

VAMPIRE COUNTS

LEGACY ARMY LIST

For Use With Warhammer: The Old World Rules

This document allows you to play a Vampire Counts Army from the Warhammer Fantasy Battles range in games using the rules from Warhammer: The Old World. To use the contents of this document, you will need a copy of the *Warhammer: The Old World* rulebook.

The rules contained within this document allow players the opportunity to try out the Warhammer: The Old World rules using models they may have in their collection. They are not intended for use in matched play events and will not be updated in line with any future Warhammer: the Old World publications.

VAMPIRE COUNTS

Fiends without equal, the Vampire Counts seek to topple the civilisations of the living and supplant them with an Undead empire. Each Vampire is a unique and majestic figure, full of unnatural vitality and driven by ambition. In contrast, their minions are mindlessly obedient. Amongst the endless ranks of maggot-ridden corpses and clacking, rust-clad Skeletons come hideous and misshapen predators, the skies filling with the rustle of a thousand leathery wings as giant bats whirl and screech above the battlefield.

This document contains the following information:

Grand Army Composition List: The default army composition list for the Vampire Counts.

Profiles: Every model available to the Vampire Counts has a profile. Here, you will find that model's characteristics, its equipment, its points value, details of any special rules unique to it and more.

Magic Items: As well as the Common magic items detailed in the *Warhammer: the Old World* rulebook, this army list includes a number of magic items unique to the Vampire Counts.

Special Rules: This section covers rules unique to the Vampire Counts.

The Lore of...: Unique spells used in conjunction with the Lore of Magic found in the *Warhammer: the Old World* rulebook.

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VAMPIRE COUNTS LEGACY ARMY LIST

This page details the Grand Army composition list for the Vampire Counts. This is the default army composition list for this faction. Using this army composition list to write your muster list will give you the widest variety of units to choose from and create a broad and balanced force.

This army list is intended for use alongside the 'Forming Units' and 'Warhammer Armies' sections of the *Warhammer: the Old World* rulebook. Over the following pages you will find profiles and rules for each of the models in your army. These pages give you all of the information that you need to shape your collection of models into the units which will in turn form a force ready for battle.

Grand Army Composition List

Characters

Up to 50% of your army's points value may be spent on:

- 1+ Wizard (see page 4)
- 0-1 Vampire Count, Master Necromancer or Strigoi Ghoul King per 1,000 points
- 0-1 Wight King or Banshee per 1,000 points
- Vampire Thralls, Necromantic Acolytes, Wight Lords and Cairn Wraiths

Core

At least 25% of your army's points value must be spent on:

- Skeleton Warriors, Zombies, Crypt Ghouls, Bat Swarms and Dire Wolves
- If your army includes one or more Wights, 0-1 unit of Grave Guard or Black Knights may be taken as a Core choice

Special

Up to 50% of your army's points value may be spent on:

- 0-1 unit of Grave Guard or Black Knights per 1,000 points
- 0-1 unit of Crypt Horrors or Fell Bats per 1,000 points
- 0-3 Corpse Carts
- 0-1 unit of Spirit Hosts per Cairn Wraith or Tomb Banshee taken
- If your General is a Strigoi Ghoul King, 0-1 unit of Vargheists or 0-1 Terrorgheist may be taken as a Special choice

Rare

Up to 25% of your army's points value may be spent on:

- 0-1 unit of Vargheists per 1,000 points
- 0-2 Black Coaches
- 0-1 Terrorgheist or Varghulf per 1,000 points
- 0-1 unit of Blood Knights per 1,000 points
- 0-1 unit of Hexwraiths per Cairn Wraith or Tomb Banshee taken

Allies

Up to 25% of your army's points value may be spent on a single allied contingent drawn from one of the following Grand Army composition lists:

- Tomb Kings of Khemri

Battle Standard Bearer

A single Vampire Thrall or Wight Lord in your army may be upgraded to be your Battle Standard Bearer for +25 points. In addition to their usual allowance of points to spend on magic items, a Battle Standard Bearer can purchase a single magic standard with no points limit.

Vampires

	M	WS	BS	S	T	W	I	A	Ld	Points
Vampire Count	6	7	5	5	5	3	6	4	8	160
Vampire Thrall	6	6	4	5	4	2	5	3	7	75

Troop Type: Regular infantry (character)

Base Size: 25 x 25 mm

Unit Size: 1

Equipment: Hand weapon

Magic: A Vampire may be a Wizard (see below). A Vampire that is a Wizard knows spells from one of the following Lores of Magic:

- Dark Magic
- Illusion
- Necromancy

Options:

- May take one of the following:
 - Additional hand weapon..... +3 points
 - Great weapon..... +4 points
 - Lance (if appropriately mounted)..... +4 points
- May take a shield..... +2 points
- May take one of the following:
 - Light armour +3 points
 - Heavy armour..... +6 points
- May be mounted..... See page 8
- A Vampire Count may:
 - Be a Level 1 Wizard..... +30 points
 - Be a Level 2 Wizard..... +60 points
 - Purchase magic items up to a total of..... 100 points
 - Take Vampiric Powers up to a total of 100 points
- A Vampire Thrall may:
 - Be a Level 1 Wizard..... +30 points
 - Purchase magic items up to a total of..... 50 points
 - Take Vampiric Powers up to a total of 50 points

Special Rules:

- **Vampire Count:** Dark Vitality, Flammable, Indomitable (2), Lore of Undeath, Necromantic Undead, Regeneration (5+)
- **Vampire Thrall:** Banner of the Count, Dark Vitality, Flammable, Indomitable (1), Lore of Undeath, Necromantic Undead, Regeneration (5+)

Character

Vampires

Vampires are the true masters of Undeath. Despite their curse, Vampires retain all of their devious intelligence, ambition and desire. This makes them very dangerous indeed, for they can continue to grow and learn, spending eternity perfecting their skills and honing their diabolical plans and schemes. A Vampire is ultimately a selfish creature, driven by the traits they possessed when mortal.

Vampires have no set appearance, but most can pass as human at a distance. Some are even more convincing mimics of mankind, and hide their evil nature behind a veneer of aristocratic nobility. Sometimes they are darkly handsome or disturbingly beautiful, but only those that feed well and regularly can maintain the masquerade of the living for any length of time.

Banner Of The Count

The ensorcelled Battle Standards of the Vampire Counts magnify the invisible forces that give the Undead strength.

A Vampire Thrall that has been upgraded to be your Battle Standard Bearer replaces the "Hold Your Ground" rule given in the *Warhammer: the Old World* rulebook with the version given below:

"Hold Your Ground": Friendly units within the Battle Standard Bearer's Command range may re-roll any failed Leadership test. In addition, friendly units within the Battle Standard Bearer's Command range reduce the number of Wounds lost due to the Unstable special rule by D3.

Note that this is not cumulative with the Indomitable (X) special rule (see page 27). If a unit is affected by both, use the highest value.

The Death Of A General

The armies of the Vampire Counts are held together by the necromantic magic of their generals. It is their will that raises the legions of Undeath from the cold earth and summons unclean creatures from the wilds. Without this magical animus, the Undead fall lifeless to the ground and the creatures of the night return to the dark forests.

Every Vampire Counts army is animated and driven onwards by the sorcery of its General. To represent this, the General of a Vampire Counts army must also be a Wizard (be they a Vampire, a Necromancer or a Strigoi Ghoul King). If your army includes only a single Wizard, that Wizard must be your General, even if they are not the character with the highest Leadership in your army.

Should your General be slain, the magical animus of the army starts to dissipate. As soon as your General is removed from play as a casualty, all friendly units with the Necromantic Undead special rule lose the Regeneration (X) special rule.

In addition, at the end of the phase in which your General was removed from play as a casualty, and during each of your Start of Turn sub-phases for the remainder of the game, all friendly units with the Necromantic Undead special rule that are currently on the battlefield must make a Leadership test. If this test is failed, the unit loses a number of Wounds equal to the amount by which it failed the test.

For example, your army's General is destroyed during your opponent's Shooting phase. At the end of that phase a unit of Skeleton Warriors (Ld 5) makes a Leadership test and rolls a 7 (failing the test by 2). That unit immediately loses two Wounds. During your next Start of Turn sub-phase, the same unit makes another Leadership test, this time rolling a 6, resulting in the loss of one Wound.

