

Vampire Bloodlines v.0.7

Bloodline Rules

Replaces Vampire

Each of the following Vampires replace the generic Vampire choice of the Vampire Counts warband.

Special Equipment

When playing with Vampiric Blood Lines, the Blood Chalice special equipment of the Vampire Counts warband is *not* available to all warbands, but is specific to warbands with a Von Carstein Vampire.

Bloodline Powers

Vampiric Bloodline Powers are special skills that can *only* be taken by Vampires of that specific bloodline. The Vampire has access to these skills *in addition* to the Revenant skills found under the Vampire Counts warband. Promoted henchmen *cannot* choose access these skills when promoted.

Cannot Change Bloodlines

Vampires from different bloodlines cannot be hired by the same warband in a campaign. When a Vampire is first hired, the choice of Bloodline will determine the type Vampire available to be hired throughout the campaign (*as well as the Bloodline Powers and Special Equipment available to it*).

0-1 Von Carstein Vampire

70gc to hire

Starting Experience: 28

Race: Vampire

Skills: Combat, Academic, Strength, Speed, Revenant

M	WS	BS	S	T	W	I	A	Ld
5	4	4	4	3	3	4	1	8

SPECIAL RULES

Leader (6"), Undead, Warrior Wizard, Immortal, Wizard (Death, Shadow, Necromancy or Dark Magic): Starts with 1 spell.

Von Carstein Special Equipment

Blood Chalice 10gc

(As Vampire Counts Special Equipment.)

Von Carstein Powers

Walking Death

Warrior may re-roll his first natural 1 'to wound' in each close combat phase *(including opponent's)*.

Call Winds

Warrior knows the following spell in addition to his other spells:

Call Winds D6+

Range: 24" radius.

Effect: Enemies that fire a missile weapon within 24" of this warrior suffer an additional -1 to hit if the distance fired was 12" or more. Active even while this warrior is *fleeing* and does *not* require line of sight. Lasts until the beginning of your next Power Phase.

Von Carstein Powers

Unbending Willpower (6", -1 S)

Other warriors in the warband who are within 6" of this warrior have a -1 Strength modifier to any hits they take from the 'Crumble' rule. Does *not* require line of sight. *Not* active while this warrior is *fleeing*.

Aura of Dark Majesty (-1 Ld)

All enemies within 1" of this warrior suffer -1 Leadership. Not active while this warrior is *fleeing*. No effect vs. Undead and Daemons. Being within 1" of multiple warriors with this skill does *not* stack.

Transfix (-2 I)

At the *start* of each close combat phase (*i.e. also opponent's*) one enemy of your choice that is within 1" of this warrior suffers -2 Initiative to strike order that turn. No effect vs. Undead and Daemons. Not active while this warrior is *fleeing*.

Wolflord

Dire Wolves in the warband may re-roll failed rolls 'to hit' the turn they charge, as long as this warrior is with the warband (*i.e. is active even while this warrior has not been deployed yet, has been taken out of action, is missing the battle, etc.*).

Von Carstein Equipment List

Close Combat

Hand Weapon

Great Weapon

Morning Star

Halberd

Lance *(if playing with Mounted rules)*

Shooting

Bow

Throwing Axes

Armour

Light Armour

Heavy Armour

Shield

0-1 Lahmia Vampire

75gc to hire

Starting Experience: 28

Race: Vampire

Skills: Combat, Shooting, Academic, Speed, Revenant

M	WS	BS	S	T	W	I	A	Ld
5	4	4	4	3	3	5	1	8

SPECIAL RULES

Leader (6"), Undead, Warrior Wizard, Immortal, Wizard (Death, Shadow or Necromancy): Starts with 1 spell.

Lightning Reactions: Warrior may re-roll all failed characteristics tests she has to take. Can also be used for Exploration Locations.

Lahmian Special Equipment

Lahmian Blade 10gc

Close Combat Weapon: Sword: Is affected by anything that would affect Swords, but is a separate proficiency from normal Swords.

Initiative Bonus: +1 I in all rounds of combat.

Armour Piercing (1)

Lahmian Bow 15gc

Missile Weapon: Long Bow: Is affected by anything that would affect Long Bows, but is a separate proficiency from normal Long Bows.

