

THE IX AGE FANTASY BATTLES



Vampire Covenant

Army Book (Core Rules)

2nd Edition, version 2023 beta 2 – March 02, 2023

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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. Recent changes are marked in [blue](#), and listed at the end of this document. Copyright Creative Commons license: the-ninth-age.com/license.html. Edited with \LaTeX .

Army Specific Rules

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 start of each friendly Player Turn after the army's General has been removed as a casualty, every unit with one or more models with Ashes to Ashes loses 1 Health Point, 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.

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.

Meeting of Minds

The model gains **Necromantic Aura**.

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 **Skeletons or Zombies** 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.

Blood Powers

Vampire Counts and Vampire Courtiers **must** purchase unique upgrades called Blood Powers. These powers can be duplicated within the army unless specifically stated otherwise. A model may only have a single Ancestral Blood Power.

Ancestral Blood Powers

Lahmia 65 pts
Cannot be taken by models with Heavy Armour and/or Shield.
The model part gains **Distracting** and **Lightning Reflexes**.

Strigoi 60 pts
Models on foot or mounted on Shrieking Horror only. Cannot be taken by models with any Armour Equipment and/or Wizard Masters.
The model part's Health Points are **set** to 4, and it gains **Fortitude (4+)** and **Hatred**.

Nosferatu 25 pts
Wizards only. Cannot be taken by models with Heavy Armour and/or Shield.
The model gains **Gates of the Netherworld** and **Awaken (Skeletons, Zombies)**, and it knows the Hereditary Spell in addition to its other spells.

Brotherhood of the Dragon 20 pts
Cannot be taken by Wizard Masters.
The model part gains Plate Armour, **Weapon Master**, and can take any number of Close Combat Weapons.

Von Karnstein free pts
~~The range of the model's~~ The model gains **Awaken (Bat Swarms, Dire Wolves, Great Bats, Zombies)**, **Commanding Presence(+6")**, and **Rally Around the Flag(+6")**, if available, is increased by 6". In addition, the model's unit gains **Autonomous**.

Greater Blood Powers

Ghoul Lord 70 pts
0-1 per Army. Vampire Counts with Strigoi only.
The model and all R&F models in its unit gain **Poison Attacks**. If the R&F models already had Poison Attacks, they wound automatically on a successful natural to-hit roll of '5' or '6', unless the target has Immune (Poison Attacks).

Commandment 60 pts
0-1 per Army. Vampire Counts with Lahmia only.
The Defensive Skill and Offensive Skill of R&F models in the model's unit are **set** to 6.

Crimson Rage 60 pts
0-1 per Army. Vampire Counts with Brotherhood of the Dragon only.
The model part gains **Battle Focus** and **must** reroll failed to-hit rolls.

Arcane Knowledge 40 pts
0-1 per Army. Vampire Counts with Nosferatu only.
Spells cast by the model gain +6" range. Aura spells gain +3" range instead. **Bound Spells and spells without range are not affected**.

Storm Caller 40 pts
0-1 per Army. Vampire Counts with Von Karnstein only.
All units within 12" of the model gain **Hard Target (1)**.

Lesser Blood Powers

Supreme Lich 290 pts

Vampire Courtiers with Nosferatu only.
The model becomes a Wizard Master.

Eternal Duellist 65 pts

The model part **must** reroll natural to-hit and to-wound rolls of '1' with its Close Combat Attacks.

Monster Hunter 45 pts

The model part gains **Multiple Wounds (2, against Towering Presence)**.

Flying Horror 35 pts

Models on foot only.
The model gains **Fly (7", 14")**, **Light Troops**, and **Swiftstride**.

Unbreakable Will 30 pts

At the start of each Round of Combat, select a single friendly unit Engaged in the same Combat as the model (this can be the models's own unit). This unit gains **Stubborn** until the end of the Melee Phase.

Bestial Bulk 25 pts

Models on foot only.
The model's Height is changed to Large and its base size to 40×40 mm. While joined to a unit of Ghasts, the model gains Scoring. If playing Capture the Flags, the model gains Scoring (no matter if joined to a unit of Ghasts or not).

Mesmerising Gaze 10 pts

Whenever possible, unless another model does so first, the model **must** accept or issue a Duel. Duels issued by the model **must** (if possible) be accepted by a Character unless a Champion accepts first. Enemy model parts without Harnessed fighting a Duel with the model suffer -1 Attack Value.

