> {6" Aura} {{12" Aura}}	Augment	Instant	When resolving the spell, choose one of the following effects for each target: <ul style="list-style-type: none"> <li>• The R&amp;F part of the target Raises a number of Health Points equal to its Reanimated value.</li> <li>• Up to one Character within the target Recovers a number of Health Points equal to its Reanimated value.</li> </ul> Models with Towering Presence cannot Recover more than 2 Health Points from this spell in a single Magic Phase.

# Vampiric Bloodlines

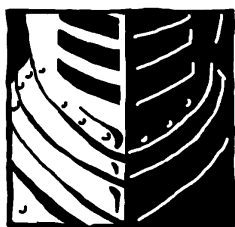
The Vampire Covenant army may choose to represent a single Vampiric Bloodline. In this case, all Vampire Counts and Vampire Courtiers in such a Bloodline Army **must** take the upgrade that corresponds to that Bloodline. All rules associated with a Vampire are only applied to the model part that takes the upgrade and do not apply to any mounts unless specifically stated otherwise.

## Ancient Blood Power

Bloodline Vampire Counts can take the Ancient Blood Power of their Bloodline instead of taking a Blood Power. All Ancient Blood Powers are 0–1 per Army.

## Blood Ties

Certain unit entries in this Army Book include the term Blood Ties, followed by the name of a Bloodline in brackets. If the army includes at least one Vampire Count or Vampire Courtier matching the Bloodline written in brackets in a unit entry, this unit gains access to the associated Blood Ties option.



### Brotherhood of the Dragon Bloodline

**50 pts**

The Vampire gains +2 Offensive Skill, **Plate Armour**, **Weapon Master**, and can take any number of Close Combat Weapons. Whenever possible, unless another model does so first:

- The Vampire **must** accept a Duel.
- The Vampire **must** issue a Duel.

Vampire Courtiers cannot be upgraded to Wizard Adepts. Vampire Counts cannot be upgraded to Wizard Masters.

Blood Ties: **Vampire Knights**



The Vampire's Path access is replaced with:

Occultism

Ancient Blood Power: **Crimson Rage**

**110 pts**

Every unsaved wound caused by the Vampire's Close Combat Attacks, before applying Multiple Wounds, generates another Close Combat Attack:

- Allocate and resolve the new attacks before removing any casualties, in the same Initiative Step as the attacks that generated them.
- You cannot generate more attacks than there were Health Points in the Health Pool towards which the initial attacks were allocated.
- The new attacks do not generate any further attacks.

### Von Karnstein Bloodline

**10 pts**

The Vampire **must** reroll failed Vampiric rolls, and the presence of one or more Von Karnstein Vampires grants +1 to their side's Combat Score in any combat which they are Engaged in. Models in the same unit as a Von Karnstein Vampire gain **Autonomous**. If applicable, the ranges of Commanding Presence and Rally Around the Flag of Von Karnstein Vampires are increased by 6".



Blood Ties: **Dark Coach**



Evocation



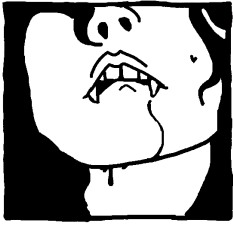
Occultism

The Vampire's Path access is replaced with:

Ancient Blood Power: **Storm Caller**

**70 pts**

All units within 12" of the Vampire gain **Hard Target (1)**.



### Lamia Bloodline

45 pts

The Vampire gains **Lightning Reflexes** and suffers -1 Attack Value. Enemy units in base contact with one or more Lamia Vampires suffer -1 Agility. If the Vampire is not equipped with Heavy Armour and/or a Shield, it gains **Distracting**. Duels issued by the Vampire **must** (if possible) be accepted by a Character unless a Champion accepts first. Enemy model parts without Harnessed in a Duel with the Vampire suffer -1 Attack Value.

Blood Ties: **Court of the Damned**

The Vampire's Path access is replaced with:



Evocation



Witchcraft

Ancient Blood Power: **Commandment**

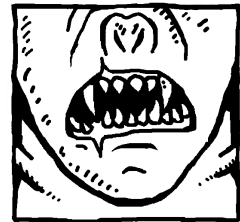
60 pts

The Defensive Skill and Offensive Skill of R&F models in a unit joined by the Vampire are **set** to 6.

### Strigoi Bloodline

80 pts

The Vampire gains **Fortitude (4+)**, **Hatred**, and +1 Health Point, cannot take a mount except for a Shrieking Horror, and may not be equipped with any kind of armour. Vampire Courtiers cannot be upgraded to Wizard Adepts. Vampire Counts cannot be upgraded to Wizard Masters.



Blood Ties: **Ghouls**

The Vampire's Path access is replaced with:



Shamanism

Ancient Blood Power: **Ghoul Lord**

80 pts

The Vampire, its mount, and all R&F models in its unit gain **Poison Attacks**. If the unit it joins already had Poison Attacks, all R&F models in the unit wound automatically on a successful natural to-hit roll of 1 less than normal (i.e. 5+ instead of 6+).



### Nosferatu Bloodline

free

The Vampire suffers -1 Attack Value, -2 Offensive Skill, and may not be equipped with Heavy Armour and/or a Shield. The Vampire gains **Awaken (Skeletons, Zombies)** and **Gates of the Netherworld**. A Vampire Courtier **must** be upgraded to Wizard Apprentice, Wizard Adept, or Wizard Master. A Vampire Count **must** be upgraded to Wizard Adept or Wizard Master. The Vampire always knows the Hereditary Spell in addition to its other spells.

Blood Ties: **Wraiths and Spectral Hunters**

The Vampire's Path access is replaced with:



Cosmology



Evocation



Occultism

Ancient Blood Power: **Blood Magic**

50 pts

During Spell Selection, choose a Path (this may be a different Path than the one the model selects its spells from). When the Vampire or a friendly Wizard within 12" casts the Hereditary Spell or any spell from the chosen Path, the Casting Value of the Spell is reduced by 2, and when rolling casting rolls with a single Magic Dice, a natural roll of '1' or '2' on the Magic Dice is always a failed Casting Attempt, regardless of any modifiers. When the Vampire or a friendly Wizard within 12" Miscasts, it suffers a +1 Miscast Modifier.

# Blood Powers

Vampire Counts and Vampire Courtiers may purchase a unique upgrade called Blood Power. In an army without a Bloodline, called an Independent Army, all Blood Powers are 0–1 per Army. However, in an army with a Bloodline, called a Bloodline Army, only that Bloodline’s powers can be taken. These powers can be duplicated within the army unless specifically stated otherwise.



## Independent or Brotherhood of the Dragon

**Eternal Duellist** 80 pts  
The Vampire **must** reroll natural to-hit and to-wound rolls of ‘1’ with its Close Combat Attacks.

**Monster Hunter** 45 pts  
The Vampire gains **Multiple Wounds (2, against Towering Presence)**.



## Independent or Von Karnstein

**Hour of the Wolf** 50 pts  
The Vampire’s unit gains **Swiftstride**. The Vampire gains **Awaken (Bat Swarms, Dire Wolves, Great Bats, Zombies)**.

**Unbreakable Will** 30 pts  
At the **start** of each Round of Combat, select a single friendly unit Engaged in the same Combat as the Vampire (this can be the Vampire’s own unit). This unit gains **Stubborn** until the end of the Melee Phase.



## Independent or Lamia

**Mask of Innocence** 40 pts  
Enemy units in base contact with one or more Vampires with the Mask of Innocence suffer –1 Discipline.

**Mesmerising Gaze** 35 pts  
The Vampire can cast *Whispers of the Veil* (Evocation) as a Bound Spell with Power Level (4/8).



## Independent or Strigoi

**Bestial Bulk** 75 pts  
0–1 per Army. Models on foot only.

The Vampire gains +1 Resilience and cannot use any Weapon Enchantments or Armour Equipment. The Vampire’s Height is changed to Large and its base size to 40×40 mm. As long as the Vampire is joined to a unit of Ghosts, the Vampire gains **Scoring**. If playing Capture the Flags, the Vampire gains Scoring (no matter if joined to a unit of Ghosts or not).

**Flying Horror** 50 pts  
Models on foot only.

The Vampire gains **Fly (7”, 14”)**, **Light Troops**, **Storm of Wings** (see **Bat Swarms** unit), and **Swiftstride**.