Character

Vampires

For all of their guile and glammers, a Vampire is a dead thing, possessed of no heartbeat and no breath. It is a rotting corpse kept animated by its immortal will and Dark Magic. The strain of retaining their appearance is a drain on a Vampire's energies, and when it is stressed or angered, particularly in the heat of battle, its true face may be revealed. Some Vampires make no attempt to hide their unholy nature. These creatures revel in the crapulence and decay of their existence. Their skin has sloughed off, their fangs are prominent and their fingernails have become curling talons. The scent of grave dust hangs around them, mixed with the stench of rotted meat and stale blood.

Necromancers

	M	WS	BS	S	T	W	I	A	Ld	Points
Master Necromancer	4	3	3	3	4	3	3	2	8	130
Necromantic Acolyte	4	3	3	3	3	2	3	1	7	60

Troop Type: Regular infantry (character)

Base Size: 25 x 25 mm

Unit Size: 1

Equipment: Hand weapon

Magic: A Master Necromancer is a Level 3 Wizard. A Necromantic Acolyte is a Level 1 Wizard. Every Necromancer knows spells from one of the following Lore of Magic:

- Dark Magic
- Illusion
- Necromancy

Options:

- May be mounted.....See page 8
- A Master Necromancer may:
 - Be a Level 4 Wizard.....+30 points
 - Purchase magic items up to a total of.....100 points
- A Necromantic Acolyte may:
 - Be a Level 2 Wizard.....+30 points
 - Purchase magic items up to a total of.....50 points

Special Rules: Dark Vitality, Indomitable (1), Invocation of Nehek, Lore of Undeath, Necromantic Undead, Regeneration (5+)

Invocation Of Nehek

The Necromancer intones the dread syllables handed down from Nagash himself, breathing unlife into the lifeless cadavers strewn across the battlefield.

During the Command sub-phase of their turn, if they are not engaged in combat, this character may attempt to resurrect the fallen (see page 28) by making a Leadership test (using their own Leadership). If this test is passed, a single friendly unit that has the Necromantic Undead special rule and is within 12" of this character recovers a number of lost Wounds. However, magically repairing great Undead beasts is much harder than raising Zombies from the dirt. Therefore, how many Wounds are recovered depends upon the unit's troop type and this character's Level of Wizardry:

- If the unit's troop type is 'regular infantry' or 'heavy infantry', it recovers a number of Wounds equal to this character's Level of Wizardry +D3.
- If the unit's troop type is 'swarms', 'light cavalry' or 'war beasts', it recovers a number of Wounds equal to this character's Level of Wizardry +1.
- If the unit's troop type is 'monstrous infantry', 'heavy cavalry', 'monstrous cavalry' or 'light chariot', it recovers a number of Wounds equal to this character's Level of Wizardry.
- If the unit's troop type is 'heavy chariot', 'monstrous creature', 'behemoth' or 'war machine', it recovers a single Wound.

Character

Necromancers

Those individuals who turn to Necromancy are not necessarily evil to begin with. Many seek to simply summon spirits and commune with the dead, whilst others desire knowledge for its own sake, or seek to save their own lives or that of a loved one. However, even if they are not intrinsically bad people, something about the unnatural pursuit of Necromancy invariably turns its practitioners onto a darker path. Perhaps it is the fear and mistrust they engender in those around them, or perhaps it is dabbling with the horrors that lurk beyond the veil of death that inevitably warps their minds. Whatever the reason, for Wizards that take to the path of Necromancy, madness waits at its end.

Strigoi Ghoulish Kings

	M	WS	BS	S	T	W	I	A	Ld	Points
Strigoi Ghoulish King	6	6	3	5	5	3	7	5	8	145

Troop Type: Regular infantry (character)

Base Size: 25 x 25 mm

Unit Size: 1

Equipment: Hand weapon

Magic: A Strigoi Ghoulish King may be a Wizard (see below). A Strigoi Ghoulish King that is a Wizard knows spells from one of the following Lore of Magic:

- Battle Magic
- Dark Magic
- Necromancy

Options:

- May be mounted.....See page 8
- May be a:
- Level 1 Wizard.....+30 points
- Level 2 Wizard.....+60 points
- May purchase magic items up to a total of.....75 points
- May take Vampiric Powers up to a total of.....75 points

Special Rules: Dark Vitality, Flammable, Hatred (all enemies), Indomitable (1), Lore of Undeath, Necromantic Undead, Poisoned Attacks, Regeneration (5+), the Hunger

The Hunger

Consumed by the red thirst, a Strigoi Ghoulish King will feed hungrily upon the hot blood of their foes, replenishing their own strength and vitality.

At the end of any Combat phase in which this character inflicted one or more unsaved wounds, roll a D6. On a roll of 6, this character recovers a single lost Wound. However, so great is this character's hunger that, whenever they (and any unit they have joined) make a Pursuit roll, they roll only a single D6 (rather than the usual 2D6).

Cairn Wraiths

	M	WS	BS	S	T	W	I	A	Ld	Points
Cairn Wraith	6	4	0	3	3	3	2	2	6	50

Troop Type: Regular infantry (character)

Base Size: 25 x 25 mm

Unit Size: 1

Equipment: Spectral scythe (see below)

Special Rules: Ethereal, Indomitable (1), Necromantic Undead, Regeneration (6+), Terror

	R	S	AP	Special Rules
Spectral scythe	Combat	S	N/A	Magical Attacks, Multiple Wounds (D3)

Notes: No armour save is permitted against wounds caused by this weapon (Ward and Regeneration saves can be attempted as normal).

Character

Strigoi

The pallid creatures known as Ghoulish Kings are in fact once-proud Strigoi Vampires forced into a troglodytic existence. Though all Strigoi descend from the same ancient lineage of Ushoran, they have devolved to become something far fouler and more hate-filled. These creatures creep through the hidden places of the world, surrounded by packs of flesh-eating Crypt Ghouls. These scavenging creatures are attracted to the Strigoi, forming grotesque courts around them that mimic the grandeur of the courts and palaces of the living. By cover of night, the Ghoulish Kings lead their followers to war in a desperate attempt to recreate the lost kingdom of Mourkain and wreak their vengeance upon the living at the head of a shambling army of Undead.

Cairn Wraiths

Cairn Wraiths are hooded, spectral creatures that dwell in the realms of nightmare, haunting the dreams of Men. The icy touch of a Cairn Wraith drains the essence of mortals, its spectral talons reaching into the body of an adversary and closing around their vital organs, sending painful chills right through a mortal's soul.

Wights

	M	WS	BS	S	T	W	I	A	Ld	Points
Wight King	4	5	0	5	5	3	4	3	9	85
Wight Lord	4	4	0	4	5	2	4	2	8	40

Troop Type: Regular infantry (character)
Base Size: 25 x 25 mm
Unit Size: 1
Equipment: Hand weapon and heavy armour

Options:

- May take one of the following:
- Additional hand weapon..... +3 points
- Great weapon..... +4 points
- Lance (if appropriately mounted)..... +4 points
- May take a shield..... +2 points
- May be mounted..... See page 8
- A Wight King may purchase magic items up to a total of..... 100 points
- A Wight Lord may purchase magic items up to a total of..... 50 points

Special Rules:

- **Wight King:** Indomitable (1), Killing Blow, Necromantic Undead, Regeneration (5+)
- **Wight Lord:** Killing Blow, Necromantic Undead, Regeneration (6+), Wight Banner

Wight Banner

The enchanted banners of long-dead kings are inscribed with powerful charms.

A Wight Lord that has been upgraded to be your Battle Standard Bearer replaces the "Hold Your Ground" rule given in the *Warhammer: the Old World* rulebook with the version given below:

"Hold Your Ground": Friendly units within the Battle Standard Bearer's Command range may re-roll any failed Leadership test. In addition, friendly units within the Battle Standard Bearer's Command range reduce the number of Wounds lost due to the Unstable special rule by D3.

Note that this is not cumulative with the Indomitable (X) special rule (see page 27). If a unit is affected by both, use the highest value.

Tomb Banshees

	M	WS	BS	S	T	W	I	A	Ld	Points
Tomb Banshee	6	3	0	3	3	2	3	1	6	90

Troop Type: Regular infantry (character)
Base Size: 25 x 25 mm
Unit Size: 1
Equipment: Hand weapon
Special Rules: Ethereal, Indomitable (1), Magical Attacks, Necromantic Undead, Regeneration (6+), Terror, Wailing Dirge

Character

Barrow Wights

In ages past, the Men of the Old World buried their dead beneath mounds of earth and stone, together with their battle gear and worldly wealth. Although their bodies have decayed, Wights are held together by evil magic so strong that it can last for many centuries. They wear ancient armour of bronze and black iron, corroded by time and dusty with the years. They carry iron weapons inlaid with evil runes, an accursed parody of once powerful magical blades. Some Vampires rule over entire regiments of Wights, warriors who dared challenge them in life and now serve them in death. Their ranks are often joined by one of the kings of old, returned from his tomb to lead them as a Wight King.

