

THE IX AGE FANTASY BATTLES



Vampire Covenant

Army Book (Core Rules)

2nd Edition, version 2022 – March 24, 2022

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The 9th 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. Refer to the Rulebook for instructions on How to Read Unit Entries.

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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 during Advance Moves and March Moves, 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
H <i>rep</i> Arise! <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"> • The R&F part of the target Raises a number of Health Points equal to its Reanimated value. • Up to one Character within the target Recovers a number of Health Points equal to its Reanimated value. Models with Towering Presence cannot Recover more than 2 Health Points from this spell in a single Magic Phase.

Vampiric Bloodlines

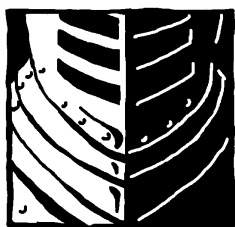
The Vampire Covenant army may choose to represent a single Vampiric Bloodline. In this case, all Vampire Counts and Vampire Courtiers in such a Bloodline Army **must** take the upgrade that corresponds to that Bloodline. All rules associated with a Vampire are only applied to the model part that takes 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

free

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



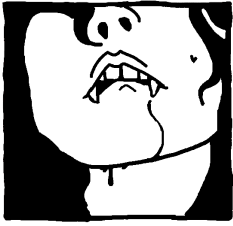
Occultism

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**

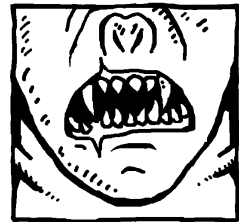
60 pts

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
0–2 per Army. 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.

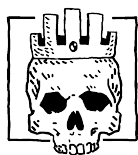
Necromantic Staff 85 pts
 Dominant. Wizards only.
 The bearer gains **Channel (1)** and can cast the first Boosted version (6" Aura) of *Arise!* (Hereditary Spell) as a Bound Spell with Power Level (4/8).

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+.

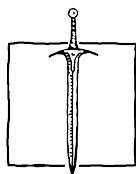
Unholy Tome 50 pts
 Dominant. Wizards only.
 The bearer can cast *Danse Macabre* (Evocation) as a Bound Spell with Power Level (4/8).

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.

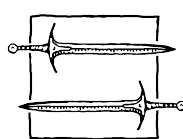
Army Organisation



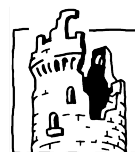
Characters
 Max. 40%



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

315 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-
Must take The Dead Arise (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

135 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-
Must take The Dead Arise (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

110 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-
Must take The Dead Arise (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 —		pts-
Alchemy				Skeletal Steed	15	
				Monstrous Revenant (SD) (Wizard Master only)	65	
Evocation				Cadaver Wagon	230	



Barrow King

150 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, Unliving Shield	
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—

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

—Mount Options—

Skeletal Steed	pts	75
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Fell Wraith

100 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	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

145 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, Wail of Woe

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		
	8"	16"	C	Ghost Step		
Defensive	HP	Def	Res	Arm		
	C	C	C	C+2		
Offensive	Att	Off	Str	AP	Agi	
Skeletal Steed	1	2	3	0	2	Harnessed, Magical Attacks



Spectral Steed

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

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



Cadaver Wagon

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

Global	Adv	Mar	Dis	Model Rules		
	4"	8"	C	Necromantic Aura, No Rest for the Wicked, War Platform		
Defensive	HP	Def	Res	Arm		
	4	C	4	C+2	Fortitude (4+)	
Offensive	Att	Off	Str	AP	Agi	
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.



Court of the Damned

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

Global	Adv	Mar	Dis	Model Rules		
	4"	8"	C	Chill of the Grave , 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	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.