## Independent or Nosferatu

**Arcane Knowledge** 80 pts  
Wizards only.

The Vampire knows the Hereditary Spell in addition to its other spells. Spells cast by the Vampire gain +6” range. This effect is decreased to +3” range for Aura spells. Bound Spells and spells without range are not affected.

**Forbidden Path** 20 pts  
Wizard Adepts and Masters only.

A Wizard Master with this Blood Power becomes a Wizard Adept using two different Paths it has access to (it knows 2 spells from each Path). A Wizard Adept becomes a Wizard Apprentice using two different Paths it has access to (it knows 1 spell from each Path).

This Blood Power cannot be combined with Essence of a Free Mind.

# Special Items

## Weapon Enchantments

**Reaper's Harvest** 105 pts  
 Enchantment: Hand Weapon.  
 Attacks made with this weapon **always** have Strength 10 and Armour Penetration 10 and become **Divine Attacks** and **Magical Attacks**. When rolling to wound with attacks made with this weapon, use the enemy's Discipline instead of its Resilience.

**True Thirst** 55 pts  
 Vampire Counts and Courtiers only.  
 Enchantment: Hand Weapon.  
 Attacks made with this weapon gain +1 Strength, +1 Armour Penetration, and **Vampiric (3+)**, and become **Magical Attacks**. For each unsaved wound caused by this weapon during a Melee Phase, Raise 1 Health Point of R&F models in the wielder's unit at the end of the Melee Phase. The number of Raised Health Points in each phase cannot exceed the fixed component of the Reanimated value of the R&F models in the unit, disregarding any D3 or D6 parts (e.g. you can Raise 4 Zombies in a single phase).

## Armour Enchantments

**Legend of the Black King** 110 pts  
 Enchantment: Heavy Armour and Plate Armour.  
 The wearer gains +1 Armour and **Aegis (4+)**.

## Banner Enchantments

**Black Standard of Zagvozd** 90 pts  
 Barrow Guard and Barrow Knights only.  
 Close Combat Attacks made by R&F model parts without Harnessed in the bearer's unit gain +1 to hit. At the start of any Melee Phase, if the bearer's unit is unengaged, you may choose a friendly Standard Height Infantry or Barrow Knight unit within 6" of the bearer. Close Combat Attacks made by R&F model parts without Harnessed in that unit gain +1 to hit until the end of the Melee Phase.

## Artefacts

**Hypnotic Pendant** 100 pts  
 The bearer gains **Distracting**. All Standard Height R&F models in the bearer's unit gain **Parry**.

**Eternity Gem** 95 pts  
 Vampire Counts and Courtiers on Monstrous Revenant or without Towering Presence only.  
 Attacks against the bearer's model with Lethal Strike and/or Multiple Wounds lose these Attack Attributes. One use only: **Must** be activated when the bearer's model suffers its first wound in the game after Armour Saves. The bearer's model gains **Aegis (2+)** against this wound.

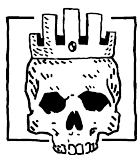
**Necromantic Staff** 85 pts  
 Dominant. Wizards only.  
 The bearer gains **Channel (1)** and can cast the first Boosted version (6" Aura) of *Arise!* (Hereditary Spell) as a Bound Spell with Power Level (4/8).

**Night's Crown** 55 pts  
 Standard Height models only.  
 Close Combat Attacks allocated towards the bearer's model do not gain Strength modifiers of the +X type conferred by Close Combat Weapons. Close Combat Attacks can **never** wound the bearer's model on better than 4+.

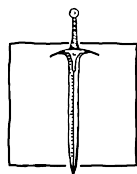
**Unholy Tome** 50 pts  
 Dominant. Wizards only.  
 The bearer can cast *Danse Macabre* (Evocation) as a Bound Spell with Power Level (4/8).

**Cursed Medallion** 35 pts  
 Right before the battle (during step 7 of the Deployment Phase Sequence), choose a Character, Champion, or a single model unit on the opponent's Army List. The bearer **must** reroll failed to-hit and to-wound rolls against the chosen model.

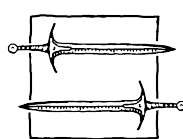
# Army Organisation



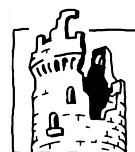
**Characters**  
 Max. 40%



**Core\***  
 Min. 25%



**Special**  
 No limit



**The Suffering**  
 Max. 20%



**Swift Death**  
 Max. 30%

\*The Core Category is decreased to "Min. 20%" in an Independent Army.



# Characters (Max. 40%)



## Vampire Count

325 pts

single model

Height Standard

Type Infantry

Base 20×20 mm



A mount marked with (SD) counts towards Swift Death. The mount and its rider also count towards Characters.

Global	Adv	Mar	Dis	Rea	Model Rules	
	6"	12"	9	1	Autonomous, Awaken (Zombies), Fear, Fearless, Undead	
Defensive	HP	Def	Res	Arm		
	3	7	5	0		
Offensive	Att	Off	Str	AP	Agi	
Vampire Count	5	7	5	2	7	Vampiric (6+)

### — Magic Options —

	pts-
<b>Must take The Dead Arise</b> (General only)	25
One choice only:	
Wizard Apprentice	free
Wizard Adept	95
Wizard Master	265



Evocation



Occultism

Path access changes in a Bloodline Army.

### — Options —

	pts-
A single Blood Power*	no limit
Special Items	up to 200
Shield	5
Light Armour	5
Heavy Armour	15
One choice only:	
Paired Weapons	10
Halberd	15
Great Weapon	20
Lance	20

\*Or an Ancient Blood Power in a Bloodline Army

### — Mount Options —

	pts-
Skeletal Steed	75
Spectral Steed	105
Monstrous Revenant (SD)	115
Court of the Damned	310
Shrieking Horror (SD) (Strigoi only)	320
Zombie Dragon (SD)	325
Colossal Zombie Dragon (SD)	400



## Vampire Courtier

140 pts

single model

Height Standard  
Type Infantry  
Base 20×20 mm



A mount marked with (SD) counts towards Swift Death. The mount and its rider also count towards Characters.

Global	Adv	Mar	Dis	Rea	Model Rules	
	6"	12"	8	1	Autonomous, Awaken (Zombies), Fear, Fearless, Undead	
Defensive	HP	Def	Res	Arm		
	3	6	4	0		
Offensive	Att	Off	Str	AP	Agi	
Vampire Courtier	4	6	5	2	6	Vampiric (6+)
— Magic Options —			pts-	— Options —		pts-
<b>Must take The Dead Arise</b> (General only)			25	Battle Standard Bearer	50	
One choice only:				A single Blood Power	no limit	
Wizard Apprentice			25	Special Items	up to 100	
Wizard Adept			120	Shield	5	
Wizard Master (Nosferatu only)			290	Light Armour	5	
				Heavy Armour	10	
Evocation				One choice only:		
				Great Weapon	10	
Occultism				Halberd	10	
Path access changes in a Bloodline Army.				Lance	10	
				Paired Weapons	10	
— Mount Options —			pts-	— Options —		pts-
				Skeletal Steed	65	
				Spectral Steed	100	
				Monstrous Revenant (SD)	115	
				Court of the Damned	310	



## Necromancer

115 pts

single model

Height Standard  
Type Infantry  
Base 20×20 mm



A mount marked with (SD) counts towards Swift Death. The mount and its rider also count towards Characters.

Global	Adv	Mar	Dis	Rea	Model Rules	
	4"	8"	7	1	Awaken (Skeletons, Zombies), Fearless, Gates of the Netherworld, Undead, Wizard Apprentice	
Defensive	HP	Def	Res	Arm		
	3	3	3	0		
Offensive	Att	Off	Str	AP	Agi	
Necromancer	1	3	3	0	3	
— Magic Options —			pts-	— Options —		pts-
<b>Must take The Dead Arise</b> (General only)			20	Special Items	up to 100	
One choice only:				If Wizard Master	up to 200	
Wizard Adept			95	Light Armour	5	
Wizard Master			265			
				— Mount Options —		
Alchemy				Skeletal Steed	15	
				Monstrous Revenant (SD) (Wizard Master only)	65	
Evocation				Cadaver Wagon	230	



## Barrow King

155 pts

single model

Height Standard  
Type Infantry  
Base 20×20 mm

Global	Adv	Mar	Dis	Rea	Model Rules	
	4"	8"	8	1	Ashes to Ashes, Fearless, Not a Leader, Undead, <b>Unliving Shield</b>	
Defensive	HP	Def	Res	Arm		
	4	5	5	0	Heavy Armour, Shield	
Offensive	Att	Off	Str	AP	Agi	
Barrow King	3	5	4	1	4	Lethal Strike, Magical Attacks, Multiple Wounds (2, against Standard)

### Model Rules

#### Unliving Shield: Universal Rule.

Enemy models cannot allocate Close Combat Attacks towards a Necromancer as long as they can allocate attacks towards a model with Unliving Shield in the same unit as the Necromancer. This rule cannot be used if there are also models with Vampiric in the same unit as the Necromancer.

