

VAMPIRE COUNT LIST V2

BACKGROUND

Upon the eastern marches of the Empire lies the blighted land of Sylvania. It is a region dominated by dark forests and bleak mountains. For the most part its inhabitants are poor, for the soil is thin and unprofitable to work, whilst the mountains are devoid of the mineral wealth found in abundance to the south and north. Moreover the land has an unfortunate reputation. Its forests are said to be haunted and the ground itself is thought to carry the contagion of Chaos so that even the dead that are buried in it do not rest easily. Those who live there are few in number, impoverished, malnourished, and utterly lacking in ambition and vigour. The ordinary folk of the land are broken in spirit and live in harsh servitude under callous and uncaring masters.

Although part of the Empire from its inception, Sylvania developed quite separately during the long period of anarchy known as the Age of Three Emperor's when all centralised government broke down. In these years a new power arose in Sylvania taking the form of the Counts Carstein. The Carsteins quickly gained a reputation for cruelty that surpassed anything that had ever happened before in the Empire. Throughout the adjoining lands, stories were whispered of ghastly tortures and wanton cruelty, of necromancy and dark magic, and of the haunting of the land by restless spirits. People feared to walk abroad after nightfall for strange creatures stalked the night – creatures that feasted on the blood and flesh on men.

The true nature of the Carsteins emerged during the years that followed the coming of the comet and destruction of the city of Mordheim. It was a time of great contagion when the power of magic waxed strongly throughout the Empire. Harnessing much of that magic the great Vlad Von Carstein raised an army of dead from the poisoned soil and made his bid for the throne of the whole Empire. Thus began the Wars of the Vampire Counts in which the dead sought to overthrow the living and the Carsteins sought to rule the whole of the Empire. Had they succeeded the Empire would have become a dead land where the living would exist only as cattle to feed a Vampiric nobility. Vlad almost did succeed but was slain as his undead hordes besieged Altdorf.

Vlad's successors were to continue the war at first led by the insane Konrad Von Carstein and then by Mannfred Von Carstein. The armies of the dead ranged over the lands of the Empire until Mannfred was eventually driven back to Sylvania and defeated at the battle of Hel Fenn. After that battle Mannfred disappeared, presumed destroyed, but his body was never found and rumours of his return to haunt the Empire to this day. Following this defeat Sylvania was scoured by the priests of Sigmar and many vampires were hunted out and destroyed. Sylvania itself was claimed by the Count of Stirland and now forms part of that province. It remains a land of dread where the downtrodden peasantry still live in terror of the night and the things that walk beneath the stars.

CAPTIONS

Skeletons are the most common undead warriors – they are little but bone and scraps of cloth but they are resolute and fearless fighters non-the-less. It matters little what weapons they carry for they fight in a sluggish, flailing fashion caring nought if their limbs should be torn from their frames or their heads struck from their shoulders. Swords, spears, axes, clubs, scythes – any and all of these can be found in their ranks.

Zombies are the recent dead raised by necromancy to serve in the armies of the undead. Encumbered by decaying flesh and propelled by maggoty brains they are clumsy and brutal creatures adorned in torn grave-clothes and smeared in bodily corruption. They have so little coordination that they find it difficult to wield weapons other than bones, sticks, and clubs, whilst many employ only their fists or clawing hands.

Ghouls. Over the centuries some Sylvanian peasants have degenerated into creatures that are no longer human. Driven by hunger to eating the flesh of the dead they have become as the dead for death has consumed them in its turn. Ghouls predate upon buried flesh and will feast upon even the rankest corpses. They live in terror of the vampires of Sylvania who regard them as the very lowest of their many servants.

Grave Guard. Even amongst the ranks of undead there are some whose status is greater than others – enhanced by powerful necromantic magic, drawn from the burial pits of ancient chieftains, and formed into the personal guards of the vampiric nobility of Sylvania. They are skeletons but more powerful than ordinary skeletal warriors and driven by the strongest necromantic magic.

Ethereal Host. There are many insubstantial creatures bound to the will of the necromancers of Sylvania; pitiful ghosts and spirits of the dead, howling banshees, spectres and wraiths – the shadows of long-dead necromancers. These, and many other such shades of the dead, serve the vampires and their sorcerers. Their touch causes paralysis and drains away the lives of their victims. Their wailing screams drive their adversaries insane.

Grave Knights are skeleton warriors riding upon skeleton steeds – armed with decaying weapons and adorned in the tatters of ancient livery.

Dire Wolves are Wolves in undead form – monstrous creatures twisted by the corrupt soil of Sylvania into creatures of darkness. They are part beast and part spirit existing at once in this world and the next.

Fell Bats are blood-drinking bats of monstrous size – vampiric monsters that feed eagerly upon the blood of the living. Bats of all shapes and sizes follow the armies of the Vampire Counts – blackening the sky as a great cloud.

Characters. Sylvanina is a land ruled by warrior Vampires from the vampire Counts themselves to the lesser nobility all have been infected with the blood of the Carsteins. Vampires sometimes ride in enclosed coaches to avoid the rays of the sun. Amongst their servants are many evil-hearted Necromancers whose allegiance is to the dead rather than the living. As well as normal steeds Vampires and Necromancers sometimes ride upon huge black Nightmares – winged undead steeds of terrifying appearance.

