

# 4500 Pts - Vampire Covenant Roster

Unit Name	##	Mv	WS	BS	St	To	Wo	In	At	Ld	Sv	WSv	Type	Cost
Vampire Count of Brotherhood of the Dragon	1	6	9	5	5/6	5	3	7	5	9	5+	4+	In	720.0
	Infantry; Undead; Fear; Vampiric (6+); Awaken (Zombies); Brotherhood of the Dragon; Vampire cannot refuse a challenge, and must issue one if no other Character does it first.; General; Units w/in 12" may march.; The Dead Arise													
<i>Dragonfire Gem</i>	Wearer has Fireborn Special Rule.													[15.0]
<i>Armour of Destiny</i>	Heavy Armour. Wearer has a Ward Save (4+). Infantry, Cavalry and War Beasts only													[90.0]
<i>Crimson Rage</i>	Every unsaved wound caused by the Vampire with normal attacks generates another attack at the same Initiative step. These do not generate further attacks.													[130.0]
<i>#The Dead Arise</i>	Bound Spell Power Level 4, Range 12", Ground, Duration: Instant. Summon a unit from the ones with the Awaken (X) special rule of the caster (choose before casting) with as many Wounds as given by the Evoked characteristic of the unit. The unit must be placed with at least one model on the target point and all models within the range. All upgrades except Command Group are allowed. The unit loses Scoring (if it had it).													[30.0]
<i>Blade of Red Thirst</i>	Hand Weapon . Attacks made with this weapon gain +1 Strength. The wielder gains Vampiric (3+), and makes a Vampiric roll for each unsaved wound caused by this weapon (instead of just one). Instead of following normal rules for successful Vampiric Rolls, each successful roll can be used to either Recover 1 wound to wielder, or Raise 1 Wound in Wielder's unit. Wielder's model can never Recover more than 1 Wound per phase with this.													[75.0]
Necromancer Master	1	4	3	3	3	3	3	3	1	7		4+	In	560.0
	Infantry; Undead; Awaken (Zombies, Skeletons); Gates of the Netherworld; Wizard Master; 4 Learned Spells; The Evocation													
<i>Evoc Trait: Evocation of Souls</i>	Augment. 6+ to cast. Range 18" OR 8+ to cast as 6" Aura OR 11+ to cast as 12" Aura. If the Target has at least one model with an Evoked value: The Target unit, or a single Character inside the Target unit, Raises a number of Wounds as stated in the unit's profile under Evoked. Characters and models with Towering Presence cannot Raise more than 2 Wounds from this spell in a single Magic Phase. #If the Target has no models with an Evoked value: The Target unit gains Fear and Immune to Psychology (Lasts one Turn). Evocation													[0.0]
<i>Evoc1: Spectral Blades</i>	Augment. 5+ to cast. Range 18". Lasts one Turn. The target must reroll failed to-wound rolls in Close Combat OR 10+ to Cast, The target gains Lethal Strike. Evocation													[0.0]
<i>Evoc3: Ancestral Aid</i>	Augment. 7+ to cast. Range 12". Lasts one Turn. The Target must reroll failed to-hit rolls with its Close Combat Attacks. OR 10+ to cast to also affect Shooting Attacks. Evocation													[0.0]
<i>Staff of Gerhard the Black</i>	An army containing this item may reroll failed Channel attempts. When the bearer casts Evocation of Souls from Evocation it may, for each target, reroll a single D6 or D3 used to determine the number of Raised Wounds.													[80.0]
<i>Talisman of Supreme Shielding</i>	Wearer has Ward Save (4+).													[100.0]
<i>The Dead Arise</i>	Bound Spell Power Level 4, Range 12", Ground, Duration: Instant. Summon a unit from the ones with the Awaken (X) special rule of the caster (choose before casting) with as many Wounds as given by the Evoked characteristic of the unit. The unit must be placed with at least one model on the target point and all models within the range. All upgrades except Command Group are allowed. The unit loses Scoring (if it had it). 0-1 Choice per Army													[0.0]
Skeletons	39	4	2	2	3	3	1	2	1	4	5+		In	465.0
	Infantry; Undead; Ashes to Ashes; Evoked(D6+4); Scoring; Spear; Fight in Extra Ranks. Armour Piercing (1). Lethal Strike against Cavalry, Monstrous Cavalry and Chariots engaged in the front.; Light Armour; Armour Save (6+); Shield; Veteran Magic Standard; Musician													
<i>Flaming Standard</i>	At the start of each Round of Combat, and before shooting with a bearer's unit, the banner may be activated. If it is, the bearer's unit's non-special Close Combat and Shooting Attacks have Flaming Attacks. Effects last for the duration of the phase.													[45.0]
Skeleton Champion	1	4	2	2	3	3	1	2	2	4	5+			[20.0]