### Options

	pts
Battle Standard Bearer	50
Special Items	up to 150
One choice only:	
Great Weapon	5
Halberd	5
Lance	5
Paired Weapons	5

### Mount Options

	pts
Skeletal Steed	75



## Fell Wraith

105 pts

single model 0–3 Models/Army

Height Standard  
Type Infantry  
Base 20×20 mm



The unit counts both towards Characters and The Suffering. A mount marked with (SD) counts towards Swift Death. Additionally, the mount and its rider count towards Characters and no longer towards The Suffering. Fell Wraiths and Banshees share the same 0–3 Models/Army limitation.

Global	Adv	Mar	Dis	Rea	Model Rules	
	6"	12"	5	1	Ashes to Ashes, Fear, Fearless, Ghostly Form, Light Troops, Not a Leader, Terror, Undead	
Defensive	HP	Def	Res	Arm		
	3	4	3	0	Aegis (3+, against non-Magical Attacks), Aegis (5+)	
Offensive	Att	Off	Str	AP	Agi	
Fell Wraith	3	4	3	10	2	Reaper
Options				pts	Mount Options	pts
Weapon Enchantment				up to 100	Skeletal Steed	35
Great Weapon				10	Monstrous Revenant and lose Aegis (3+, against non-Magical Attacks) (SD)	130



## Banshee

150 pts

single model 0–3 Models/Army

Height Standard  
Type Infantry  
Base 20×20 mm

The unit counts both towards Characters and The Suffering. Fell Wraiths and Banshees share the same 0–3 Models/Army limitation.

Global	Adv	Mar	Dis	Rea	Model Rules	
	6"	12"	5	1	Ashes to Ashes, Fear, Fearless, Ghostly Form, Light Troops, Not a Leader, Terror, Undead	
Defensive	HP	Def	Res	Arm		
	3	3	3	0	Aegis (3+, against non-Magical Attacks), Aegis (5+)	
Offensive	Att	Off	Str	AP	Agi	
Banshee	1	3	3	0	3	Reaper, <b>Wail of Woe</b>

### Model Rules

#### **Wail of Woe:** Special Attack.

A model with this Special Attack can use it as 1. a Shooting Attack, and as 2. a Special Attack when Engaged in Combat.

1. Choose a target using the normal rules for Shooting Attacks. The attack has Range 8", **March and Shoot**, and inflicts D6+2 hits with Strength 4, Armour Penetration 1, and **Magical Attacks**.
2. The attack is made at the model part's Agility. Declare that you are using Wail of Woe when allocating attacks. If used, the model part cannot perform any Close Combat Attacks. Choose a single unit in base contact as the target. The target unit suffers D3+1 hits with Strength 4, Armour Penetration 1, and **Magical Attacks**.

# Character Mounts



## Skeletal Steed

Height **Standard**  
Type **Cavalry**  
Base **25×50 mm**

Global	Adv	Mar	Dis	Model Rules		
	<b>8"</b>	<b>16"</b>	<b>C</b>	<b>Ghost Step</b>		
Defensive	HP	Def	Res	Arm		
	<b>C</b>	<b>C</b>	<b>C</b>	<b>C+2</b>		
Offensive	Att	Off	Str	AP	Agi	
Skeletal Steed	<b>1</b>	<b>2</b>	<b>3</b>	<b>0</b>	<b>2</b>	Harnessed, Magical Attacks



## Spectral Steed

Height **Standard**  
Type **Cavalry**  
Base **25×50 mm**

Global	Adv	Mar	Dis	Model Rules		
Ground	<b>8"</b>	<b>16"</b>	<b>C</b>	<b>Fly (8", 16"), Ghost Step, Light Troops</b>		
Fly	<b>8"</b>	<b>16"</b>				
Defensive	HP	Def	Res	Arm		
	<b>C</b>	<b>C</b>	<b>C</b>	<b>C+1</b>		
Offensive	Att	Off	Str	AP	Agi	
Spectral Steed	<b>1</b>	<b>2</b>	<b>3</b>	<b>0</b>	<b>2</b>	Harnessed, Magical Attacks



## Cadaver Wagon

Height **Large**  
Type **Construct**  
Base **60×100 mm**

Global	Adv	Mar	Dis	Model Rules		
	<b>4"</b>	<b>8"</b>	<b>C</b>	<b>Necromantic Aura, No Rest for the Wicked, War Platform</b>		
Defensive	HP	Def	Res	Arm		
	<b>4</b>	<b>C</b>	<b>4</b>	<b>C+2</b>	<b>Fortitude (4+)</b>	
Offensive	Att	Off	Str	AP	Agi	
Shambling Horde	<b>8</b>	<b>1</b>	<b>3</b>	<b>0</b>	<b>1</b>	Harnessed
Chassis			<b>4</b>	<b>1</b>		Impact Hits (1), Inanimate

### Model Rules

#### **No Rest for the Wicked:** Universal Rule.

All R&F models in friendly units within 6" gain **Fortitude (6+)**. Ghosts in friendly units within 6" gain **Fortitude (4+)** instead. In addition, all R&F models in friendly units that count towards Core within 6" of one or more Cadaver Wagons gain **Fortitude (+1, max. 5+)** during their First Round of Combat.



## Court of the Damned

Height Large  
Type Construct  
Base 60×100 mm

Global	Adv	Mar	Dis	Model Rules		
	4"	8"	C	<b>Chill of the Grave</b> , Fear, Ghost Step, Towering Presence, War Platform		
Defensive	HP	Def	Res	Arm		
	5	5	5	C		
Offensive	Att	Off	Str	AP	Agi	
Paramour (2)	2	5	5	2	6	Vampiric (6+)
Spectral Pallbearers	8	2	3	0	2	Harnessed, Magical Attacks
Chassis			5	2		Impact Hits (D6), Inanimate

— Model Rules —

**Chill of the Grave:** Universal Rule.  
Enemy units within 6" of one or more models with Chill of the Grave suffer -2 Agility and -2 Defensive Skill.

— Blood Ties (Lamia) —

**Must** take Aegis (4+)

pts-

115



## Shrieking Horror

Height Gigantic  
Type Beast  
Base 100×150 mm  
0–1 Mounts/Army

The mount and its rider count towards Characters. The mount also counts towards Swift Death.

Global	Adv	Mar	Dis	Model Rules		
Ground	6"	12"	C	Fly (8", 16"), Light Troops		
Fly	8"	16"				
Defensive	HP	Def	Res	Arm		
	6	4	6	0	Fortitude (5+)	
Offensive	Att	Off	Str	AP	Agi	
Shrieking Horror	4	4	5	2	2	<b>Chilling Shriek</b> , Harnessed

— Model Rules —

**Chilling Shriek:** Special Attack.

A model with this Special Attack can use it as 1. a Shooting Attack, and as 2. a Special Attack when Engaged in Combat.

1. Choose a target using the normal rules for Shooting Attacks. The attack has Range 8" and **March and Shoot**.
2. The attack is made at the model part's Agility. Declare that you are using Chilling Shriek when allocating attacks. If used, the model part cannot perform any Close Combat Attacks. Choose a single unit in base contact as the target.

Regardless of whether it is used as a Shooting or Melee Attack, the Chilling Shriek inflicts 1 hit for each Health Point the model with Chilling Shriek currently has. These hits **always** have Strength 10, Armour Penetration 10, and **Magical Attacks**. When rolling to wound with this attack, use the enemy's Discipline instead of its Resilience.



## Monstrous Revenant

Height Large  
Type Cavalry  
Base 50×50 mm  
0–3 Mounts/Army

The mount and its rider count towards Characters. The mount also counts towards Swift Death.