Range: 30" **Strength:** 3

Poisonous. (May re-roll 1s to wound except vs. enemies immune to poison.)

Lahmian Powers

Quickblood

Warrior gains a 5+ ward save while she is down to 1 wound. Active even while *fleeing*.

Seduction

Warrior knows the following spell in addition to her other spells:

Seduction D6+

Range: 18"

Effect: Target must take a Leadership test: If failed, you may immediately move target up to its twice its Movement in inches, though he will not charge, climb up or down, or jump off buildings. (This movement may be intercepted as normal.)

Lahmian Powers

Handmaiden's Sting

Warrior may poison one of her weapons each battle. You may choose which. This skill may be taken multiple times.

Innocence Lost

All of warrior's poisonous attacks have +1 to hit. No effect vs. enemies immune to poison.

Beguile (-2 I)

At the *start of each* close combat phase (*i.e. also opponent's*) one enemy of your choice that is within 1" of this warrior suffers -2 Initiative to strike order that turn. No effect vs. Undead and Daemons. Not active while this warrior is *fleeing*.

Night Creature

Enemies must pass a Leadership test to target this warrior with shooting attacks where the range is greater than 6". If failed, they may target another warrior (*if applicable*). (No effect vs. spells / prayers.)

Lahmian Equipment List

Close Combat

Hand Weapon
Great Weapon
Lahmian Blade

Shooting

Bow
Lahmian Bow
Javelins
Throwing Stars / Knives

Armour

Light Armour
Heavy Armour

0-1 Blood Dragon Vampire

65gc to hire

Starting Experience: 28

Race: Vampire

Skills: Combat, Academic, Strength, Speed, Revenant

M	WS	BS	S	T	W	I	A	Ld
5	5	4	4	3	3	4	1	9

SPECIAL RULES

Leader (6"), Undead, Immortal, Martial Honour:

May *not* leave close combat voluntarily.

Blood Dragon Special Equipment

Blood Keep Armour 30gc

Suit of Heavy Armour: Is affected by anything that affects Heavy Armour and can be worn by anyone who can wear normal Heavy Armour.

Armour Save: 4+

Initiative Penalty: -1

Can only be worn by Vampires.

Dragon Standard 10gc

Special Equipment: Wielder cannot *hide* and loses 'Stealth' if he has it.

Martial Ferocity (12"): Other warriors in the warband within 12" of wielder (*but not wielder himself*) whose race is Vampire *hate* all enemies. Does *not* require line of sight and is not active while wielder is *fleeing*.

Order of Battle: When deploying the warband in scenarios, there can only be one warrior with this item in the warband.

Blood Dragon Powers

Honour or Death!

Warrior may re-roll failed panic tests. (*No effect if he also has 'Stubborn.'*)

Doomcharger

Warrior may re-roll all dice used to determine charge distances (*including additional D3 from other skills or abilities if applicable*).

Master Strike

Warrior may re-roll his first natural 1 'to wound' in each close combat phase (*including opponent's*).

Blood Dragon Powers

Heartpiercer

All of this warrior's hits with Great Sword and Lance automatically result in a 'Deathblow' result on the critical hits chart.

Spellknight

Warrior gains the 'Warrior Wizard' rule and becomes a Wizard who uses spells from Death, Shadow or Necromancy. He *only* knows the Signature spell because of this skill, but may learn more spells whenever he gains a skill advance from now on (*doing so uses up the advance*).

Strength of Steel

Warrior's attacks with Great Swords have 'Sunder (1).'

Blood Dragon Equipment List

Close Combat

Hand Weapon

Great Weapon

Morning Star

Halberd

Lance (*if playing with Mounted rules*)

Shooting

Javelins

Throwing Axes

Armour

Light Armour

Heavy Armour

Shield

0-1 Necrarch Vampire

70gc to hire

Starting Experience: 28

Race: Vampire

Skills: Academic, Speed, Revenant

M	WS	BS	S	T	W	I	A	Ld
5	3	3	4	3	3	4	1	8

SPECIAL RULES

Leader (6"), Undead, Warrior Wizard, Immortal, Wizard (Death, Shadow, Heavens, Metal or Necromancy): Starts with 1 spell.