Mysteries of the Night 5 pts

Wizard Apprentices and Adepts only.
The model's Path Access is replaced with Cosmology, Shamanism, and Witchcraft.

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**. 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+)**. 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 55 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.

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.
 The bearer's model gains **Immune (Lethal Strike, Multiple Wounds (X))**.
 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.

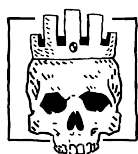
Necromantic Staff 85 pts
 Dominant. Wizards only.
 The bearer gains **Channel (1)** and can cast the first Boosted version (6" Aura) of *Arise!* (Hereditary Spell) as a Bound Spell with Power Level (4/8).

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+. Natural to-wound rolls of '1', '2', and '3' with Close Combat Attacks against the bearer's model are always considered failed.~~

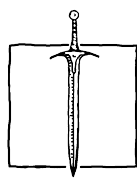
Unholy Tome 50 pts
 Dominant. Wizards only.
 The bearer can cast *Danse Macabre* (Evocation) as a Bound Spell with Power Level (4/8).

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.

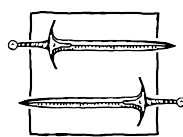
Army Organisation



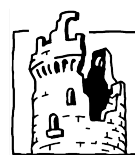
Characters
 Max. 40%



Core
 Min. 25%



Special
 No limit



The Suffering
 Max. 20%



Swift Death
 Max. 30%

*

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

— Options —

	pts-
Must take 1 or 2 Blood Powers	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

— Mount Options —

	pts-
Skeletal Steed	75
Spectral Steed	105
Monstrous Revenant (SD)	115
Court of the Damned	315
Shrieking Horror (SD) (models with Strigoi only)	320
Zombie Dragon (SD)	335
Colossal Zombie Dragon (SD)	410



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:				Must take 1 or 2 Blood Powers		no limit
Wizard Apprentice			25	Special Items		up to 100
Wizard Adept			120	Shield		5
				Light Armour		5
Evocation				Heavy Armour		10
				One choice only:		
Occultism				Great Weapon		10
				Halberd		10
				Lance		10
				Paired Weapons		10
— Mount Options —				— Mount Options —		pts-
				Skeletal Steed		65
				Spectral Steed		100
				Monstrous Revenant (SD)		115
				Court of the Damned		315



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-
				Skeletal Steed		15
Alchemy				Monstrous Revenant (SD) (Wizard Master only)		65
				Cadaver Wagon		230
Evocation						



Barrow King

145 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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Banshee

155 pts

single model

0-3 Units/Army

Height Standard
Type Infantry
Base 20×20 mm

The unit counts both towards Characters and The Suffering.

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	2	Aegis (5+)	
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.



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"), 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	7"	14"	C	Fly (7", 14"), Light Troops, Meeting of Minds		
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

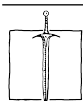
Height **Gigantic**
 Type **Beast**
 Base **100×150 mm**

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	7"	14"	C	Fly (7", 14"), Light Troops, Meeting of Minds		
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

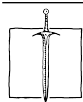
120 pts + 4 pts/extra model

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 — Command Group Options — pts —						
Musician				10	Standard Bearer	10



Skeletons

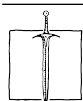
145 pts + 7 pts/extra model

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 — Command Group Options — pts —						
One choice only:					Champion	10
Halberd				free	Musician	10
Spear				free	Standard Bearer	10
					Banner Enchantment	no limit



Ghouls

115 pts + 14 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, 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
— Options — pts — Command Group Options — pts —						
Vanguard (0-35 Models/Unit)*				2/model	Champion	10
*If the General has Strigoi.					Musician	10



Bat Swarms

105 pts + 20 pts/extra model

2-10 models

0-4 Units/Army

Height Standard
Type Beast
Base 40×40 mm

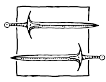
Global	Adv	Mar	Dis	Rea	Model Rules	
Ground	1"	2"	3	D6+4	Ashes to Ashes, Fearless, Fly (6", 12"), Light Troops, Skirmisher, Storm of Wings , Undead	
Fly	6"	12"				
Defensive	HP	Def	Res	Arm		
	4	3	2	0	Distracting, Hard Target (1)	
Offensive	Att	Off	Str	AP	Agi	
Bat Swarm	4	3	2	0	3	Extra Support (3)

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 + 16 pts/extra model

5-15 models

0-5 Units/Army

Height Standard

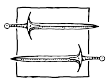
Type Beast

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

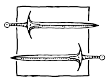
0-5 Units/Army

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

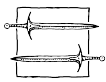
165 pts + 18 pts/extra model

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

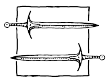
160 pts + 32 pts/extra model

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	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**.