Global	Adv	Mar	Dis	Model Rules		
Ground	6"	12"	C	Fear, Fly (8", 16"), Light Troops, Towering Presence		
Fly	8"	16"				
Defensive	HP	Def	Res	Arm		
	4	C	5	C		
Offensive	Att	Off	Str	AP	Agi	
Monstrous Revenant	4	4	5	2	2	Harnessed, Lethal Strike, Poison Attacks
Options			pts-	Optional Model Rules		
Great Monstrous Revenant			10	Great Monstrous Revenant: Universal Rule. The Monstrous Revenant gains <b>Devastating Charge (+1 Str, +1 AP)</b> and its base size is changed to 60×100 mm.		



## Zombie Dragon

Height Gigantic  
Type Beast  
Base 50×100 mm  
0–1 Mounts/Army

The mount and its rider count towards Characters. The mount also counts towards Swift Death. Zombie Dragon and Colossal Zombie Dragon share the same 0–1 Mounts/Army limitation.

Global	Adv	Mar	Dis	Model Rules		
Ground	6"	12"	C	Fly (7", 14"), Light Troops		
Fly	7"	14"				
Defensive	HP	Def	Res	Arm		
	6	4	6	3	Distracting, Fortitude (6+)	
Offensive	Att	Off	Str	AP	Agi	
Zombie Dragon	5	4	6	3	2	Breath Attack (Toxic Attacks), Harnessed



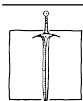
## Colossal Zombie Dragon

Height Gigantic  
Type Beast  
Base 100×150 mm  
0–1 Mounts/Army

The mount and its rider count towards Characters. The mount also counts towards Swift Death. Zombie Dragon and Colossal Zombie Dragon share the same 0–1 Mounts/Army limitation.

Global	Adv	Mar	Dis	Model Rules		
Ground	6"	12"	C	Fly (7", 14"), Light Troops		
Fly	7"	14"				
Defensive	HP	Def	Res	Arm		
	6	5	6	4	Distracting, Fortitude (6+)	
Offensive	Att	Off	Str	AP	Agi	
Colossal ZD	5	5	6	3	2	Breath Attack (Toxic Attacks), Harnessed

# Core (Min. 25%)



## Zombies

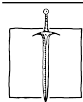
125 pts + 4 pts/extra model

20-80 models

0-4 Units/Army

Height Standard  
Type Infantry  
Base 20x20 mm

Global	Adv	Mar	Dis	Rea	Model Rules	
	4"	8"	2	2D6+4	Ashes to Ashes, Fearless, Scoring, Undead	
Defensive	HP	Def	Res	Arm		
	1	1	3	0		
Offensive	Att	Off	Str	AP	Agi	
Zombie	1	1	3	0	1	
— Command Group Options — pts —						
Musician				10	Standard Bearer	10



## Skeletons

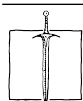
150 pts + 7 pts/extra model

20-60 models



Height Standard  
Type Infantry  
Base 20x20 mm

Global	Adv	Mar	Dis	Rea	Model Rules	
	4"	8"	4	D6+4	Ashes to Ashes, Fearless, Scoring, Undead	
Defensive	HP	Def	Res	Arm		
	1	2	3	0	Light Armour, Shield	
Offensive	Att	Off	Str	AP	Agi	
Skeleton	1	2	3	0	2	
— Options — pts —						
One choice only:					Champion	10
Halberd				1/model	Musician	10
Spear				1/model	Standard Bearer	10
					Banner Enchantment	no limit



## Ghouls

120 pts + 15 pts/extra model

10-40 models

0-4 Units/Army

Height Standard  
Type Infantry  
Base 20x20 mm

Global	Adv	Mar	Dis	Rea	Model Rules	
	4"	8"	6	D6+4	Ashes to Ashes, Fearless, <b>First Raised</b> , Scoring, Undead	
Defensive	HP	Def	Res	Arm		
	1	3	4	0		
Offensive	Att	Off	Str	AP	Agi	
Ghoul	2	3	3	0	4	Poison Attacks, Unholy Appetite
— Model Rules —						
<b>First Raised:</b> Universal Rule.					Blood Ties (Strigoi)	pts
Ghoul Champions gain <b>Swift Reform</b> .					Vanguard* (0-35 Models/Unit)	2/model
					*Strigoi Vampires joined to this unit gain <b>Vanguard</b> .	
— Command Group Options — pts —						
					Champion	10





## Bat Swarms

110 pts + 20 pts/extra model

2-10 models

0-4 Units/Army

Height Standard  
Type Beast  
Base 40×40 mm

Global	Adv	Mar	Dis	Rea	Model Rules
Ground	1"	2"	3	D6+4	Ashes to Ashes, Fearless, Fly (6", 12"), Light Troops, Skirmisher, <b>Storm of Wings</b> , Undead
Fly	6"	12"			
Defensive	HP	Def	Res	Arm	
	4	3	2	0	Distracting, Hard Target (1)
Offensive	Att	Off	Str	AP	Agi
Bat Swarm	4	3	2	0	3

### Model Rules

**Storm of Wings:** Universal Rule.

Enemy units in base contact with one or more models with Storm of Wings suffer -1 Offensive Skill and -1 Defensive Skill.

# Special (No limit)



## Dire Wolves

80 pts + 15 pts/extra model

5-15 models

0-5 Units/Army

Height Standard  
Type Beast  
Base 25×50 mm



Units of 8 or more models count towards Core instead of Special.

Global	Adv	Mar	Dis	Rea	Model Rules	
	<b>9"</b>	<b>18"</b>	<b>3</b>	<b>D3+4</b>	Ashes to Ashes, Fearless, Undead, Vanguard	
Defensive	HP	Def	Res	Arm		
	<b>1</b>	<b>3</b>	<b>3</b>	<b>0</b>		
Offensive	Att	Off	Str	AP	Agi	
Dire Wolf	<b>1</b>	<b>3</b>	<b>3</b>	<b>0</b>	<b>3</b>	Devastating Charge (+1 Str, +1 AP)
— Command Group Options — pts —						
Champion				<b>10</b>		



## Great Bats

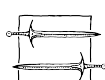
100 pts + 10 pts/extra model

2-9 models

0-4 Units/Army

Height Standard  
Type Beast  
Base 40×40 mm

Global	Adv	Mar	Dis	Rea	Model Rules
Ground	<b>1"</b>	<b>2"</b>	<b>5</b>	<b>D3+1</b>	Ashes to Ashes, Fearless, Fly (9", 18"), Light Troops, Skirmisher, Undead
Fly	<b>9"</b>	<b>18"</b>			
Defensive	HP	Def	Res	Arm	
	<b>2</b>	<b>3</b>	<b>3</b>	<b>0</b>	Hard Target (1)
Offensive	Att	Off	Str	AP	Agi
Great Bat	<b>2</b>	<b>3</b>	<b>3</b>	<b>0</b>	<b>3</b>



## Ghasts

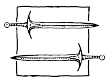
160 pts + 90 pts/extra model

3-10 models

0-5 Units/Army

Height Large  
Type Infantry  
Base 40×40 mm

Global	Adv	Mar	Dis	Rea	Model Rules	
	<b>6"</b>	<b>12"</b>	<b>5</b>	<b>D3+1</b>	Ashes to Ashes, Fear, Fearless, Undead	
Defensive	HP	Def	Res	Arm		
	<b>3</b>	<b>3</b>	<b>5</b>	<b>0</b>	Fortitude (5+)	
Offensive	Att	Off	Str	AP	Agi	
Ghast	<b>3</b>	<b>3</b>	<b>4</b>	<b>1</b>	<b>2</b>	Poison Attacks, Unholy Appetite
— Command Group Options — pts —						
Champion				<b>10</b>		



## Barrow Guard

175 pts + 21 pts/extra model

15-40 models



Height Standard  
Type Infantry  
Base 20×20 mm

Global	Adv	Mar	Dis	Rea	Model Rules			
	4"	8"	7	D3+4	Ashes to Ashes, Bodyguard (General, Barrow King), Fearless, Scoring, Undead			
Defensive	HP	Def	Res	Arm				
	1	3	4	0	Heavy Armour			
Offensive	Att	Off	Str	AP	Agi			
Barrow Guard	1	3	4	1	3	Lethal Strike, Magical Attacks, Multiple Wounds (2, against Standard)		
Options			pts-		Command Group Options		pts-	
One choice only:					Champion		10	
Shield			free		Musician		10	
Halberd			2/model		Standard Bearer		10	
Great Weapon			3/model		Banner Enchantment		no limit	



