

Vampire Counts v.1.8

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 automatic S3 hit instead with no saves of any kind allowed. If this takes him *out of action*, enemies *will* 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

This 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

Necromantic Aura (6")

Warriors with this rule gain the following bonuses as long as there is a Wizard from the warband with access to Necromantic spells within 6" of them:

- +1 Movement, +1 Weapon Skill and +1 Initiative.
- Regeneration (6+) vs. all types 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 does *not* stack.
- (*Note that only Wizards wielding Necromantic spells confer this ability.*)

Raise Dead

After each battle, any enemy heroes (*not henchman*) that die, may be raised as henchmen in your warband by paying their hire fee +1gc for each point of experience that 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 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*), even though he is now a henchman.
- The warrior loses 2 points of Initiative 2 points of Ld, 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 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.

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 Skeleton Warriors

Close Combat

Hand Weapon
Great Weapon
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

75gc 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 (Dark Magic): Starts with 1 spell.

(Note that 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

35gc to hire

Starting Experience: 8

Race: Skeleton

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

SPECIAL RULES

Undead, Crumble

Wizard (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, No Penalties for Fighting

Unarmed, No Promotion, Necromantic Aura (6")

0-2 Hexwraiths

35gc 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

0-4 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	5

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	2

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.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.