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Skeletons	39	4	2	2	3	3	1	2	1	4	5+		In	420.0
Infantry; Undead; Ashes to Ashes; Evoked(D6+4); Scoring; Spear; Fight in Extra Ranks. Armour Piercing (1). Lethal Strike against Cavalry, Monstrous Cavalry and Chariots engaged in the front.; Light Armour; Armour Save (6+); Shield; Standard; +1CR; Musician														
Skeleton Champion	1	4	2	2	3	3	1	2	2	4	5+			[20.0]
Zombies	60	4	1		3	3	1	1	1	2			In	390.0
Infantry; Undead; Ashes to Ashes; Evoked(3D6); Scoring; Standard; +1CR; Musician														
Zombies	60	4	1		3	3	1	1	1	2			In	390.0
Infantry; Undead; Ashes to Ashes; Evoked(3D6); Scoring; Standard; +1CR; Musician														
Cadaver Wagon	1				4	4	4				5+		Ch	240.0
Chariot; Regeneration (4+); Undead; Evoked (1); Mount's Protection (5+); Random Attacks (2D6) (Shambling Horde only); Regeneration (4+); Wake the Dead: Whenever a spell from Evocation is successful cast by a friendly wizard within 12" from a Cadaver Wagon,, you may select a single unit within 6" of this unit. All models in the Target unit gain Lightning Reflexes until the end of the following Player Turn; Cart: The Cadaver Wagon may perform a March moves despite being a Chariot but does not possess the Swiftstride special rule.; Endless Horde; The Cadaver Wagon gains the War Platform special rule but may only join units of Zombies. The Cadaver Master may issue challenges as if it was the Champion of any Zombie unit it joins. If this upgrade is taken model changes its base to 60x100mm.; Bring Out Your Dead; Friendly units targeted by Evocation of Souls when cast by a Wizard that is within 6" of one or more Cadaver Wagon with this upgrade increase their Evoked Characteristic based on their Height for this spell: # If Standard Height: +2 Evoked; # If Large: +1 Evoked; # Gigantic Height, Ethereal or Vampiric models are not affected; Necromantic Aura; All friendly units within 6" of one or models with this Special Rule reduce the number of wounds caused by Ashes to Ashes and Unstable by 1. Models with the Necromantic Aura cannot benefit themselves from Necromantic Aura.														
Cadaver Master	1		3		3			3	1	5				[0.0]
Shambling Horde	1	4	1		3			1	2D6					[0.0]
Random Attacks (2D6)														
Cadaver Wagon	1				4	4	4				5+		Ch	240.0
Chariot; Regeneration (4+); Undead; Evoked (1); Mount's Protection (5+); Random Attacks (2D6) (Shambling Horde only); Regeneration (4+); Wake the Dead: Whenever a spell from Evocation is successful cast by a friendly wizard within 12" from a Cadaver Wagon,, you may select a single unit within 6" of this unit. All models in the Target unit gain Lightning Reflexes until the end of the following Player Turn; Cart: The Cadaver Wagon may perform a March moves despite being a Chariot but does not possess the Swiftstride special rule.; Endless Horde; The Cadaver Wagon gains the War Platform special rule but may only join units of Zombies. The Cadaver Master may issue challenges as if it was the Champion of any Zombie unit it joins. If this upgrade is taken model changes its base to 60x100mm.; Bring Out Your Dead; Friendly units targeted by Evocation of Souls when cast by a Wizard that is within 6" of one or more Cadaver Wagon with this upgrade increase their Evoked Characteristic based on their Height for this spell: # If Standard Height: +2 Evoked; # If Large: +1 Evoked; # Gigantic Height, Ethereal or Vampiric models are not affected; Necromantic Aura; All friendly units within 6" of one or models with this Special Rule reduce the number of wounds caused by Ashes to Ashes and Unstable by 1. Models with the Necromantic Aura cannot benefit themselves from Necromantic Aura.														
Cadaver Master	1		3		3			3	1	5				[0.0]
Shambling Horde	1	4	1		3			1	2D6					[0.0]
Random Attacks (2D6)														