Tomb Banshees

Banshees are the restless spirits of evil women. Their shades linger in the material world, fearing to cross the void to face punishment for their dark deeds. Banshees howl in bitterness and remembrance of when the pleasures of life were theirs. Their wail is lethal to mortals and those who do not have a will of iron may die of sheer horror upon hearing it.

Character Mounts

A character that can be mounted may choose a mount from the following list. Some mounts are covered in detail on this page. Those that are not have their own dedicated entries later in this army list.

A Vampire Count or Vampire Thrall may be mounted on a:

- Nightmare +16 points
- Coven Throne See page 16
- Abyssal Terror (Vampire Count only) See page 22
- Zombie Dragon (Vampire Count only) See page 20

A Master Necromancer or Necromantic Acolyte may be mounted on a:

- Nightmare +16 points
- Mortis Engine See page 17
- Abyssal Terror (Master Necromancer only) See page 22
- Zombie Dragon (Master Necromancer only) See page 20

A Strigoi Ghoul King may be mounted on a:

- Terrorgeist See page 21

A Wight King or Wight Lord may be mounted on a:

- Skeletal Steed +14 points

Skeletal Steed

	M	WS	BS	S	T	W	I	A	Ld	Points
Skeletal Steed	7	2	-	3	-	-	2	1	-	14

Troop Type: Heavy cavalry
Base Size: 30 x 60 mm
Unit Size: 1
Equipment: Skeletal hooves (counts as a hand weapon) and barding
Special Rules: First Charge, Necromantic Undead, Swiftstride

Nightmare

	M	WS	BS	S	T	W	I	A	Ld	Points
Nightmare	7	3	-	4	-	-	2	1	-	16

Troop Type: Heavy cavalry
Base Size: 30 x 60 mm
Unit Size: 1
Equipment: Iron-shod hooves (counts as a hand weapon) and barding
Special Rules: Counter Charge, First Charge, Necromantic Undead, Swiftstride

Character

Skeletal Steeds

Skeletal steeds display a supernatural discipline and instinctively obey the will of their riders. Only occasionally do these Undead horses twitch their heads as a vestigial memory of life surfaces. Even though their flesh has long since vanished, skeletal steeds are as powerful as they were in life, and they can crush a foe's skull with a single kick.

Nightmares

Vampires do not ride to battle atop mounts of mortal flesh and blood, but mounted upon great, unnatural destriers called Nightmares, dread warhorses brought to life through necromantic magic. Though their flesh is withered and their skin pocked and rank, these mighty steeds can easily bite or kick an enemy soldier to death.

Grave Guard

	M	WS	BS	S	T	W	I	A	Ld	Points
Grave Guard	4	3	3	4	4	1	3	1	7	11
Seneschal	4	3	3	4	4	1	3	2	7	+6

Troop Type: Heavy infantry
Base Size: 25 x 25 mm
Unit Size: 10+
Equipment: Hand weapons, heavy armour and shields

Options:

- The entire unit may replace shields with great weapons +1 point per model
- Any unit may:
 - Upgrade one model to a Seneschal (champion)..... +6 points per unit
 - Upgrade one model to a standard bearer..... +6 points per unit
 - Upgrade one model to a musician +6 points per unit
 - Purchase a magic standard worth up to.....50 points
- A Seneschal may purchase magic items up to a total of25 points
- 0-1 unit per 1,000 points may:
 - Have the Drilled special rule +2 points per model
 - Have the Implacable Defence special rule +1 point per model

Special Rules: Cleaving Blow, Close Order, Indomitable (1), Necromantic Undead, Regeneration (6+)

Implacable Defence

Through a combination of stout shields, thick armour plates and natural resilience, the Grave Guard have become well-known amongst the nations of the Old World for their implacable defence.

A unit with this special rule that is arrayed in a Close Order formation, and that is equipped with and chooses to use shields, may choose not to Give Ground should it lose a round of combat.

However, if the winning side significantly outnumbered the losing side, it will overwhelm the loser. If the Unit Strength of the winning side is more than twice that of the losing side, this unit cannot use this special rule and must Give Ground as normal.

Infantry

Grave Guard

Grave Guard are ancient Wights, summoned from their tombs to guard the haunted keeps of their necromantic masters. Although their bodies have decayed leaving only bones and tattered flesh, Grave Guard are held together by evil magic so strong that it has endured for centuries. These eerie, silent sentinels stand constant vigil on the crumbling battlements and at the iron-bound gates, never resting, eternally ready to defend their Vampire master. When a Vampire marches forth, their Grave Guard advances at the vanguard of the Undead host. They form a formidable corps of warriors, protected by heavy armour, their enchanted blades cutting down the toughest of enemies.

Skeleton Warriors

	M	WS	BS	S	T	W	I	A	Ld	Points
Skeleton Warrior	4	2	2	3	3	1	2	1	5	5
Skeleton Champion	4	2	2	3	3	1	2	2	5	+5

Troop Type: Regular infantry
Base Size: 25 x 25 mm
Unit Size: 10+
Equipment: Hand weapons, light armour and shields

Options:

- The entire unit may take thrusting spears +1 point per model
- Any unit may:
 - Upgrade one model to a Skeleton Champion +5 points per unit
 - Upgrade one model to a standard bearer +5 points per unit
 - Upgrade one model to a musician +5 points per unit
- 0-1 unit per 1,000 points may purchase a magic standard worth up to 50 points

Special Rules: Close Order, Horde, Necromantic Undead, Regeneration (6+)

Zombies

	M	WS	BS	S	T	W	I	A	Ld	Points
Zombie	4	2	0	3	3	1	1	1	2	3

Troop Type: Regular infantry
Base Size: 25 x 25 mm
Unit Size: 20-40
Equipment: Hand weapons

Options:

- Any unit may:
 - Upgrade one model to a standard bearer +5 points per unit
 - Upgrade one model to a musician +5 points per unit

Special Rules: Close Order, Horde, Necromantic Undead, Regeneration (6+), the Newly Dead

Infantry

Skeleton Warriors

The battlefields of the Old World are strewn with the graves of countless warriors that fell in battle and were consigned to a hasty resting place. But even in death there is no rest for these fallen warriors, for they can be summoned back to the world of the living by black sorcery and compelled to obey the magic of the Necromancer that raised them.

Zombies

Zombies are rotted corpses brought back from the dead by foul Necromancy. Their necromantic overlords drive them into battle in their thousands, using them to exhaust the armies of the living. Zombies are poor fighters, but they never give up and will push against their enemies in a huge engulfing mass.

Crypt Ghouls

	M	WS	BS	S	T	W	I	A	Ld	Points
Crypt Ghoul	5	3	3	3	4	1	3	2	5	9
Crypt Ghast	5	3	3	3	4	1	3	3	5	+6

Troop Type: Regular infantry

Base Size: 25 x 25 mm

Unit Size: 10+

Equipment: Hand weapons

Options:

- Any unit may upgrade one model to a Crypt Ghast (champion) +6 points per unit

Special Rules: Move through Cover, Necromantic Undead, Open Order, Poisoned Attacks, Regeneration (6+), Reserve Move, Skirmishers

Crypt Horrors

	M	WS	BS	S	T	W	I	A	Ld	Points
Crypt Horror	6	3	0	4	5	3	2	3	5	46
Crypt Haunter	6	3	0	4	5	3	2	4	5	+7

Troop Type: Monstrous infantry

Base Size: 40 x 40 mm

Unit Size: 3+

Equipment: Filth-encrusted claws (see below)

Options:

- Any unit may upgrade one model to a Crypt Haunter (champion) +7 points per unit

Special Rules: Indomitable (1), Move through Cover, Necromantic Undead, Open Order, Regeneration (6+), Stomp Attacks (1)

	R	S	AP	Special Rules
Filth-encrusted claws	Combat	S	-1	Poisoned Attacks

Bat Swarms

	M	WS	BS	S	T	W	I	A	Ld	Points
Bat Swarm	1	3	0	2	2	5	4	5	3	39

Troop Type: Swarms

Base Size: 40 x 40 mm

Unit Size: 3+

Equipment: Claws and fangs (counts as a hand weapon)

Special Rules: Fly (7), Necromantic Undead, Regeneration (6+), Skirmishers

Infantry

Crypt Ghouls

Ghouls are stooped and ugly creatures. Their skin is sallow and filthy, their eyes are bestial and insane, and their snarling lips reveal sharp-pointed teeth in slaving mouths. Dressed only in the rags pulled from their victims, Crypt Ghouls carry in their filthy claws weapons they have crudely fashioned from the remains of their unwholesome meals.