## Barrow Knights

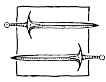
165 pts + 35 pts/extra model

5-15 models



Height Standard  
Type Cavalry  
Base 25×50 mm

Global	Adv	Mar	Dis	Rea	Model Rules			
	8"	16"	7	D3+2	Ashes to Ashes, Fearless, Ghost Step, Scoring, Undead			
Defensive	HP	Def	Res	Arm				
	1	3	4	2	Heavy Armour, Shield			
Offensive	Att	Off	Str	AP	Agi			
Barrow Knight	1	3	4	1	3	Lethal Strike, Magical Attacks, Multiple Wounds (2, against Standard), Lance		
Skeletal Steed	1	2	3	0	2	Harnessed, Magical Attacks		
Command Group Options			pts-		Command Group Options		pts-	
Champion			10		Standard Bearer		10	
Musician			10		Banner Enchantment		no limit	



## Cadaver Wagon

260 pts

single model

0–2 Units/Army

Height Large

Type Construct

Base 60×100 mm

Global	Adv	Mar	Dis	Rea	Model Rules	
	4"	8"	5	2	Ashes to Ashes, Fearless, Necromantic Aura, <b>No Rest for the Wicked</b> , Not a Leader, Undead, War Platform	
Defensive	HP	Def	Res	Arm		
	4	3	4	2	Fortitude (4+)	
Offensive	Att	Off	Str	AP	Agi	
Cadaver Master	1	3	3	0	3	
Shambling Horde	8	1	3	0	1	Harnessed
Chassis			4	1		Impact Hits (1), Inanimate

### Model Rules

**No Rest for the Wicked:** Universal Rule.

All R&F models in friendly units within 6" gain **Fortitude (6+)**. Ghosts in friendly units within 6" gain **Fortitude (4+)** instead. In addition, all R&F models in friendly units that count towards Core within 6" of one or more Cadaver Wagons gain **Fortitude (+1, max. 5+)** during their First Round of Combat.



## Dark Coach

465 pts

single model

0–2 Units/Army

Height Large

Type Construct

Base 50×100 mm

Global	Adv	Mar	Dis	Rea	Model Rules	
	8"	8"	7	1	Fear, Fearless, Ghost Step, Swiftstride, Undead, <b>Unholy Conduit</b>	
Defensive	HP	Def	Res	Arm		
	5	3	5	4	Aegis (4+)	
Offensive	Att	Off	Str	AP	Agi	
Coachman	2	3	3	10	2	Magical Attacks, Great Weapon
Vampire	4	6	5	2	6	Vampiric (3+)
Undead Mount (2)	1	3	4	1	2	Harnessed
Chassis			5	2		Impact Hits (D6+1), Inanimate

### Model Rules

**Unholy Conduit:** Universal Rule.

Friendly units within 6" gain **Autonomous**.

### Blood Ties (Von Karnstein)

**Must** take Stubborn

pts-  
10

### Optional Model Rules

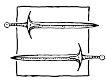
### Options

**Extended Chassis**

pts-  
5

**Extended Chassis:** Universal Rule.

The Dark Coach's base size is changed to 50×150 mm, and its Undead Mounts' Attack Value is **set** to 2.



## Court of the Damned

300 pts

single model

0–2 Units/Army

Height Large

Type Construct

Base 60×100 mm

Global	Adv	Mar	Dis	Rea	Model Rules	
	4"	8"	7	1	<b>Chill of the Grave</b> , Fear, Fearless, Ghost Step, Not a Leader, Towering Presence, Undead, War Platform	
Defensive	HP	Def	Res	Arm		
	5	5	5	2		
Offensive	Att	Off	Str	AP	Agi	
Paramour (3)	2	5	5	2	6	Vampiric (6+)
Spectral Pallbearers	8	2	3	0	2	Harnessed, Magical Attacks
Chassis			5	2		Impact Hits (D6), Inanimate

— Model Rules —

— Blood Ties (Lamia) —

pts-

**Chill of the Grave:** Universal Rule.

Enemy units within 6" of one or more models with Chill of the Grave suffer -2 Agility and -2 Defensive Skill.

**Must** take Aegis (4+)

90



## Altar of Undeath

350 pts

single model

0–2 Units/Army

Height Large

Type Construct

Base 50×100 mm

Global	Adv	Mar	Dis	Rea	Model Rules	
	8"	8"	5	1	Ashes to Ashes, Fear, Fearless, Ghost Step, <b>Lash of Souls</b> , Swiftstride, Terror, Towering Presence, Undead	
Defensive	HP	Def	Res	Arm		
	5	3	5	2	Fortitude (4+)	
Offensive	Att	Off	Str	AP	Agi	
Dark Conductor	1	3	3	0	3	<b>Aura of Undeath</b>
Ghost Steeds	8	2	3	0	2	Harnessed, Magical Attacks
Chassis			5	2		Impact Hits (D6), Inanimate

— Model Rules —

**Aura of Undeath:** Special Attack.

During its Shooting Phase, the model part can make a Shooting Attack that targets all enemy units within 12" of the model (including those Engaged in Combat and outside Front Arc and/or Line of Sight). This attack can be used even if the Altar is Engaged in Combat. The targets suffer D6 hits with a Strength equal to the current Game Turn number and Armour Penetration 2.

**Lash of Souls:** Universal Rule.

The model can cast *Pentagram of Pain* (Occultism) as a Bound Spell with Power Level (4/8).

# The Suffering (Max. 20%)



## Phantom Hosts

150 pts + 75 pts/extra model

2-5 models

0-2 Units/Army  
0-6 Models/Army

Height Standard  
Type Infantry  
Base 40×40 mm

Global	Adv	Mar	Dis	Rea	Model Rules
	6"	12"	4	1	Ashes to Ashes, Fear, Fearless, Ghostly Form, Undead
Defensive	HP	Def	Res	Arm	
	4	3	3	0	Aegis (2+, against non-Magical Attacks), Aegis (5+)
Offensive	Att	Off	Str	AP	Agi
Phantom Host	4	3	3	1	1



## Wraiths

180 pts + 43 pts/extra model

5-10 models

0-2 Units/Army

Height Standard  
Type Infantry  
Base 20×20 mm

Global	Adv	Mar	Dis	Rea	Model Rules	
	6"	12"	5	1	Ashes to Ashes, Fear, Fearless, Ghostly Form, Light Troops, Terror, Undead, Wizard Conclave	
Defensive	HP	Def	Res	Arm		
	1	3	3	0	Aegis (3+, against non-Magical Attacks), Aegis (5+)	
Offensive	Att	Off	Str	AP	Agi	
Wraith	2	3	3	10	2	Reaper, Great Weapon

— Wizard Conclave —

**Must** select 2 spells from:

- *Hasten the Hour* (Evocation)
- *Raven's Wing* (Witchcraft)
- *Deceptive Glamour* (Witchcraft)

— Blood Ties (Nosferatu): Command Group Options —

Champion

pts-  
100



## Spectral Hunters

180 pts + 34 pts/extra model

5-10 models

0-2 Units/Army

Height Standard  
Type Cavalry  
Base 25×50 mm

Global	Adv	Mar	Dis	Rea	Model Rules	
	8"	16"	5	1	Ashes to Ashes, Fear, Fearless, Ghostly Form, Light Troops, Terror, Undead, Wizard Conclave	
Defensive	HP	Def	Res	Arm		
	1	3	3	1	Aegis (3+, against non-Magical Attacks), Aegis (5+)	
Offensive	Att	Off	Str	AP	Agi	
Spectral Hunter	2	3	3	10	2	Flaming Attacks, Magical Attacks, Great Weapon
Ghost Steed	1	2	3	0	2	Flaming Attacks, Harnessed

— Wizard Conclave —

**Must** select 2 spells from:

- *Perception of Strength* (Cosmology)
- *Whispers of the Veil* (Evocation)
- *Raven's Wing* (Witchcraft)

