

Vampire Counts v.2.1

Warband Special Rules

Undead

Cause Fear; Immune to Poison; Immune to Concussion; Cannot take Drugs.

Immortal

Warriors with this rule treat campaign injury rolls of 'Dead' as 'Multiple Injuries.'

Warrior Wizard

Warrior may wear armour and cast spells.

Crumble

When a warrior with this rule would *flee*, he takes 1 Strength 3 hit instead with no saves of any kind allowed. If this takes him *out of action*, enemies *will* gain experience for his demise.

- Warriors with Crumble may *not* leave close combat voluntarily.

Rending Claws

Warriors with this rule suffer no penalties for fighting unarmed and may re-roll one failed roll 'to hit' in each close combat phase (*i.e. also opponent's*) while they are fighting unarmed. (*Re-rolled dice cannot cause critical hits.*)

Poisonous Attacks

All of this warrior's attacks may re-roll natural 1s 'to wound.' (*Except where his attacks could not be poisoned, such as with Slings.*)

No Promotion

Warrior cannot be promoted to a hero.

Spectral

Warriors with this rule may move through walls and other solid objects (*but not other warriors*).

- This ability has no effect on jumping or climbing.
- Spectral warriors cannot *hide* or capture scenario objectives.

Warband Special Rules

Vigour Mortis (6")

Warriors with this rule gain the following bonuses as long as there is a wizard from the warband with at least one spell from the Lore of Necromancy within 6" of them:

- +1 Movement, +1 Weapon Skill and +1 Initiative.
- Regeneration (6+) vs. all types of attacks (*including spells and prayers*).

This ability:

- Does *not* require line of sight.
- *Is* active even while the wizard is *hiding*.
- But *not* active while the wizard is *fleeing*.
- Being within 6" of multiple wizards with spells from Necromancy does *not* stack.

Raise Dead

After each battle, any enemy heroes (*not henchmen*) that die, may be raised as henchmen in your warband by paying their hire fee +1gc for each point of experience the hero had, *excluding* starting experience:

- The raised hero retains his race, characteristics values, campaign injuries, and experience.
- He also retains all weapons, armour and special equipment he was carrying, though they become his personal heirlooms (*i.e. they cannot be sold or swapped*).
- The warrior can still use any special equipment he was carrying (*excluding equipment that is only useable by heroes*).
- The warrior loses 2 points of Initiative 2 points of Leadership, and all skills, spells and prayers that he had.
- The warrior also loses all special rules that he had and gains the 'Undead' and 'Crumble' rules instead.
- Undead, Monsters, Ogres and Daemons *cannot* be raised by this ability.
- Warriors raised by this ability become henchmen, but they can still get promoted to heroes, just like other henchmen.

Revenant Skills

Dredknight

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

Nightshroud (-D3")

Enemies attempting to charge this warrior must deduct D3" from their maximum charge distance, down to a minimum of 6". No effect vs. enemies that ignore 'Stealth.'

Supernatural Horror

Enemies that take fear and panic tests within 1" of this warrior must re-roll dice rolls of 1. No effect vs. Undead and Daemons.

Angstfeeder

All of warrior's close combat attacks have +1 to hit in all turns where the enemy he is striking at failed a fear test. (*Each warrior only tests for fear once per turn, no matter how many enemies that cause fear he is fighting.*)

Might of Arms (+1 S)

Warrior has +1 Strength the turn he charges.

Seneschal

Warrior ignores hits from the 'Crumble' rule. (*No effect if warrior does not have 'Crumble.'*)

Chill Touch

Warrior's attacks (*both shooting and close combat*) are Armour Piercing (1). (*Stacks with other Armour Piercing effects he may have.*)

Dark Acolyte

Must be a wizard to take this skill. Warrior starts each battle with 1 free Power Dice.

Master of the Dead (12")

Must be a wizard to take this skill. If warrior is eligible to confer the 'Vigour Mortis' rule, he extends its range from 6" to 12".

Master of the Black Arts (Wizards Only)

Warrior combines one of the other lores known to him with the Lore of Necromancy. Choose which lore before each battle. Warrior *always* knows the Signature Spells from both lores and when generating spells before each battle, he may freely decide which lore each spell will come from.

Warband Special Equipment

Wight Axe / Wight Blade 20gc

Close Combat Weapon: Great Axe or Great Sword:

Is exactly the same as a Great Axe or Great Sword (*choose which when first bought*), but with the following addition:

Killing Blow: If wielder's race is Skeleton, attacks with this weapon also wound automatically and ignore saves of any kind when striking at enemies that are down to 1 wound.

Balefire 10gc

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

Malefic Fumes: Wielder's attacks with Great Club and Flail are *flaming*. Enemy wizards (*not priests*) who are within 12" of wielder suffer -1 to their spellcasting rolls.

- Does *not* require line of sight.
- Active even while wielder is *hiding*.
- Being within 12" of multiple Balefires does *not* stack.

Can only be carried by Skeletons.

Blasphemous Tome 10gc

Special Equipment: Wielder adds +2 to all spellcasting rolls to cast the Signature Spell from the Lore of Necromancy.

- (*Applies to both its normal and augmented version.*)
- (*This item does not grant access to that spell if wielder did not have it already.*)

Can only be carried by Wizards.