Crypt Horrors

The malformed monstrosities known as Crypt Horrors – Ghouls that have fed upon the blood of a Vampire and grown huge in stature – are, thankfully, a rare sight. Spoken of in hushed whispers by night watchmen, grave-diggers and other nocturnal citizens of the Empire, the few persistent reports of these looming and moon-mad fiends are dismissed as the ravings of superstitious fools.

Bat Swarms

When the armies of the Undead march to war, the skies above them are obscured by multitudes of bats. Driven by the will of Vampires and Necromancers, hundreds of these animals gather in living clouds to blot out the light of sun and moon alike, purposefully swathing the battlefield in darkness, the better to confound and demoralise the living.

Vargheists

	M	WS	BS	S	T	W	I	A	Ld	Points
Vargheist	6	4	0	5	4	3	4	3	7	61
Vargoyle	6	4	0	5	4	3	4	4	7	+7

Troop Type: Monstrous infantry
Base Size: 40 x 40 mm
Unit Size: 3+
Equipment: Wicked claws (see below)

Options:

- Any unit may upgrade one model to a Vargoyle (champion)..... +7 points per unit

Special Rules: Armour Bane (2), Dark Vitality, Flammable, Fly (9), Frenzy, Indomitable (1), Necromantic Undead, Regeneration (6+), Skirmishers

	R	S	AP	Special Rules
Wicked claws	Combat	S	-2	-

Fell Bats

	M	WS	BS	S	T	W	I	A	Ld	Points
Fell Bat	1	3	0	3	3	2	3	2	3	15

Troop Type: Monstrous infantry
Base Size: 40 x 40 mm
Unit Size: 3+
Equipment: Claws and fangs (counts as a hand weapon)
Special Rules: Fly (10), Necromantic Undead, Regeneration (6+), Skirmishers, Swiftstride

Spirit Hosts

	M	WS	BS	S	T	W	I	A	Ld	Points
Spirit Host	6	3	0	3	3	4	1	4	4	49

Troop Type: Swarms
Base Size: 40 x 40 mm
Unit Size: 3-6
Equipment: Hand weapons
Special Rules: Bound Spirits, Ethereal, Magical Attacks, Necromantic Undead, Open Order, Regeneration (6+), Reserve Move

Bound Spirits

Snatched from Morr's dark realm by the magic of a Necromancer, the tortured shades of the dead are bound to the will of the one that summoned them.

Unlike other swarms, this unit is not subject to the Undisciplined rule. In other words, this unit can use the Inspiring Presence rule of the army's General and the Hold your Ground rule of a Battle Standard.

Infantry

Vargheists

These towering winged humanoids, each several times the size of a Man are the darkness in a Vampire's soul made manifest. They are curse-born Vampires that have devolved into ravaging predators desperate for the taste of blood. They prowl the battlefield in packs, ready to pounce upon the least sign of weakness in the enemy ranks with crimson claw and bloody fang.

Fell Bats

With a body as long as an adult human, Fell Bats are a fearsome sight. They are darker than midnight and silent as death, even when in full flight. Those who have encountered them, and lived, tell how they hunt with unerring accuracy, swooping down to knock knights from their saddles or pick off lone warriors unawares.

Spirit Hosts

The unquiet spirits of the dead can often be seen as mournful, swirling mists, broken with wailing faces and grasping hands. Their touch draws some of a victim's soul into the underworld, dragging them into a coma or stealing their knowledge of who they were. Only a priest of Morr can restore the mind of a person who has had their spirit leached by a ghost.

Blood Knights

	M	WS	BS	S	T	W	I	A	Ld	Points
Blood Knight	-	5	3	4	4	1	4	2	7	39
Kastellan	-	5	3	4	4	1	4	3	7	+7
Nightmare	7	3	-	4	-	-	2	1	-	-

Troop Type: Heavy cavalry

Base Size: 30 x 60 mm

Unit Size: 5+

Equipment:

- **Blood Knights:** Hand weapons, lances, heavy armour and shields
- **Nightmares:** Iron-shod hooves (counts as hand weapons) and barding

Options:

- Any unit may:
 - Upgrade one model to a Kastellan (champion) +7 points per unit
 - Upgrade one model to a standard bearer +7 points per unit
 - Upgrade one model to a musician +7 points per unit
 - Purchase a magic standard worth up to 50 points
 - Replace heavy armour with full plate armour +5 points per model
 - Have the Drilled special rule +3 points per model
- A Kastellan may take:
 - Vampiric Powers up to a total of 25 points
 - Magic items up to a total of 25 points

Special Rules: Accursed Weapons, Close Order, Counter Charge, Dark Vitality, First Charge, Flammable, Indomitable (1), Martial Pride, Necromantic Undead, Regeneration (6+), Swiftstride

Accursed Weapons

The blades of the Blood Knights are fel weapons inscribed with dark runes, chased with precious metals and fashioned in the likenesses of evil beasts.

A hand weapon carried by a model with this special rule has the Magical Attacks special rule and an Armour Piercing characteristic of -1.

Martial Pride

Over time, the Blood Knights have become a macabre parody of the noble knights they once were, toying with their foes mercilessly in one-sided duels to the death.

Every model in a unit of Blood Knights can issue and accept challenges in the same manner as a character. However, a unit with this special rule cannot refuse a challenge – if a challenge is issued and a model belonging to this unit could accept it, a model belonging to the unit must accept it.

Cavalry

Blood Knights

Many years ago, the people of the Old World would have named the Knights of the Blood Dragon amongst the noblest of warriors defending their lands. Their great fortress, Blood Keep, guarded the passes to Bretonnia and was famed for the valour of its defenders. Today, the Vampiric remnants of that once-noble order are amongst the most fearsome cavalry in all of the Old World. Blood Knights ride into battle with fangs bared through storms of arrow and shot. Such is their honour that they will refuse no martial challenge, and will fight at the forefront of an Undead army without question. It is said that even the fabled Grail Knights of Bretonnia cannot match the Blood Knights lance for lance upon the field.

Black Knights

	M	WS	BS	S	T	W	I	A	Ld	Points
Black Knight	-	3	0	4	4	1	3	1	6	24
Hell Knight	-	3	0	4	4	1	3	2	6	+6
Skeletal Steed	7	2	-	3	-	-	2	1	-	-

Troop Type: Heavy cavalry

Base Size: 30 x 60 mm

Unit Size: 5+

Equipment:

- **Black Knights:** Hand weapons, heavy armour and shields
- **Skeletal Steeds:** Skeletal hooves (counts as hand weapons)

Options:

- The entire unit may take any of the following:
 - Lances +2 points per model
 - Barding +2 points per model
- Any unit may:
 - Upgrade one model to a Hell Knight (champion) +6 points per unit
 - Upgrade one model to a standard bearer +6 points per unit
 - Upgrade one model to a musician +6 points per unit
 - Purchase a magic standard worth up to 50 points
- A Hell Knight may purchase magic items up to a total of 25 points

Special Rules: Cleaving Blow (Black Knights & Hell Knight only), Close Order, First Charge, Necromantic Undead, Regeneration (6+), Swiftstride

Dire Wolves

	M	WS	BS	S	T	W	I	A	Ld	Points
Dire Wolf	9	3	0	3	3	1	3	1	3	8
Doom Wolf	9	3	0	3	3	1	3	2	3	+6

Troop Type: War beasts

Base Size: 25 x 50 mm

Unit Size: 5-20

Equipment: Claws and fangs (counts as hand weapons)

Options:

- Any unit may upgrade one model to a Doom Wolf (champion) +6 points per unit

Special Rules: Necromantic Undead, Open Order, Regeneration (6+), Reserve Move, Slaving Charge, Swiftstride, Vanguard

Slaving Charge

Fighting as a ferocious pack, charging Dire Wolves quickly overpower their enemies.

During a turn in which it charged, this model has a +1 modifier to its Strength characteristic.

Cavalry

Black Knights

In the times before the Empire, it was common that only a tribe's nobility would ride mounted into battle. When these knights died their horses were ritually slaughtered and buried in the barrows alongside them, to carry them in the afterlife. Many centuries later, foul Necromancers summon the enchanted bones of these ancient knights and their sorcerous steeds forth to battle once more.