Master of the Black Arts (*As Revenant special skill.*)

Dark Acolyte (*As Revenant special skill.*)

Necrarch Special Equipment

Nehekhara Staff 10gc

Close Combat Weapon: Club: Is affected by anything that would affect Club, but is a separate proficiency from normal Club.

Bound Spell: Wielder knows one random spell from the Lore of Necromancy in addition to his other spells. Wielding multiple Nehekhara Staffs still only grants one additional spell.

Concussive (1)

Black Mantle 10gc

Special Equipment: Whenever wearer successfully casts a spell using more than one Power Dice, he gains +1 Power Dice if all dice came up identical (*i.e. doubles, triples, etc.*). (*D3 from Power Scrolls are not counted.*)

Can only be worn by Vampire Wizards.

Necrarch Powers

Spectral Form

Warrior gains the 'Spectral' rule.

Arcane Prowess

Warrior has +1 to all his spellcasting rolls.

Necrarch Powers

Impious Artificer

Warrior adds +1 to his armour save, or gains a 6+ armour save if he has none. This will *not* prevent him from casting spells.

Unbending Willpower (6", -1 S)

Other warriors in the warband who are within 6" of this warrior have a -1 Strength modifier to any hits they take from the 'Crumble' rule. Does *not* require line of sight. *Not* active while this warrior is *fleeing*.

Unholy Cynosure

Once per battle, this warrior may re-roll all Power Dice involved in a single of his spellcasting rolls, provided it was *not* a miscast. (*D3 from Power Scrolls are not re-rolled.*)

Nehekhara's Noble Blood

Warrior may attempt to cast two spells in each of his shooting phases, instead of the normal one. He still cannot cast spells the same turn he fired a missile weapon (*or vice versa*).

Necrarch Equipment List

Close Combat

Hand Weapon
Great Weapon
Nehekhara Staff

Shooting

Sling

Armour

Light Armour
Heavy Armour

0-1 Strigoi Vampire

90gc to hire

Starting Experience: 28

Race: Vampire

Skills: Combat, Strength, Speed, Revenant

M	WS	BS	S	T	W	I	A	Ld
5	4	-	4	4	3	4	2	8

SPECIAL RULES

Leader (6"), Undead, Immortal, Wizard (Death, Shadow, Beasts, Kin-Magic or Necromancy): Starts with 1 spell.

Feral Fury: Warrior *hates* all enemies in the first round of close combat.

Vampiric Monstrosity: Never uses Weapons or Armour (*but may use Special Equipment as normal*). If playing with Mounted rules, this warrior may never ride mounts.

Strigoi Powers

Iron Sinews

Warrior may re-roll his first natural 1 'to wound' in each close combat phase (*including opponent's*).

Hunter in the Dark

Warrior may re-roll all failed rolls 'to wound' the turn he successfully charged an enemy and was *hidden* at the start of the turn himself.

Infinite Hatred

Warrior *hates* all enemies in *all* rounds of combat, not just the first.

Ghoulkin

Ghouls in the warband have +1 Movement, up to a maximum of 5, as long as this warrior is with the warband (*i.e. is active even while this warrior has not been deployed yet, has been taken out of action, is missing the battle, etc.*).

Massive Monstrosity

Warrior gains 'Scaly Skin (6+).'

Strigoi Powers

Murderous Rampage

Whenever warrior takes an enemy *out of action* with a close combat attack, he immediately gains another attack that may be directed at any enemy within 1" of him. Warriors can gain multiple attacks during the same turn if he takes multiple enemies *out of action*.

Resilient

Warrior has a -D3-1 modifier to all critical hits scored against him.

Feral Senses

Warrior adds +3" to the distance he spots *hidden* enemies. (*Stacks with other modifiers.*)

Embittered Tenacity

Warrior may re-roll failed panic tests. (*No effect if he also has 'Stubborn.'*)

Filtgrinder

One of warrior's close combat attacks, chosen by you, is poisonous in each round of close combat (*including opponent's*). This skill may be taken multiple times.

Undying Monstrosity

Warrior has 'Regeneration (5+)' as long as he is down to 1 wound. Active even while *fleeing*.