Troop	Type	Attacks	Hits	Armour	Command	Unit Size	Points Value	Min /Max	Special
Skeletons	Infantry	2	3	6+	-	3	30	2/-	-
Zombies	Infantry	2	4	0	-	3	35	2/-	-
Ghouls	Infantry	4	3	0	-	3	55	-/-	-
Grave Guard	Infantry	3	3	5+	-	3	60	-/4	-
Ethereal Host	Infantry	3	4	0	-	3	90	-/2	*1
Grave Knights	Cavalry	3	3	4+	-	3	110	-/4	-
Dire Wolves	Cavalry	2	3	0	-	3	40	-/4	*2
Fell Bats	Monster	2	3	6+	-	3	65	-/1	*3
Vampire Lord	General	+2	-	-	9	1	150	1	*4
Vampire	Hero	+1	-	-	8	1	80	-/2	-
Necromancer	Wizard	+0	-	-	7	1	45	-/1	*5
Winged Nightmare	Monstrous Mount	+2	-	-	-	-	+80	-/1	*6
Black Coach	Chariot Mount	+1	-	-	-	-	+40	-/1	*7

ARMY RULES

Undead troops are quite beyond any feelings of revulsion, fear, trepidation or anything else for that matter. They are dead and as such nothing holds any real terror for them. Conversely the spells that bind them to life allow only the most rudimentary or specialised intelligence. The following rules apply to all units except for Ghouls. Ghouls are considered to be ordinary mortal troops and the following rules do not apply to them.

Undead units never act on initiative. An Undead unit only moves in the Command phase if given orders (aside from Fell Bats which can 'homeback' as noted below)

Undead units are unaffected by the -1 Command penalty for enemy within 20cm.

Undead units are unaffected by the -1 Combat penalty for fighting terrifying troops.

Undead units are unaffected by the Confusion rule – they cannot become confused for any reason.

UNIT RULES

Ethereal Hosts. Ethereal Host Attacks always inflict a hit on a score of 4+ regardless of whether the enemy is in the open, defended, or fortified. Ethereal hosts cannot be driven back by shooting and do not roll for drive backs. They cause terror as described in the Warmaster rulebook. Ethereal Hosts cannot have magic items.

Dire Wolves. If the unit charges against an enemy in the open it receives an additional +1 Attack modifier in the same way as chariots and monsters. Dire Wolves cannot have magic items.

Fell Bats. Fell Bats can fly. Although they cannot use initiative they are allowed to home back as described in the Warmaster rulebook. No order is required to home back.

Fell Bats are an exception to the normal rules for basing monsters, in that they are based along the long base edge in the same way as infantry, rather than the short edge like other monsters.

Vampire Lords are powerful sorcerers as well as the army's general. They can cast spells in the same way as a wizard.

Winged Nightmare. Any character can ride a Winged Nightmare. A winged Nightmare can fly increasing its rider's move to 100cm and adding +2 to its rider's attacks. A unit joined by a character riding a Nightmare causes terror in its enemies.

Black Coach. A Vampire Lord or Vampire can be mounted within a Black Coach adding +1 to its occupant's attacks. A unit joined by a character riding in the Black Coach causes terror in its enemies.

SPELLS

RAISE DEAD

5+ to cast
Range 30cm

At the Wizard's beckoning the mangled corpses that litter the battleground rise to continue the slaughter from beyond the grave.

This spell can be cast upon a combat engagement taking place within 30cm of the Wizard. The spell can be cast regardless of whether the Wizard can see any units in the combat engagement or not. A single combat engagement can only be affected once by this spell in any turn regardless of how many units are involved in the combat. For purposes of deciding whether a combat is eligible as a target, combat engagements are as they appear in the Shooting phase when the spell is cast: so it is possible for pursuit or advances to bring two units of raised dead into the same engagement later on.

A Skeleton unit of three stands is created. The raised unit must be placed either so that it can fight in the combat engagement, or so that it can support a friendly unit that is already engaged. The unit can be placed to the enemy's front, side or rear edges, or lapped round as required to join the engagement. If there is insufficient room for the raised unit to contact the enemy, the unit must be positioned so that it touches at least one friendly unit that is already engaged. A raised unit can be placed so that it is supporting where opportunity permits. If it is impossible to position the unit so that it touches either enemy or friends then the spell cannot be cast. Raised dead do not count as charging in the first round of combat. Raised dead are ignored for working out victory points at the end of the game.

VANHEL'S DANSE MACABRE

5+ to cast
Range 40cm

The bodies of the dead move under the powerful influence of necromantic magic renewing their vigour once more.

This spell can be cast on any friendly unit apart from Ghouls. The spell can be cast on a unit within range regardless of whether the Wizard can see it or not. The spell affects only a single unit, never a brigade.

The unit can be moved just as if it had received an order in the Command phase. Character stands that have joined the unit will not move with it: they remain where they are.

DEATH BOLT

5+ to cast
Range 30cm

A fearsome bolt of sorcerous lightning flies from the Wizard's outstretched finger tips and strikes an enemy unit.

The Wizard can cast this spell if he has joined a unit in combat. The spell can be cast on any single enemy unit that it is touching the unit the Wizard has joined.

The target unit takes three attacks worked out in the usual way. Any hits scored are carried over into the first round of combat and count as having been struck in the first round for purposes of working out combat results.

CURSE OF YEARS

6+ to cast
Range - Touching

The Wizard's enemies crumble to dust as he smites them with the corrupting Curse of Years.

The Wizard can cast this spell if he has joined a unit in combat. The spell can be cast on any single enemy unit that it is touching the unit the Wizard has joined.

The target unit takes six attacks worked out in the usual way. Any hits scored are carried over into the first round of combat and count as having been struck in the first round for purposes of working out combat results.