Dire Wolves

All across the Old World, the corpses of great wolves regularly return from the dead and continue the hunt in unlife. Their fur matted with blood and grime, the smell of decaying flesh clings to these Dire Wolves, whilst maggots writhe in open wounds and skin hangs from their bones in ragged flaps.

Hexwraiths

	M	WS	BS	S	T	W	I	A	Ld	Points
Hexwraith	-	3	0	3	3	1	2	1	5	31
Hellwraith	-	3	0	3	3	1	2	2	5	+6
Spectral Steed	8	2	-	3	-	-	2	1	-	-

Troop Type: Light cavalry

Base Size: 30 x 60 mm

Unit Size: 5-10

Equipment:

- **Hexwraiths:** Hand weapons and great weapons
- **Spectral Steeds:** Skeletal hooves (counts as hand weapons)

Options:

- Any unit may upgrade one model to a Hellwraith (champion)..... +6 points per unit

Special Rules: Ethereal, Flaming Attacks, Fly (8), Magical Attacks, Necromantic Undead, Open Order, Regeneration (6+), Spectral Reapers, Swiftstride, Terror

Spectral Reapers

Galloping above the battlefield upon spectral steeds, Hexwraiths lean low in their saddles to reap the souls of the living.

A unit with this special rule may perform a 'Spectral Reapers' attack against a single enemy unit that is not engaged in combat. To do so, this unit must move (by flying) over the unit it wishes to attack during the Remaining Moves sub-phase. Once this unit's movement is complete, the enemy unit suffers a single Strength 4 hit, with no armour save permitted (Ward and Regeneration saves can be attempted as normal), and with the Flaming Attacks and Magical Attacks special rules, for each model in this unit that moved over it.

Cavalry

Hexwraiths

The origins of the Hexwraiths are shrouded in mystery, but it is said that they were created on Hexensnacht, tearing their way into the mortal realm from the very bowels of the underworld. Their single-minded purpose seems to be the pursuit of those evil souls who have cheated their rightful fate, for a Hexwraith's shade-like existence leaves it with a hunger that only the succour of a damned soul can sate. Once the curse of the Hexwraiths has been laid upon their prey, there can be no escape – the spectral horsemen can hurtle across rivers and pass through mountainsides on their incorporeal steeds without slowing their headlong charge, before cutting the souls from their prey and vanishing once more in a single, terrifying instant.

Coven Throne

	M	WS	BS	S	T	W	I	A	Ld	Points
Coven Throne	-	-	-	5	5	5	-	-	-	+210
Pallid Handmaidens (x2)	-	5	3	5	-	-	5	2	7	-
Spirit Horde	6	3	0	3	-	-	1	D6	-	-

Troop Type: Heavy chariot

Base Size: 50 x 100 mm

Unit Size: 1

Armour Value: 4+

Equipment:

- **Pallid Handmaidens:** Hand weapons
- **Spirit Horde:** Hand weapons and lances

Special Rules: Close Order, Dark Vitality, First Charge, Fly (8), Ghoulish Glamour, Impact Hits (D6+1), Large Target, Necromantic Undead, Random Attacks (Spirit Horde only), Regeneration (6+), Scrying Pool

Ghoulish Glamour

Mortals quail in awestruck disbelief at the sight of a Vampire coven lounging upon the decayed luxury of a Coven Throne.

Enemy units must make a Leadership test before making any rolls To Hit against this model during the Combat phase. If this test is failed, only rolls of a natural 6 will hit.

Scrying Pool

The Coven Thrones bear great enchanted bowls full of fresh blood, within which the Vampire's handmaidens can scry the future.

Even if engaged in combat, this model can cast the following Bound spell, with a Power Level of 2:

Type: Enchantment

Casting Value: 9+

Range: Self

Effect: Until your next Start of Turn sub-phase, this model may re-roll any rolls To Hit of a natural 1.

Character Mount: A Coven Throne may only be included in your army as a character's mount. Its points are added to that of its rider.

Chariot

Coven Throne

Compensating for a cursed existence with grandeur and luxury is a common theme amongst the Vampire elite. A true lord or lady of undeath refuses to churn through the mud of a battlefield like a common peasant or be content with the dubious dignity of sitting astride a grave-beast. Instead, the monarchs of the night and their most trusted handmaidens are often borne to war on gilded palanquins known as Coven Thrones, bone-framed constructs held aloft by departed spirits. Despite their luxury, these ostentatious platforms are potent weapons upon the battlefield. The Vampires themselves move so swiftly as to be virtually invisible to the eye, but their true strength lies in their unity. A coven of Vampires fighting as one is as formidable a prospect as any Dragon.

Mortis Engine

	M	WS	BS	S	T	W	I	A	Ld	Points
Mortis Engine	-	-	-	5	5	5	-	-	-	+195
Banshees (x3)	-	3	0	3	-	-	3	1	5	-
Spirit Horde	6	3	0	3	-	-	1	D6	-	-

Troop Type: Heavy chariot

Base Size: 50 x 100 mm

Unit Size: 1

Armour Value: 4+

Equipment:

- **Banshees:** Hand weapons
- **Spirit Horde:** Hand weapons and lances

Special Rules: Accursed Reliquary, Blasphemous Tome, Close Order, Dark Vitality, First Charge, Fly (8), Impact Hits (D6+1), Large Target, Necromantic Undead, Random Attacks (Spirit Horde only), Regeneration (6+), Wailing Dirge

Accursed Reliquary

Powerful necromantic magic clings to the unhallowed remains enshrined within the heart of a Mortis Engine, energising nearby Undead.

Whilst within this model's Command range, friendly units with the Necromantic Undead special rule gain a +1 modifier to their Movement and Initiative characteristics.

Blasphemous Tome

Rumoured to have been penned by Nagash himself, the Winds of Magic become nigh uncontrollable in the presence of a Blasphemous Tome.

All Wizards (friend or foe) may apply a +1 modifier to any Casting roll whilst within this model's Command range. However, if any Wizard miscasts whilst within this model's Command range, they must roll twice on the Miscast table and apply both results.

Character Mount: A Mortis Engine may only be included in your army as a character's mount. Its points are added to that of its rider.

Chariot

Mortis Engines

Sometimes, the remains of a once mighty lord of the Undead are enshrined within a Mortis Engine, a cage of fused bone, surrounded by trappings of grandeur and borne to war by a host of spirits bound to the infernal device. Though all that remains of their evil sovereign may be a wizened skull or a gilded finger bone, these spirits are forced to protect the unhallowed remains for the rest of eternity. The evil soul that clings to the unholy relic attracts the attentions of wailing Banshees, who shriek and howl in the air above the grotesque hearse. The Mortis Engines are watched over by deathless attendants known as Corpse Masters, trusted servants of the Vampire Counts who have proven immune to the dire energies that emanate from the relics within.

Corpse Cart

	M	WS	BS	S	T	W	I	A	Ld	Points
Corpse Cart	-	-	-	4	4	4	-	-	-	115
Corpsemaster (x1)	-	3	0	3	-	-	3	1	5	-
The Restless Dead	4	1	0	3	-	-	1	2D6	-	-

Troop Type: Heavy chariot

Base Size: 50 x 100 mm

Unit Size: 1

Armour Value: 4+

Equipment:

- **Corpsemaster:** Hand weapon
- **The Restless Dead:** Hand weapons

Magic: A Corpsemaster is a Level 1 Wizard. Every Corpsemaster knows a spell from the Necromancy Lore of Magic.

Options:

- A Corpsemaster may take one of the following:
 - Whip +3 points
 - Cavalry spear +3 points
- A Corpse Cart must take one of the following:
 - Balefire Brazier +10 points
 - Warped Tintinnabulation +15 points

Special Rules: Close Order, Dark Vitality, First Charge, Impact Hits (D3+1), Indomitable (1), Lore of Undeath, Necromantic Undead, Random Attacks (The Restless Dead only), Regeneration (6+)

Balefire Brazier

The acrid smoke of burning warpstone confounds rival Wizards.

Enemy Wizards that are within 15" of one or more models with this special rule when attempting to cast a spell must increase that spell's casting value by 1.

Warped Tintinnabulation

When warped bells toll, the dead stir and corpses stagger to their feet.

When a friendly unit that is within 15" of this model recovers a number of lost Wounds due to a character using the Invocation of Nehek special rule, roll a D6. On a roll of 4+, the unit recovers one additional Wound. In addition, friendly units within 15" of this model reduce the number of Wounds lost due to the Unstable special rule by 1.