— Blood Ties (Nosferatu): Command Group Options —

Champion

pts-  
100

# Swift Death (Max. 30%)



## Vampire Knights

250 pts + 85 pts/extra model

3-6 models

0-2 Units/Army

Height Standard  
Type Cavalry  
Base 25×50 mm

Global	Adv	Mar	Dis	Rea	Model Rules	
	7"	14"	7	1	Autonomous, Fear, Fearless, Scoring, Undead	
Defensive	HP	Def	Res	Arm		
	2	5	4	2	Heavy Armour, Shield	
Offensive	Att	Off	Str	AP	Agi	
Knight	2	5	5	2	5	Vampiric (6+), Lance
Undead Mount	1	3	4	1	2	Harnessed
— Blood Ties (Brotherhood of the Dragon) — pts —						
Knight <b>must</b> take Devastating Charge (+1 Att) and Plate Armour			25/model			
— Command Group Options — pts —						
Champion					10	
Musician					10	
Standard Bearer					10	
Banner Enchantment					no limit	



## Vampire Spawn

245 pts + 85 pts/extra model

3-8 models

0-3 Units/Army

Height Large  
Type Infantry  
Base 40×40 mm

Global	Adv	Mar	Dis	Rea	Model Rules	
Ground	6"	12"	8	D3	Autonomous, Fear, Fearless, Fly (9", 18"), Frenzy, Light Troops, Swiftstride, Undead	
Fly	9"	18"				
Defensive	HP	Def	Res	Arm		
	3	3	4	0		
Offensive	Att	Off	Str	AP	Agi	
Vampire Spawn	3	4	5	2	4	Battle Focus, Vampiric (6+)
— Command Group Options — pts —						
Champion					10	



## Varkolak

345 pts

single model

0-3 Units/Army

Height Large  
Type Beast  
Base 50×50 mm

Global	Adv	Mar	Dis	Rea	Model Rules	
	8"	16"	7	1	Autonomous, Fear, Fearless, Undead, Vanguard	
Defensive	HP	Def	Res	Arm		
	4	5	5	0	Fortitude (4+)	
Offensive	Att	Off	Str	AP	Agi	
Varkolak	5	5	6	3	4	Hatred, Vampiric (3+)



## Winged Reapers

270 pts + 175 pts/extra model

2-4 models

0-2 Units/Army

Height Large  
Type Infantry  
Base 50×75 mm

Global	Adv	Mar	Dis	Rea	Model Rules	
Ground	6"	12"	10	D3	Ashes to Ashes, Fear, Fearless, Fly (6", 12"), Light Troops, Necromantic Aura, Swiftstride, Undead	
Fly	6"	12"				
Defensive	HP	Def	Res	Arm		
	4	5	5	2		
Offensive	Att	Off	Str	AP	Agi	
Winged Reaper	4	5	5	2	4	Lethal Strike

Options pts-

One choice only:

Halberd	15/model
Paired Weapons	15/model



## Shrieking Horror

510 pts

single model

0-2 Units/Army\*

Height Gigantic  
Type Beast  
Base 100×150 mm

\*0-1 Units/Army if the army includes any Gigantic Characters.

Global	Adv	Mar	Dis	Rea	Model Rules	
Ground	6"	12"	4	1	Ashes to Ashes, Fearless, Fly (8", 16"), Light Troops, Undead	
Fly	8"	16"				
Defensive	HP	Def	Res	Arm		
	6	4	6	0	Fortitude (6+)	
Offensive	Att	Off	Str	AP	Agi	
Shrieking Horror	4	4	5	2	2	Chilling Shriek, Harnessed

Model Rules

**Chilling Shriek:** Special Attack.

A model with this Special Attack can use it as 1. a Shooting Attack, and as 2. a Special Attack when Engaged in Combat.

1. Choose a target using the normal rules for Shooting Attacks. The attack has Range 8" and **March and Shoot**.
2. The attack is made at the model part's Agility. Declare that you are using Chilling Shriek when allocating attacks. If used, the model part cannot perform any Close Combat Attacks. Choose a single unit in base contact as the target.

Regardless of whether it is used as a Shooting or Melee Attack, the Chilling Shriek inflicts 1 hit for each Health Point the model with Chilling Shriek currently has. These hits **always** have Strength 10, Armour Penetration 10, and **Magical Attacks**. When rolling to wound with this attack, use the enemy's Discipline instead of its Resilience.



# Quick Reference Sheet

## Characters

<b>Vampire Count</b>	Adv	6"	Mar	12"	Dis	9	Rea	1		Autonomous, Awaken (Zombies), Fear, Fearless, Undead	
Standard, Infantry	HP	3	Def	7	Res	5	Arm	0			
Vampire Count	Att	5	Off	7	Str	5	AP	2	Agi	7	Vampiric (6+)
<b>Vampire Courtier</b>	Adv	6"	Mar	12"	Dis	8	Rea	1		Autonomous, Awaken (Zombies), Fear, Fearless, Undead	
Standard, Infantry	HP	3	Def	6	Res	4	Arm	0			
Vampire Courtier	Att	4	Off	6	Str	5	AP	2	Agi	6	Vampiric (6+)
<b>Necromancer</b>	Adv	4"	Mar	8"	Dis	7	Rea	1		Awaken (Skeletons, Zombies), Fearless, Gates of the Netherworld, Undead, Wizard Apprentice	
Standard, Infantry	HP	3	Def	3	Res	3	Arm	0			
Necromancer	Att	1	Off	3	Str	3	AP	0	Agi	3	
<b>Barrow King</b>	Adv	4"	Mar	8"	Dis	8	Rea	1		Ashes to Ashes, Fearless, Not a Leader, Undead, Unliving Shield	
Standard, Infantry	HP	4	Def	5	Res	5	Arm	0		Heavy Armour, Shield	
Barrow King	Att	3	Off	5	Str	4	AP	1	Agi	4	Lethal Strike, Magical Attacks, Multiple Wounds (2, against Standard)
<b>Fell Wraith</b>	Adv	6"	Mar	12"	Dis	5	Rea	1		Ashes to Ashes, Fear, Fearless, Ghostly Form, Light Troops, Not a Leader, Terror, Undead	
Standard, Infantry	HP	3	Def	4	Res	3	Arm	0		Aegis (3+, against non-Magical Attacks), Aegis (5+)	
Fell Wraith	Att	3	Off	4	Str	3	AP	10	Agi	2	Reaper
<b>Banshee</b>	Adv	6"	Mar	12"	Dis	5	Rea	1		Ashes to Ashes, Fear, Fearless, Ghostly Form, Light Troops, Not a Leader, Terror, Undead	
Standard, Infantry	HP	3	Def	3	Res	3	Arm	0		Aegis (3+, against non-Magical Attacks), Aegis (5+)	
Banshee	Att	1	Off	3	Str	3	AP	0	Agi	3	Reaper, Wail of Woe