Blood Chalice 10gc

Special Equipment: Whenever wielder is deployed, roll a D6:

- (1): Nothing.
- (2-6): Wielder may ignore the effects of a single campaign injury, chosen by you, this battle.

Can only be carried by Vampires.



© Giorgos Magkakis

Undead Skill Table

	Combat	Shooting	Academic	Strength	Speed	Revenant
Vampire	V		V	V	V	V
Wight	V			V		V
Crypt Liche	(+10gc)		V			V
Necromancer	(+10gc)		V		V	
Dreg	V	(+10gc)	V	V	(+10gc)	

Undead Equipment Lists

Vampire

Close Combat

Hand Weapon
Great Weapon
Halberd
Morning Star

Shooting

Bow
Throwing Axes
Throwing Stars / Knives

Armour

Light Armour
Heavy Armour
Shield

Wights and Skeletons

Close Combat

Hand Weapon
Great Weapon
Spear
Halberd
Morning Star

Shooting

Bow

Armour

Light Armour
Heavy Armour
Shield

Necromancer and Crypt Liche

Close Combat

Hand Weapon
Great Weapon

Shooting

Sling

Armour

None

Dregs

Close Combat

Hand Weapon
Great Weapon
Spear

Shooting

Sling
Bow

Armour

Light Armour
Shield

Ghouls

Close Combat

Great Weapon

Shooting

Sling

Armour

None

Hexwraiths

Close Combat

Great Weapon
Flail

Shooting

None

Armour

Light Armour
Heavy Armour

HEROES

0-1 Vampire

70gc to hire

Starting Experience: 28

Race: Vampire

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. (*Vampires do not have 'Crumble.'*)

0-2 Wights

30gc to hire

Starting Experience: 12

Race: Skeleton

M	WS	BS	S	T	W	I	A	Ld
4	4	3	3	3	3	2	1	7

SPECIAL RULES

Undead, Crumble

0-1 Crypt Liche

30gc to hire

Starting Experience: 6

Race: Skeleton

M	WS	BS	S	T	W	I	A	Ld
4	2	2	3	3	3	2	1	6

SPECIAL RULES

Undead, Crumble, Wizard (Death, Necromancy or Dark Magic): Starts with 1 spell.

0-1 Necromancer

30gc to hire

Starting Experience: 6

Race: Human

M	WS	BS	S	T	W	I	A	Ld
4	2	2	3	3	3	3	1	7

SPECIAL RULES

Wizard (Death, Shadow or Necromancy): Starts with 1 spell.

0-3 Dregs

15gc to hire

Starting Experience: 0

Race: Human

M	WS	BS	S	T	W	I	A	Ld
4	2	2	3	3	3	3	1	6

HENCHMEN

Skeleton Warriors

25gc to hire

Starting Experience: 6

Race: Skeleton

M	WS	BS	S	T	W	I	A	Ld
4	3	3	3	3	3	2	1	6

SPECIAL RULES

Undead, Crumble

Zombies

15gc to hire

Starting Experience: 0

Race: Zombie

M	WS	BS	S	T	W	I	A	Ld
3	2	-	3	3	3	1	1	4

SPECIAL RULES

Undead, Crumble, Fight Unarmed, No Promotion, Vigour Mortis (6"; +1 M, WS, I; Regeneration 6+)

0-2 Hexwraiths

30gc to hire

Starting Experience: 8

Race: Skeleton

M	WS	BS	S	T	W	I	A	Ld
4	4	-	3	3	3	2	1	6

SPECIAL RULES

Undead, Crumble, Spectral

0-5 Ghouls

40gc to hire

Starting Experience: 6

Race: Ghoul

M	WS	BS	S	T	W	I	A	Ld
4	2	2	3	4	3	3	1	6

SPECIAL RULES

Cause Fear, Rending Claws, Poisonous Attacks

0-3 Dire Wolves

35gc to hire

M	WS	BS	S	T	W	I	A	Ld
6	4	-	4	3	3	2	1	5

SPECIAL RULES

Undead, Crumble

Animals (*Cannot Climb; Cannot Hide; Flee 3D6"; Cannot use the Leader's Ld; Cannot Capture Objectives; Fight Unarmed; No Promotion.*)

v.2.1

Dire Wolves +1 Ld.

v.1.8.3

Wights and Skeleton Warriors may use Spear.

Liche may use Death.

Dire Wolves Ld4.

Dregs gain Speed skills.

v.1.8.2

Vampire -1 I

Dire Wolves +1 Ld

v.1.8.1

Vampire -5gc, +1 I

v.1.8

Necromancer can use Death or Shadow as lores.

Zombies +1 WS.

Necromantic Aura also gives +1 M.

(Thanks to Carlos3)

v.1.7.2

Unholy Vigour renamed Necromantic Aura

Necromantic Aura gives Regeneration 6+ vs. all types of attacks.

Merged Wight and Skeleton Warriors Equipment list.

Hexwraiths may use Heavy Armour.

v.1.7.1

Hunter in the Dark Skill changed to allow Charging Moves

v.1.7

Necromancer can only use necromancy

v.1.6

Clarified that only wizards using necromantic spells confer unholy vigour. It is not enough to be *able* to choose the lore in principle; the caster must have access to it.

Raise Dead rule also confers -2 Ld on the raised hero.