Optional Model Rules

Extended Chassis: Universal Rule.

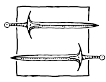
The Dark Coach's base size is changed to 50×150 mm, and its Undead Mounts' Attack Value is **set** to 2.

Options

Extended Chassis

pts-

5



Court of the Damned

320 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	Aegis (5+)	
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

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.



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

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

160 pts + 40 pts/extra model

4-9 models

0-2 Units/Army
0-10 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 (3+, against non-Magical Attacks), Aegis (5+)	
Offensive	Att	Off	Str	AP	Agi	
Phantom Host	4	3	3	1	1	Extra Support (3)



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	Reaper, Great Weapon

— Wizard Conclave —

Must select 2 spells from:

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

— 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	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)

— Command Group Options —

Champion

pts-
100

Swift Death (Max. 30%)



Vampire Knights

260 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	Devastating Charge (+1 Att), Vampiric (6+), Lance
Undead Mount	1	2	3	0	2	Harnessed, Magical Attacks
— Blood Ties (Brotherhood of the Dragon) — pts —						
— Command Group Options — pts —						
Champion					10	
Musician					10	
Standard Bearer					10	
Banner Enchantment					no limit	



Vampire Spawn

235 pts + 86 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

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	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

*For each Gigantic Character in the army, the maximum number is reduced by 1.

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)
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	2			Aegis (5+)
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"), 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	7"	Mar	14"	Dis	C					Fly (7", 14"), Light Troops, Meeting of Minds
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	7"	Mar	14"	Dis	C					Fly (7", 14"), Light Troops, Meeting of Minds
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, 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		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		Aegis (5+)
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	Adv	6"	Mar	12"	Dis	4	Rea	1		Ashes to Ashes, Fear, Fearless, Ghostly Form, Undead	
Standard, Infantry	HP	4	Def	3	Res	3	Arm	0		Aegis (3+, against non-Magical Attacks), Aegis (5+)	
Phantom Host	Att	4	Off	3	Str	3	AP	1	Agi	1	Extra Support (3)
Wraiths	Adv	6"	Mar	12"	Dis	5	Rea	1		Ashes to Ashes, Fear, Fearless, Ghostly Form, Light Troops, Terror, Undead, Wizard Conclave	
Standard, Infantry	HP	1	Def	3	Res	3	Arm	0		Aegis (3+, against non-Magical Attacks), Aegis (5+)	
Wraith	Att	2	Off	3	Str	3	AP	10	Agi	2	Reaper, Great Weapon
Spectral Hunters	Adv	8"	Mar	16"	Dis	5	Rea	1		Ashes to Ashes, Fear, Fearless, Ghostly Form, Light Troops, Terror, Undead, Wizard Conclave	
Standard, Cavalry	HP	1	Def	3	Res	3	Arm	1		Aegis (3+, against non-Magical Attacks), Aegis (5+)	
Spectral Hunter	Att	2	Off	3	Str	3	AP	10	Agi	2	Flaming Attacks, Magical Attacks, Great Weapon
Ghost Steed	Att	1	Off	2	Str	3	AP	0	Agi	2	Flaming Attacks, Harnessed

Swift Death

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



Changelog

2023 balance beta 2

- Arcane Knowledge doesn't work on Bound Spells
- Von Karnstein reworded
- The Dead Arise can only summon Zombies and Skeletons
- Night's Crown reworded
- Ancestral Blood Powers Lamia 60 ↗ 65
- Ancestral Blood Powers Nosferatu 20 ↗ 25
- Greater Blood Powers Strom Caller 60 ↘ 40
- Lesser Blood Powers Eternal Duellist 80 ↘ 65
- Lesser Blood Powers Mysteries of the Night 0 ↗ 5
- Barrow King Base cost 150 ↘ 145
- Skeletons Halberd 1 ↘ 0
- Skeletons Spear 1 ↘ 0
- Ghouls Additional models 15 ↘ 14
- Dire Wolves Additional models 15 ↗ 16
- Barrow Knights Additional models 34 ↘ 32
- Vampire Knights Base cost 250 ↗ 260
- Vampire Spawn Base cost 245 ↘ 235
- Vampire Spawn Additional models 85 ↗ 86