## Character Mounts

<b>Skeletal Steed</b>	Adv	8"	Mar	16"	Dis	C					Ghost Step
Standard, Cavalry	HP	C	Def	C	Res	C	Arm	C+2			
Skeletal Steed	Att	1	Off	2	Str	3	AP	0	Agi	2	Harnessed, Magical Attacks
<b>Spectral Steed</b>	Adv	8"	Mar	16"	Dis	C					Fly (8", 16"), Ghost Step, Light Troops
Standard, Cavalry	HP	C	Def	C	Res	C	Arm	C+1			
Spectral Steed	Att	1	Off	2	Str	3	AP	0	Agi	2	Harnessed, Magical Attacks
<b>Cadaver Wagon</b>	Adv	4"	Mar	8"	Dis	C					Necromantic Aura, No Rest for the Wicked, War Platform
Large, Construct	HP	4	Def	C	Res	4	Arm	C+2			Fortitude (4+)
Shambling Horde	Att	8	Off	1	Str	3	AP	0	Agi	1	Harnessed
Chassis					Str	4	AP	1	Agi		Impact Hits (1), Inanimate
<b>Court of the Damned</b>	Adv	4"	Mar	8"	Dis	C					Chill of the Grave, Fear, Ghost Step, Towering Presence, War Platform
Large, Construct	HP	5	Def	5	Res	5	Arm	C			
Paramour (2)	Att	2	Off	5	Str	5	AP	2	Agi	6	Vampiric (6+)
Spectral Pallbearers	Att	8	Off	2	Str	3	AP	0	Agi	2	Harnessed, Magical Attacks
Chassis					Str	5	AP	2	Agi		Impact Hits (D6), Inanimate
<b>Shrieking Horror</b>	Adv	6"	Mar	12"	Dis	C					Fly (8", 16"), Light Troops
Gigantic, Beast	HP	6	Def	4	Res	6	Arm	0			Fortitude (5+)
Shrieking Horror	Att	4	Off	4	Str	5	AP	2	Agi	2	Chilling Shriek, Harnessed
<b>Monstrous Revenant</b>	Adv	6"	Mar	12"	Dis	C					Fear, Fly (8", 16"), Light Troops, Towering Presence
Large, Cavalry	HP	4	Def	C	Res	5	Arm	C			
Monstrous Revenant	Att	4	Off	4	Str	5	AP	2	Agi	2	Harnessed, Lethal Strike, Poison Attacks
<b>Zombie Dragon</b>	Adv	6"	Mar	12"	Dis	C					Fly (7", 14"), Light Troops
Gigantic, Beast	HP	6	Def	4	Res	6	Arm	3			Distracting, Fortitude (6+)
Zombie Dragon	Att	5	Off	4	Str	6	AP	3	Agi	2	Breath Attack (Toxic Attacks), Harnessed
<b>Colossal ZD</b>	Adv	6"	Mar	12"	Dis	C					Fly (7", 14"), Light Troops
Gigantic, Beast	HP	6	Def	5	Res	6	Arm	4			Distracting, Fortitude (6+)
Colossal ZD	Att	5	Off	5	Str	6	AP	3	Agi	2	Breath Attack (Toxic Attacks), Harnessed

## Core

<b>Zombies</b>	Adv	4"	Mar	8"	Dis	2	Rea	2D6+4	☞	Ashes to Ashes, Fearless, Scoring, Undead
Standard, Infantry	HP	1	Def	1	Res	3	Arm	0		
Zombie	Att	1	Off	1	Str	3	AP	0	Agi	1
<b>Skeletons</b>	Adv	4"	Mar	8"	Dis	4	Rea	D6+4	☞	Ashes to Ashes, Fearless, Scoring, Undead
Standard, Infantry	HP	1	Def	2	Res	3	Arm	0		Light Armour, Shield
Skeleton	Att	1	Off	2	Str	3	AP	0	Agi	2
<b>Ghouls</b>	Adv	4"	Mar	8"	Dis	6	Rea	D6+4	☞	Ashes to Ashes, Fearless, First Raised, Scoring, Undead
Standard, Infantry	HP	1	Def	3	Res	4	Arm	0		
Ghoul	Att	2	Off	3	Str	3	AP	0	Agi	4
<b>Bat Swarms</b>	Adv	1"	Mar	2"	Dis	3	Rea	D6+4		Ashes to Ashes, Fearless, Fly (6", 12"), Light Troops, Skirmisher, Storm of Wings, Undead
Standard, Beast	HP	4	Def	3	Res	2	Arm	0		Distracting, Hard Target (1)
Bat Swarm	Att	4	Off	3	Str	2	AP	0	Agi	3


## Special

<b>Dire Wolves</b>	Adv	9"	Mar	18"	Dis	3	Rea	D3+4		Ashes to Ashes, Fearless, Undead, Vanguard
Standard, Beast	HP	1	Def	3	Res	3	Arm	0		
Dire Wolf	Att	1	Off	3	Str	3	AP	0	Agi	3
<b>Great Bats</b>	Adv	1"	Mar	2"	Dis	5	Rea	D3+1		Ashes to Ashes, Fearless, Fly (9", 18"), Light Troops, Skirmisher, Undead
Standard, Beast	HP	2	Def	3	Res	3	Arm	0		Hard Target (1)
Great Bat	Att	2	Off	3	Str	3	AP	0	Agi	3
<b>Ghasts</b>	Adv	6"	Mar	12"	Dis	5	Rea	D3+1		Ashes to Ashes, Fear, Fearless, Undead
Large, Infantry	HP	3	Def	3	Res	5	Arm	0		Fortitude (5+)
Ghast	Att	3	Off	3	Str	4	AP	1	Agi	2
<b>Barrow Guard</b>	Adv	4"	Mar	8"	Dis	7	Rea	D3+4	☞	Ashes to Ashes, Bodyguard (General, Barrow King), Fearless, Scoring, Undead
Standard, Infantry	HP	1	Def	3	Res	4	Arm	0		Heavy Armour
Barrow Guard	Att	1	Off	3	Str	4	AP	1	Agi	3
<b>Barrow Knights</b>	Adv	8"	Mar	16"	Dis	7	Rea	D3+2	☞	Ashes to Ashes, Fearless, Ghost Step, Scoring, Undead
Standard, Cavalry	HP	1	Def	3	Res	4	Arm	2		Heavy Armour, Shield
Barrow Knight	Att	1	Off	3	Str	4	AP	1	Agi	3
Skeletal Steed	Att	1	Off	2	Str	3	AP	0	Agi	2
<b>Cadaver Wagon</b>	Adv	4"	Mar	8"	Dis	5	Rea	2		Ashes to Ashes, Fearless, Necromantic Aura, No Rest for the Wicked, Not a Leader, Undead, War Platform
Large, Construct	HP	4	Def	3	Res	4	Arm	2		Fortitude (4+)
Cadaver Master	Att	1	Off	3	Str	3	AP	0	Agi	3
Shambling Horde	Att	8	Off	1	Str	3	AP	0	Agi	1
Chassis					Str	4	AP	1	Agi	
<b>Dark Coach</b>	Adv	8"	Mar	8"	Dis	7	Rea	1		Fear, Fearless, Ghost Step, Swiftstride, Undead, Unholy Conduit
Large, Construct	HP	5	Def	3	Res	5	Arm	4		Aegis (4+)
Coachman	Att	2	Off	3	Str	3	AP	10	Agi	2
Vampire	Att	4	Off	6	Str	5	AP	2	Agi	6
Undead Mount (2)	Att	1	Off	3	Str	4	AP	1	Agi	2
Chassis					Str	5	AP	2	Agi	
<b>Court of the Damned</b>	Adv	4"	Mar	8"	Dis	7	Rea	1		Chill of the Grave, Fear, Fearless, Ghost Step, Not a Leader, Towering Presence, Undead, War Platform
Large, Construct	HP	5	Def	5	Res	5	Arm	2		
Paramour (3)	Att	2	Off	5	Str	5	AP	2	Agi	6
Spectral Pallbearers	Att	8	Off	2	Str	3	AP	0	Agi	2
Chassis					Str	5	AP	2	Agi	
<b>Altar of Undeath</b>	Adv	8"	Mar	8"	Dis	5	Rea	1		Ashes to Ashes, Fear, Fearless, Ghost Step, Lash of Souls, Swiftstride, Terror, Towering Presence, Undead
Large, Construct	HP	5	Def	3	Res	5	Arm	2		Fortitude (4+)
Dark Conductor	Att	1	Off	3	Str	3	AP	0	Agi	3
Ghost Steeds	Att	8	Off	2	Str	3	AP	0	Agi	2
Chassis					Str	5	AP	2	Agi	

## The Suffering

<b>Phantom Hosts</b>	<i>Adv</i> 6" <i>Mar</i> 12" <i>Dis</i> 4 <i>Rea</i> 1	Ashes to Ashes, Fear, Fearless, Ghostly Form, Undead
Standard, Infantry	<i>HP</i> 4 <i>Def</i> 3 <i>Res</i> 3 <i>Arm</i> 0	Aegis (2+, against non-Magical Attacks), Aegis (5+)
Phantom Host	<i>Att</i> 4 <i>Off</i> 3 <i>Str</i> 3 <i>AP</i> 1 <i>Agi</i> 1	
<b>Wraiths</b>	<i>Adv</i> 6" <i>Mar</i> 12" <i>Dis</i> 5 <i>Rea</i> 1	Ashes to Ashes, Fear, Fearless, Ghostly Form, Light Troops, Terror, Undead, Wizard Conclave
Standard, Infantry	<i>HP</i> 1 <i>Def</i> 3 <i>Res</i> 3 <i>Arm</i> 0	Aegis (3+, against non-Magical Attacks), Aegis (5+)
Wraith	<i>Att</i> 2 <i>Off</i> 3 <i>Str</i> 3 <i>AP</i> 10 <i>Agi</i> 2	Reaper, Great Weapon
<b>Spectral Hunters</b>	<i>Adv</i> 8" <i>Mar</i> 16" <i>Dis</i> 5 <i>Rea</i> 1	Ashes to Ashes, Fear, Fearless, Ghostly Form, Light Troops, Terror, Undead, Wizard Conclave
Standard, Cavalry	<i>HP</i> 1 <i>Def</i> 3 <i>Res</i> 3 <i>Arm</i> 1	Aegis (3+, against non-Magical Attacks), Aegis (5+)
Spectral Hunter	<i>Att</i> 2 <i>Off</i> 3 <i>Str</i> 3 <i>AP</i> 10 <i>Agi</i> 2	Flaming Attacks, Magical Attacks, Great Weapon
Ghost Steed	<i>Att</i> 1 <i>Off</i> 2 <i>Str</i> 3 <i>AP</i> 0 <i>Agi</i> 2	Flaming Attacks, Harnessed