Note that this is cumulative with the Indomitable (X) special rule (see page 27).

Chariot

Corpse Carts

Corpse Carts act like magnets to Dark Magic, drawing their power from the land itself and animating the dead around them. Sometimes a Corpse Cart is hung with a great bell, the clapper of which is a fel lodestone of eldritch provenance. When necromantic magic is thick in the air, the bell tolls and ripples of Dark Magic emanate from the Corpse Cart. Under the influence of this ominous knell, the dead are drawn back together and cadavers stagger to their feet. Other Corpse Carts are lit by braziers that burn with infernal flames. The smoke from these balefires contains particles of warpstone that can drive enemy Wizards temporarily insane.

Black Coach

	M	WS	BS	S	T	W	I	A	Ld	Points
Black Coach	-	-	-	5	6	4	-	-	-	205
Wraith (x1)	-	3	0	3	-	-	2	2	5	-
Nightmares (x2)	8	3	-	4	-	-	2	1	-	-

Troop Type: Heavy Chariot

Base Size: 50 x 100 mm

Unit Size: 1

Armour Value: 3+

Equipment:

- **Wraith:** Spectral scythe (see below)
- **Nightmares:** Iron-shod hooves (counts as hand weapons)

Special Rules: Close Order, First Charge, Impact Hits (D6+2), Indomitable (1), Magical Attacks, Necromantic Undead, Regeneration (6+), Spectral Coach, Terror

Spectral Coach

Compelled by the undying spirit of its accursed passenger, a Black Coach shifts constantly between the world of the living and the realm of the dead.

A Black Coach is not wholly corporeal. To represent this, a Black Coach may become 'Incorporeal' during the Command sub-phase of its turn, and will remain Incorporeal until your next Start of Turn sub-phase. Whilst Incorporeal, a Black Coach:

- Loses the Impact Hits (D6+2) special rule.
- Gains the Ethereal and Fly (10) special rules.

	R	S	AP	Special Rules
Spectral scythe	Combat	S	N/A	Magical Attacks

Notes: No armour save is permitted against wounds caused by this weapon (Ward and Regeneration saves can be attempted as normal).

Chariot

Black Coaches

In ramshackle and garlic-hung taverns, grim tales are told of the Black Coaches that haunt the mountain passes. These morbid carriages are omens of disaster and death. They are horrific, unholy things, neither wholly real nor immaterial. A Black Coach is a herald of famine, war and murder, the sight of which can drive a sane man to despair. Many an Imperial road warden or Bretonnian knight has attempted to halt one of these ghastly apparitions and died for their trouble.

Legend has it that the driver of a Black Coach is a Wraith of some kind, and that grisly Nightmares pull it to war. On the battlefield, a Black Coach grows ever more powerful, feeding on magics wielded by mortal and immortal sorcerers alike.

Zombie Dragon

	M	WS	BS	S	T	W	I	A	Ld	Points
Zombie Dragon	6	4	-	6	(+1)	(+5)	2	5	-	+215

Note: A character mounted on a Zombie Dragon has +1 Toughness and +5 Wounds.

- Troop Type:** Behemoth
Base Size: 100 x 150 mm
Unit Size: 1
Equipment: Wicked claws (see below), pestilential breath (see below) and draconic scales (counts as full plate armour)
Special Rules: Carrion Feeders, Close Order, Fly (9), Large Target, Necromantic Undead, Stomp Attacks (D6), Swiftstride, Terror

Carrion Feeders

The decaying carcass of a Zombie Dragon is wreathed by swarms of buzzing carrion feeders that crawl greedily across the exposed flesh of its enemies, choking and blinding them.

Enemy units engaged in combat with this model suffer a -1 modifier to their Initiative characteristic.

	R	S	AP	Special Rules
Wicked claws	Combat	S	-2	-

	R	S	AP	Special Rules
Pestilential breath	N/A	2	-3	Breath Weapon

Character Mount: A Zombie Dragon may only be included in your army as a character's mount. Its points are added to that of its rider.

Monster

Zombie Dragons

In death, no creature is beyond the powers of the Necromancer. From the smallest bat to the mightiest Manticore, every Man, monster or beast can be pulled from death's embrace and bound to fight once more for a new master.

The elder race of Dragons is no exception. Those Vampires gifted in the art of Necromancy bind the corpses of the great drakes to their will, resurrecting them as Zombie Dragons. These once majestic creatures stagger upright once more with a great despairing roar before stooping to allow their new master to ride atop their powerful shoulders. Wreathed in a fog of rot and surrounded by swarms of blood-hungry flies, a Zombie Dragon can turn the tide of a battle purely by dint of its horrific presence.

Terrorgheist

	M	WS	BS	S	T	W	I	A	Ld	Points
Terrorgheist	6	3	0	5	6	6	3	4	4	205

Troop Type: Behemoth

Base Size: 100 x 150 mm

Unit Size: 1

Equipment: Filth-encrusted talons (see below), rancid maw (see below) and calloused hide (counts as light armour)

Special Rules: Close Order, Fly (9), Indomitable (1), Infested, Large Target, Necromantic Undead, Regeneration (5+), Stomp Attacks (D6), Swiftstride, Terror, Wailing Dirge

Infested

Legend has it that, when slain, Terrorgheists explode into great clouds of multitudinous, swarming bats.

When this model loses its last Wound, every unit in base contact with it (friend or foe) suffers D6 Strength 2 hits, each with an AP of -1.

	R	S	AP	Special Rules
Filth-encrusted talons	Combat	S	-1	Armour Bane (1), Poisoned Attacks

	R	S	AP	Special Rules
Rancid maw	Combat	S	-2	Armour Bane (1), Multiple Wounds (2)

Note: In combat, this model must make one of its attacks each turn with this weapon.

Character Mount: A Terrorgheist may be included in your army as a character's mount. If so, its points are added to that of its rider. When taken as a character mount, a Terrorgheist has the following profile:

	M	WS	BS	S	T	W	I	A	Ld	Points
Terrorgheist	6	3	-	5	(+1)	(+5)	3	4	-	+185

Note: A character mounted on a Terrorgheist has +1 Toughness and +5 Wounds.

Monster

Terrorgheists

Ghoul Kings bind the mortal remains of Terrorgheists, titanic bats the size of Dragons that haunt the sickly skies of Sylvania, to their service. As Dark Magic swirls around the monstrous remains of the cave-creature, a bond of blood is formed between Vampiric master and Undead beast.

Guided by its master's will, the monstrosity creaks through the clouds above the battlefield on blotch-skinned pinions, its rotten flesh and withered organs open to the night air. Clotted hanks of fur cling in patches to its skeletal neck, and its skull swings from side to side as it tracks its prey on the plains below.

Abyssal Terror

	M	WS	BS	S	T	W	I	A	Ld	Points
Abyssal Terror	6	4	-	5	(+1)	(+4)	2	3	-	+120

Note: A character mounted on an Abyssal Terror has +1 Toughness and +4 Wounds.

Troop Type: Monstrous creature
Base Size: 50 x 100 mm
Unit Size: 1
Equipment: Wicked claws (see below), poisonous tail (see below) and scaly skin (counts as heavy armour)
Special Rules: Close Order, Fly (9), Large Target, Necromantic Undead, Stomp Attacks (D3), Swiftstride, Terror

	R	S	AP	Special Rules
Wicked claws	Combat	S	-2	-

	R	S	AP	Special Rules
Poisonous tail	Combat	S	-	Poisoned Attacks, Strike First

Note: In combat, this model may make one of its attacks each turn with this weapon.

Character Mount: This model may only be included in your army as a character's mount. Its points are added to that of its rider.

Varghulf

	M	WS	BS	S	T	W	I	A	Ld	Points
Varghulf	8	5	0	5	5	4	4	4	4	140

Troop Type: Monstrous creature
Base Size: 50 x 50 mm
Unit Size: 1
Equipment: Wicked claws (see below) and calloused hide (counts as light armour)
Special Rules: Bestial Fury, Close Order, Counter Charge, Dark Vitality, Flammable, Frenzy, Indomitable (1), Necromantic Undead, Regeneration (5+), Swiftstride, Terror

Bestial Fury

In battle, a Varghulf becomes a whirlwind of rage, turning to face the enemies that would surround it with supernatural speed.

Enemy units cannot claim any bonus combat result points for being engaged with this model's flank or rear arc.