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 Devastating Charge (+1 Str, +1 AP) 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

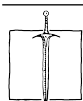
Height **Gigantic**
 Type **Beast**
 Base **100×150 mm**

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

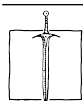
120 pts + 4 pts/extra model

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

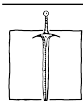
145 pts + 7 pts/extra model

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

115 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, First Raised , 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 —						
First Raised: Universal Rule.					Blood Ties (Strigoi)	pts
Ghoul Champions gain Swift Reform .					Vanguard (0-35 Models/Unit)	2/model
					*	
— Command Group Options — pts —						
					Champion	10



Bat Swarms

105 pts + 19 pts/extra model

2-10 models

0-4 Units/Army

Height Standard
Type Beast
Base 40×40 mm

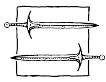
Global	Adv	Mar	Dis	Rea	Model Rules
Ground	1"	2"	3	D6+4	Ashes to Ashes, Fearless, Fly (6", 12"), Light Troops, Skirmisher, Storm of Wings , Undead
Fly	6"	12"			
Defensive	HP	Def	Res	Arm	
	4	3	2	0	Distracting, Hard Target (1)
Offensive	Att	Off	Str	AP	Agi
Bat Swarm	4	3	2	0	3

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

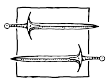
Type Beast

Base 25×50 mm



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

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



Great Bats

95 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	1"	2"	5	D3+1	Ashes to Ashes, Fearless, Fly (9", 18"), Light Troops, Skirmisher, Undead
Fly	9"	18"			
Defensive	HP	Def	Res	Arm	
	2	3	3	0	Hard Target (1)
Offensive	Att	Off	Str	AP	Agi
Great Bat	2	3	3	0	3



Ghasts

155 pts + 87 pts/extra model

3-10 models

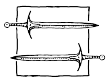
0-5 Units/Army

Height Large

Type Infantry

Base 40×40 mm

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



Barrow Guard

165 pts + 20 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

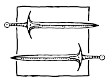
160 pts + 34 pts/extra model

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

250 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, No Rest for the Wicked , 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

455 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, Unholy Conduit	
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

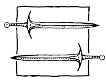
Options

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

290 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	Chill of the Grave , 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
<i>Model Rules</i>			<i>Blood Ties (Lamia)</i>			pts-
Chill of the Grave: Universal Rule.			Must take Aegis (4+)			90
Enemy units within 6" of one or more models with Chill of the Grave suffer -2 Agility and -2 Defensive Skill.						



Altar of Undeath

340 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, Lash of Souls , 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	Aura of Undeath
Ghost Steeds	8	2	3	0	2	Harnessed, Magical Attacks
Chassis			5	2		Impact Hits (D6), Inanimate
<i>Model Rules</i>						

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

145 pts + 73 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

175 pts + 42 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

— 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

175 pts + 33 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
Ghost Steed	1	2	3	0	2

— 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

245 pts + 82 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 must 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

240 pts + 82 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	
	6"	12"	8	D3	Autonomous, Fear, Fearless, Fly (9", 18"), Frenzy, Light Troops, Swiftstride, Undead	
Ground	9"	18"				
Fly						
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

325 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

260 pts + 170 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

Vampire Count	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+)
Vampire Courtier	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+)
Necromancer	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	
Barrow King	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)
Fell Wraith	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
Banshee	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

Skeletal Steed	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
Spectral Steed	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
Cadaver Wagon	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
Court of the Damned	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
Shrieking Horror	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
Monstrous Revenant	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
Zombie Dragon	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
Colossal ZD	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

Zombies	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
Skeletons	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
Ghouls	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
Bat Swarms	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

Dire Wolves	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
Great Bats	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
Ghasts	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
Barrow Guard	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
Barrow Knights	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
Cadaver Wagon	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	
Dark Coach	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	
Court of the Damned	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	
Altar of Undeath	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

Phantom Hosts	<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					
Wraiths	<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
Spectral Hunters	<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

Vampire Knights	<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
Vampire Spawn	<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+)
Varkolak	<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+)
Winged Reapers	<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
Shrieking Horror	<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

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