## Swift Death

<b>Vampire Knights</b>	<i>Adv</i> 7" <i>Mar</i> 14" <i>Dis</i> 7 <i>Rea</i> 1	 Autonomous, Fear, Fearless, Scoring, Undead
Standard, Cavalry	<i>HP</i> 2 <i>Def</i> 5 <i>Res</i> 4 <i>Arm</i> 2	Heavy Armour, Shield
Knight	<i>Att</i> 2 <i>Off</i> 5 <i>Str</i> 5 <i>AP</i> 2 <i>Agi</i> 5	Vampiric (6+), Lance
Undead Mount	<i>Att</i> 1 <i>Off</i> 3 <i>Str</i> 4 <i>AP</i> 1 <i>Agi</i> 2	Harnessed
<b>Vampire Spawn</b>	<i>Adv</i> 6" <i>Mar</i> 12" <i>Dis</i> 8 <i>Rea</i> D3	Autonomous, Fear, Fearless, Fly (9", 18"), Frenzy, Light Troops, Swiftstride, Undead
Large, Infantry	<i>HP</i> 3 <i>Def</i> 3 <i>Res</i> 4 <i>Arm</i> 0	
Vampire Spawn	<i>Att</i> 3 <i>Off</i> 4 <i>Str</i> 5 <i>AP</i> 2 <i>Agi</i> 4	Battle Focus, Vampiric (6+)
<b>Varkolak</b>	<i>Adv</i> 8" <i>Mar</i> 16" <i>Dis</i> 7 <i>Rea</i> 1	Autonomous, Fear, Fearless, Undead, Vanguard
Large, Beast	<i>HP</i> 4 <i>Def</i> 5 <i>Res</i> 5 <i>Arm</i> 0	Fortitude (4+)
Varkolak	<i>Att</i> 5 <i>Off</i> 5 <i>Str</i> 6 <i>AP</i> 3 <i>Agi</i> 4	Hatred, Vampiric (3+)
<b>Winged Reapers</b>	<i>Adv</i> 6" <i>Mar</i> 12" <i>Dis</i> 10 <i>Rea</i> D3	Ashes to Ashes, Fear, Fearless, Fly (6", 12"), Light Troops, Necromantic Aura, Swiftstride, Undead
Large, Infantry	<i>HP</i> 4 <i>Def</i> 5 <i>Res</i> 5 <i>Arm</i> 2	
Winged Reaper	<i>Att</i> 4 <i>Off</i> 5 <i>Str</i> 5 <i>AP</i> 2 <i>Agi</i> 4	Lethal Strike
<b>Shrieking Horror</b>	<i>Adv</i> 6" <i>Mar</i> 12" <i>Dis</i> 4 <i>Rea</i> 1	Ashes to Ashes, Fearless, Fly (8", 16"), Light Troops, Undead
Gigantic, Beast	<i>HP</i> 6 <i>Def</i> 4 <i>Res</i> 6 <i>Arm</i> 0	Fortitude (6+)
Shrieking Horror	<i>Att</i> 4 <i>Off</i> 4 <i>Str</i> 5 <i>AP</i> 2 <i>Agi</i> 2	Chilling Shriek, Harnessed

## Reanimated

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<b>1</b>	Characters, Court of the Damned, Altar of Undeath, Dark Coach, models from The Suffering, Shrieking Horror, Vampire Knights, Varkolak
<b>2</b>	Cadaver Wagon
<b>D3</b>	Winged Reapers, Vampire Spawn
<b>D3+1</b>	Ghasts, Great Bats
<b>D3+2</b>	Barrow Knights
<b>D3+4</b>	Dire Wolves, Barrow Guard
<b>D6+4</b>	Skeletons, Ghouls, Bat Swarms
<b>2D6+4</b>	Zombies

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# Changelog

## 2022 beta 1 hotfix 1

- Reaper reworded

## 2022 beta 1

### Clarifications

- Unbreakable Will reworded
- Shrieking Horror reworded

### Balance Changes

#### Vampiric Bloodlines:

- Von Karnstein 15 ↘ 10
- Lamia 50 ↘ 45
- Strigoi 110 ↘ 80
- Storm Caller 80 ↘ 70
- Ghoul Lord 70 ↗ 80

- Spectral Steed 110 ↘ 100
- Court of the Damned 330 ↘ 310

#### Blood Powers:

- Unbreakable Will 35 ↘ 30
- Mask of Innocence 45 ↘ 40
- Mesmerising Gaze 40 ↘ 35
- Bestial Bulk 65 ↗ 75

#### Special Items:

- Reaper's Harvest 110 ↘ 105

#### Characters:

- Vampire Count:
  - Base cost 340 ↘ 325
  - Wizard Adept 75 ↗ 95
  - Wizard Master 225 ↗ 265
  - Skeletal Steed 60 ↗ 75
  - Spectral Steed 115 ↘ 105
  - Court of the Damned 330 ↘ 310
  - Shrieking Horror 340 ↘ 320
  - Zombie Dragon 345 ↘ 325
  - Colossal Zombie Dragon 80 ↘ 75
- Vampire Courtier:
  - Base cost 155 ↘ 140
  - Wizard Apprentice 30 ↘ 25
  - Wizard Adept 105 ↗ 120
  - Wizard Master 255 ↗ 290

- Necromancer:
  - Base cost 130 ↘ 115
  - Wizard Adept 75 ↗ 95
  - Wizard Master 225 ↗ 265
  - The Dead Arise 25 ↘ 20
  - Skeletal Steed 10 ↗ 15
  - Cadaver Wagon 250 ↘ 230
  - Monstrous Revenant 75 ↘ 65
- Barrow King Base cost 165 ↘ 155
- Fell Wraith:
  - Base cost 110 ↘ 105
  - Monstrous Revenant 145 ↘ 130
- Banshee Base cost 155 ↘ 150

#### Character Mounts:

- Court of the Damned Aegis ((+)4+) 95 ↗ 115

#### Core:

- Zombies Additional models 5 ↘ 4
- Skeletons Additional models 8 ↘ 7
- Ghouls:
  - Base cost 125 ↘ 120
  - Additional models 16 ↘ 15
- Bat Swarms Additional models 22 ↘ 20

#### Special:

- Barrow Guard:
  - Base cost 160 ↗ 175
  - Additional models 20 ↗ 21
  - Halberd 3 ↘ 2
  - Great Weapon 5 ↘ 3
  - Shield 2 ↘ 0

- Barrow Knights:
  - Base cost 170 ↘ 165
  - Additional models 37 ↘ 35
- Ghosts Additional models 88 ↗ 90
- Court of the Damned Blood Ties (Lamia) 75 ↗ 90
- Dark Coach :
  - Extended Chassis 10 ↘ 5
  - Blood Ties (Von Karnstein) 20 ↘ 10

#### The Suffering:

- Phantom Host Base cost 160 ↘ 150
- Wraiths :
  - Base cost 185 ↘ 180
  - Additional models 45 ↘ 43
- Spectral Hunters :
  - Base cost 185 ↘ 180
  - Additional models 35 ↘ 34

**Swift Death:**

- Shrieking Horror Base cost 500 ↗ 510
- Winged Reapers :
  - Base cost 290 ↘ 270
- Additional models 165 ↗ 175
- Vampire Spawn :
  - Base cost 260 ↘ 245
  - Additional models 80 ↗ 85