	R	S	AP	Special Rules
Wicked claws	Combat	S	-2	-

Monster

Abyssal Terrors

The most warlike Vampires ride to battle on the backs of monstrous, winged, dread-inspiring mounts, nightmarish creations of Dark Magic, bound with shadows and given bodies of writhing blood and flayed skin. The most common of these winged fiends are known as Abyssal Terrors. These fearsome horrors are borne to war on ragged wings that allow their Undead masters to strike at the heart of the enemy army.

Varghulf

There are some Vampires that allow the animalistic hunter within them to consume them completely. These feral predators abandon the trappings of civilisation in order to run unfettered through the forest. Those who revel in such behaviour become physically changed beyond recognition by the Vampiric curse. Hence are born the creatures known to the peasant folk as Varghulfs.

VAMPIRIC POWERS



Though they share the curse of undeath, Vampires are unique creatures with myriad abilities and traits. Some dedicate their existence to mastering warfare, whilst others delve into arcane lore, create nations of Undead through political manipulation, or willingly succumb to their bestial nature.

To represent their varying attributes, some models may be given Vampiric Powers. A Vampiric Power does not affect a model's mount (should it have one). Each Vampiric Power may only be chosen once per army.

Curse Of The Revenant 50 points

Through magic, bloodletting or sheer force of will, the strength of this Vampire to survive the centuries is beyond compare.

This Vampire has a +1 modifier to its Wounds characteristic.

Beguile..... 40 points

The Vampire has an entrancing gaze that mesmerises their foes, rendering them all but incapable of causing the Vampire harm.

Enemy units must make a Leadership test before making any rolls To Hit against this Vampire during the Combat phase. If this test is failed, only rolls of a natural 6 will hit.

Flying Horror 35 points

The Vampire is able to take to the skies with great, membranous wings, or perhaps can even metamorphose into a monstrous bat.

Models whose troop type is 'infantry' only. This Vampire gains the Fly (10) rule, but cannot join a unit.

Dark Acolyte..... 30 points

Some Vampires have an affinity for necromantic magic beyond that of their peers, which only increases with age and practice.

This Vampire gains the Invocation of Nehek special rule (as described on page 5). For the purposes of using this special rule, this model counts as a Level 1 Wizard.

Master Of The Black Arts 30 points

The Winds of Magic bend easily to the will of this Vampire, so matchless is their magical prowess.

This Vampiric Power may only be taken by a Vampire Count that is a Level 2 Wizard, or by a Vampire Thrall that is a Level 1 Wizard. This Vampire increases their Level of Wizardry by 1.

Supernatural Horror 20 points

This Vampire is hideous to look upon, having long since forsaken the trappings of nobility and beauty and embraced the beast within.

This Vampire gains the Terror special rule.

Lord Of The Night..... 15 points

The Vampire howls into the cold night, their cry answered by the baying of countless dark creatures.

During the Command sub-phase of their turn, this Vampire may attempt to resurrect fallen creatures of the night by making a Leadership test (using their own Leadership). If this test is passed, a single friendly unit of Fell Bats, Bat Swarms or Dire Wolves that is within 12" of this model recovers D6 lost Wounds.

VAMPIRE COUNTS MAGIC ITEMS

The pages that follow detail magic items unique to Vampire Counts armies. These can be purchased by models within a Vampire Counts army in exactly the same way as Common magic items, as described in the *Warhammer: the Old World* rulebook.

Extremely Common Magic Items: Any magic item marked with an asterisk (*) is considered to be extremely common, as described in the *Warhammer: the Old World* rulebook.

Magic Weapons

Frostblade.....60 points

This blade of blue ice-steel is bound with such deadly spells that its merest touch will suck the soul from its victim's body.

	R	S	AP	Special Rules
Frostblade	Combat	S	-	Killing Blow, Magical Attacks

Notes: Any enemy model that suffers one or more unsaved wounds from the Frostblade must immediately make a Toughness test. If this test is failed, they gain the Strike Last special rule and must reduce their Initiative characteristic to 1 for the remainder of the game.

Sword Of Kings55 points

This accursed blade of ancient and ageless design thirsts constantly for the souls of its wielder's enemies.

	R	S	AP	Special Rules
Sword of Kings	Combat	S+1	-1	Killing Blow, Magical Attacks

Notes: The wielder of the Sword of Kings strikes a Killing Blow if they roll a natural 5 or 6 when making a roll To Wound, rather than the usual 6.

Blood Drinker45 points

This long, slender blade greedily drinks the blood of its victims, their life force revitalising its master.

	R	S	AP	Special Rules
Blood Drinker	Combat	S	-1	Magical Attacks

Notes: If the wielder of Blood Drinker causes one or more unsaved wounds during the Combat phase, they recover a single lost Wound.

Dreadlance40 points

Once wielded by an infamous Vampire knight, this lance is uncannily accurate, said to find its target even in the dark of night.

	R	S	AP	Special Rules
Dreadlance	Combat	S+2	-2	Armour Bane (1), Magical Attacks

Notes: Models whose troop type is 'cavalry' or 'monster' only. The Dreadlance can only be used during a turn in which the wielder charged. In subsequent turns (or if the wielder did not charge) the model must use its hand weapon instead. The wielder of the Dreadlance may re-roll any failed rolls To Hit made whilst using it.

Magic Items

Magic Items

Just as there are men and women whose souls resonate with cruelty even after death, there are dark and unholy treasures in the world that are saturated with the energies of evil deeds. Many of these artefacts have spent centuries in the possession of potent Necromancers or Vampire lords; some are even said to have been stolen from the necropolises of mighty Tomb Kings, or to have belonged to the Great Necromancer Nagash himself. Nations have mobilised their armies, long wars have been fought and countless lives expended over such nefarious items, for it is rumoured that some can grant power over death itself.

Magic Armour

The Flayed Hauberk..... 35 points

Stitched from the flesh of countless victims, the wearer of the Flayed Hauberk is enshrouded and protected by the souls of the damned.

The Flayed Hauberk is a suit of heavy armour which may be worn by a Wizard without penalty. In addition, its wearer has a 6+ Ward save against any wounds suffered.

The Accursed Armour..... 30 points

Some strange flaw renders the wearer of this armour resilient beyond measure, yet robs them of dexterity.

Models whose troop type is 'infantry' or 'cavalry' only. The Accursed Armour is a suit of full plate armour. In addition, its wearer has a +1 modifier to their Toughness characteristic, but suffers a -1 modifier to their Weapon Skill and Initiative characteristics (to a minimum of 1).

Talismans

Von Carstein Ring..... 40 points

An ancient heirloom of the lords of Sylvania, this ring is known to make a Vampire carrying it almost impossible to kill.

Vampires only. Single use. When the wearer of the Von Carstein Ring loses their last Wound, roll a D6. On a roll of 2+, the Wound is not lost.

Crown Of The Damned..... 35 points

The wearer of the Crown of the Damned draws revitalising energies from the spirits imprisoned within it, but at times their eternal wailing can become overpowering.

The Crown of the Damned gives its wearer a 4+ Ward save against any wounds suffered. However, due to the wailing of the spirits trapped within the crown, its wearer is also subject to the Stupidity special rule.

Magic Standards

Banner Of The Barrows 65 points

Woven from the wind and the cold, the chill of this banner touches the hearts of those who stand before it.

Wight Lord Battle Standard Bearer only. During the Combat phase, when a unit carrying the Banner of the Barrows makes a roll To Hit, a roll of 3+ is always a success, regardless of the target's Weapon Skill.

Drakenhof Banner..... 50 points

The infamous Count Vlad von Carstein had thrall Necromancers enchant his household standard to sustain his bodyguard.

If a unit carrying the Drakenhof Banner has the Regeneration (X+) special rule, it improves the armour value of its Regeneration save by 1.

The Screaming Banner 45 points

Even the bravest warriors tremble in the presence of a haunted banner that wails a constant dirge.

When an enemy unit makes a Leadership test due to Fear caused by a unit carrying the Screaming Banner, it must roll an extra D6 and discard the lowest result.

Standard Of Hellish Vigour 40 points

The restless essence of the Vampire whose flesh was flayed to craft this banner invigorates the Undead nearby.

A unit carrying the Standard of Hellish Vigour gains the Reserve Move special rule.

Enchanted Items

Helm Of Commandment 40 points

This ancient and corroded helmet can be used to infuse Undead servants with the wearer's sentience, making them formidable fighters.

Necromancers and Wights only. During the Command sub-phase of their turn, this character may attempt to enhance the sentience of those around them by making a Leadership test (using their own Leadership). If this test is passed, until your next Start of Turn sub-phase this character and any unit they have joined gains a +D3 modifier to their Weapon Skill characteristic (to a maximum of 10).

