

# Vampire Counts v.1.7.2

## 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 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 (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	1	-	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.1.7.2**

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.