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Altar of Undeath	1				5	5	5				5+		Ch	460.0
	Chariot; Innate Defence (5+); Undead; Ashes to Ashes; Evoked (1); Wail of Woe (Banshee only); Towering Presence; Random Attacks (2D6) (Ghost Steeds only); Ethereal (Ghost Steeds only); Terror; Regeneration (4+); # Aura of Undeath: At the beginning of each friendly Player Turn and before the battle (after moving Vanguarding units), choose one of the following Effects. For both effects, X is equal to the current Turn number (X is 0 before the battle).; 1: All friendly units within 6"+X gain Regeneration (6+), which lasts until the end of the following Player Turn. Place a counter next to the units affected to track which is affected by the Regeneration even after leaving the area of effect.If a unit already has Regeneration then it is increased by +1, up to maximum of 4+ Regeneration Save. Only this effect can be chosen before the battle.; 2: All enemy units within 12" suffer D6 hits at Strength X.; Banshee (1); Wail of Woe. Special Attack. Model Parts with this special rule can perform a Special Shooting Attack with range 8". It can be used after marching, hits automatically and has the following profile: Multiple Shots (D6+2). Strength 4. ; Dark Tome; Dark Tome: Friendly Wizards within 12" of one or more Altar of Undeath with Dark Tome add +2 to their casting rolls when casting spells from Evocation. Friendly and enemy Wizards that suffer a miscast when within 12" of one or more Altar of Undeath with Dark Tome count as having used two additional Magic Dice (MDU) for their Casting roll, up to a maximum of 5.													
Master	1		3	1	3			3	1	5				[0.0]
Deathly Choir	1		3		3			3	3	5				[0.0]
Ghost Steeds	1	8	3		3			2	2D6					[0.0]
Barrow Knights	4	4	3		4	4	1	3	1	6	2+		Ca	240.0
	Cavalry; Undead; Ashes to Ashes; Lethal Strike (Knight only); Multiple Wounds (2, Infantry, War Beast, Cavalry), Magical Attacks; Evoked (1D3+2); Ethereal (Steed only); Mount's Protection (5+); Scoring; Lance; Heavy Armour; Shield; Standard; Musician													
Champion	1	4	3		4	4	1	3	2	6	2+			[20.0]
Skeletal steed	5	8	2		3	3	1	2	1	3				[0.0]
	Ethereal (Steed only)													
Vampire Courtier of Brotherhood of the Dragon	1	6	8	4	5	4	3	6	4	8	4+	5+	In	370.0
	Infantry; Undead; Vampiric (6+); Fear; Awaken (Zombies) ; Brotherhood of the Dragon; Vampire cannot refuse a challenge, and must issue one if no other Character does it first.; Wizard Apprentice; 1 Learned Spell; The Occultism; Shield; +1 AS; Parry (foot models only)													
King Slayer	The wielder gains +1 Strength and +1 Attack when attacking with this weapon for each enemy Character in base contact with the wielder's unit (this bonus is calculated and in effect at the Initiative step when the attacks are made).													[50.0]
Armour of Fortune	Heavy Armour. Wearer has a Ward Save (5+).													[50.0]
Occult1: Hand of Glory	Caster. 6+ to cast. Last one Turn. The Target {and all other models in the same unit} gains a Ward Save (5+). Affected models with already existing Ward Saves have them increased by 1, to a maximum of Ward Save (3+). Occultism													[0.0]
Option Footnotes:														
Heavy Armour	Armour Save (5+)													
Musician	Allows swift reforms. Enemy march tests within 8" suffer -1 to Ld.													
Standard	+1CR													
Veteran Magic Standard	+1CR													

**Total 4495.0**

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**Master of Undeath:** One character in the Vampire Covenant army may be nominated to be the Master. At the start of the game, the general is always the Master.

**Ashes to Ashes:** At the end of the phase in which the General is killed, and each time a Leadership test is failed for gaining a new Master (or if there is no eligible character to take the test), all units with the majority of the models having this Special Rule must take a Leadership Test. If failed the unit suffers 1 wound for each point by which the test was failed with. These wounds are distributed following the rules for Unstable but can never be assigned to models without this Special Rule.

**Vampiric (X):** Models with this Special Rule can make march moves as normal even when outside the range of the General's Inspiring Presence. They still have to test Leadership if they are within 8" of enemy units. At the end of the close combat phase, units with this Special Rule can make a single Vampiric Roll if a Model part with this Special Rule caused at least one wound during the phase. Roll a D6 for each Vampiric Roll, X+ a single wound is Raised to the unit, where X is the number stated within the brackets (a 1 is always a failure). Characters must cause wounds and roll for Raised wounds separately from any unit they are joined to. It is your responsibility to know the rules

Models in Army: 207

### Validation Results for Army List 'Standard Army' using Rule-Set 'Primary Rule Set':

Roster satisfies all enforced validation rules

Troop Type	Count	Unused	Points	Unused	Percent
Characters (<=40%)	3	n/a	1650.0	150.0	36%
Core (>=20%)	4	n/a	1665.0	2835.0	37%
Special (<=100%)	4	n/a	1180.0	3320.0	26%
The_Suffering (<=20%)	0	n/a	0.0	900.0	0%
Swift_Death (<=30%)	0	n/a	0.0	1350.0	0%
Magic Item Summary	10	n/a	665.0	n/a	14%