Hand Of Dust 35 points

The severed hand of the Great Necromancer himself, the mere proximity of this withered appendage can drain all life and vitality from mortals, leaving them as desiccated husks.

Necromancers only. This model can cast the following Bound spell, with a Power Level of 2. Roll a D6 each time the Hand of Dust is used. On a roll of 1, it crumbles to dust and cannot be used again:

Type: Assailment

Casting Value: 9+

Range: Combat

Effect: The target enemy unit suffers 2D6 Strength 5 hits, each with an AP of -1.

Cloak Of Mist & Shadows 30 points

This cloak frees the wearer from the bonds of their physical form, allowing them to move through solid matter like a ghost.

Necromancers whose troop type is 'infantry' only. The wearer of the Cloak of Mist & Shadows gains the Ethereal special rule.

Arcane Items

Skull Staff 50 points

The Skull Staff constantly whispers to its bearer, revealing the secrets of their foes and predicting the ebb and flow of the Winds of Magic.

The bearer of the Skull Staff increases their Dispel range by 3" and, when attempting a Wizardly dispel, may apply a +1 modifier to their Dispel roll.

Note that this is a modifier to the result of a roll – it does not negate a roll of a natural double 1.

Sceptre Of De Noirot 35 points

The Necromancer de Noirot suffered a terrible demise when he invoked the power of this sceptre and raised more of the Undead than he could control.

The bearer of the Sceptre of de Noirot may attempt to resurrect the fallen by using the Invocation of Nehek special rule twice during their Command sub-phase (rather than the usual once). Roll a D6 each time the sceptre is used. On a roll of 1, the bearer loses a single Wound.

Spell Familiar* 15 points

A spell familiar memorises a spell on its master's behalf, constantly rehearsing for its big moment until it is called upon to share its arcane knowledge.

0-1 per Wizard. The owner of a Spell Familiar knows one more spell (chosen in the usual way) than is normal for their Level of Wizardry.

Note that this does not increase the Wizard's Level.

VAMPIRE COUNTS SPECIAL RULES



A game of Warhammer: the Old World is packed with fantastic creatures and skilled warriors with abilities so incredible and varied that the basic rules cannot possibly cover them all. For such circumstances we have special rules – uncommon rules to govern uncommon circumstances.

On the following pages you will find a full description for each of the Army special rules used by models drawn from the Vampire Counts army list:

Cleaving Blow

With a swift and deadly strike, a skilled warrior can cleave through armour.

If a model with this special rule rolls a natural 6 when making a roll To Wound for an attack made in combat, it has struck a 'Cleaving Blow'. Enemy models whose troop type is 'regular infantry', 'heavy infantry', 'light cavalry', 'heavy cavalry' or 'war beasts' are not permitted an armour or Regeneration save against a Cleaving Blow (Ward saves can be attempted as normal).

Note that if an attack wounds automatically, this special rule cannot be used.

Dark Vitality

Vampires and Necromancers are powerful beings able to exist without the animating will of another.

Models with this special rule are not subject to the Death of a General rule. In addition, unless they have joined a unit that does not have this special rule they (and their mounts) can march as normal.

Indomitable (X)

Amongst the ranks of the Vampire Counts armies march creatures with an indomitable will to hang on to the last vestiges of life, no matter what.

A unit with this special rule reduces the number of wounds suffered due to the Unstable special rule by the number shown in brackets (shown here as 'X').

Note that this special rule is not cumulative. If two or more models in a unit have this special rule, use the highest value for the entire unit. For example, if a character with Indomitable (2) joins a unit with Indomitable (1), the whole unit uses the character's Indomitable (2) special rule.

Necromantic Undead

The Undead legions of the Vampire Counts march under the command of powerful Necromancers.

Models with this special rule are 'Undead'. Undead models cannot march (unless they have the Fly (X) special rule and choose to move by flying). In addition, all Undead models have the following universal special rules:

- Fear
- Immune to Psychology
- Unbreakable
- Unstable

A character with this special rule cannot join a unit without this special rule, and vice versa.

The Newly Dead

Those that fall in battle may be compelled by necromantic magic to rise again and fight against their former comrades.

When resurrecting the fallen, a unit with this special rule can be taken beyond its starting size (but not beyond its maximum size).

Wailing Dirge

The chilling howl of a restless spirit is an omen of death and despair, capable of crippling even the most resilient prey.

During the Shooting phase of its turn, unless it marched during the preceding Movement phase, a model with this special rule may make a 'Wailing Dirge' attack. A Wailing Dirge attack may target any enemy unit that is within 8" of this model (including units that are engaged in combat) and that this model can draw a line of sight to, or that this model is engaged in combat with.

The target must make a Leadership test with a -2 modifier to its Leadership characteristic (to a minimum of 2). If this test is failed, the target suffers a number of wounds equal to the amount by which it failed the test, with no armour or Regeneration saves permitted (Ward saves can be attempted as normal).

Note that a Wailing Dirge attack can target an enemy character, regardless of the usual rules for targeting Lone characters.

Resurrecting The Fallen

In a Vampire Counts army, it is possible to heal a unit by recovering lost Wounds, and to resurrect fallen warriors. Wounds recovered in this way follow a strict order:

- First, any characters that have joined the unit are healed. A character that has been reduced to zero Wounds and removed from play cannot be resurrected.
- Second, models with more than one Wound on their profile are healed.
- Next, the unit champion is resurrected, displacing rank-and-file models as required, followed by the standard bearer and musician.
- Finally, rank-and-file models are resurrected.

Note that, in the case of multiple Wound models, each model must be fully healed, recovering all of its lost Wounds, before another can be healed or resurrected.

Note also that at least one model must remain in order for a unit to be healed. In other words, a unit that has been reduced to zero Wounds and removed from play cannot be resurrected.

Resurrected models are added to the front rank until it reaches the minimum required to claim a Rank Bonus, after which additional models can be added to the front or rear rank. If the unit already has more than one rank, models can only be added to the rear rank. A unit cannot be taken beyond its starting size.

LORE OF UNDEATH

Mystery shrouds the study of Necromancy. To learn this dark art, an aspirant must find a willing tutor and become their apprentice, or acquire forbidden books rich in the secrets of undeath. It is this intrinsic mystery that drives Necromancers to become servants of the Vampire Counts, hoping to learn first-hand from the masters of undeath.

A Wizard with the 'Lore of Undeath' special rule may discard one of their randomly generated spells as normal. When they do so, they may select instead either the signature spell of their chosen Lore of Magic, or one of the spells listed below.

Vanhal's Danse Macabre

Filled with magical energy, the Undead jerk forwards on the attack with tireless and unnatural speed.

Type: Enchantment
Casting Value: 8+/12+
Range: 12"

Effect: If this spell is cast with a casting result of 8 or more, the target friendly unit gains a +D3 modifier to one of the following characteristics (to a maximum of 10). If this spell is cast with a casting result of 12 or more, the target friendly unit gains a +D3 modifier to two of the following characteristics (to a maximum of 10). This spell lasts until your next Start of Turn sub-phase.

- Movement
- Weapon Skill
- Initiative

Raise Dead

One skilled in the dark arts of Necromancy can awaken mortal remains to reinforce the Undead legions under their control.

Type: Enchantment
Casting Value: 10+
Range: 12"

Effect: Place a unit of 2D3 Risen Zombies on the battlefield anywhere completely within 12" of this model, but not within 1" of any enemy models. This unit cannot declare a charge during the turn in which it was raised:

	M	WS	BS	S	T	W	I	A	Ld
Risen Zombie	4	2	0	3	3	1	1	1	2

Troop Type: Regular infantry
Base Size: 25 x 25 mm
Unit Size: 2D3
Equipment: Hand weapons
Special Rules: Necromantic Undead, Regeneration (6+), Skirmishers, the Newly Dead

Note that Risen Zombies are not worth any Victory Points.

Hellish Vigour

The caster invigorates their ghastly warriors, who advance upon the foe with uncanny vigour.

Type: Enchantment
Casting Value: 7+/10+
Range: Self

Effect: If this spell is cast with a casting result of 7 or more, a single friendly unit that has the Necromantic Undead special rule and is within the caster's Command range gains the Reserve Move special rule. If this spell is cast with a casting result of 10 or more, every friendly unit that has the Necromantic Undead special rule and is within the caster's Command range gains the Reserve Move special rule. This spell lasts until the end of this turn.