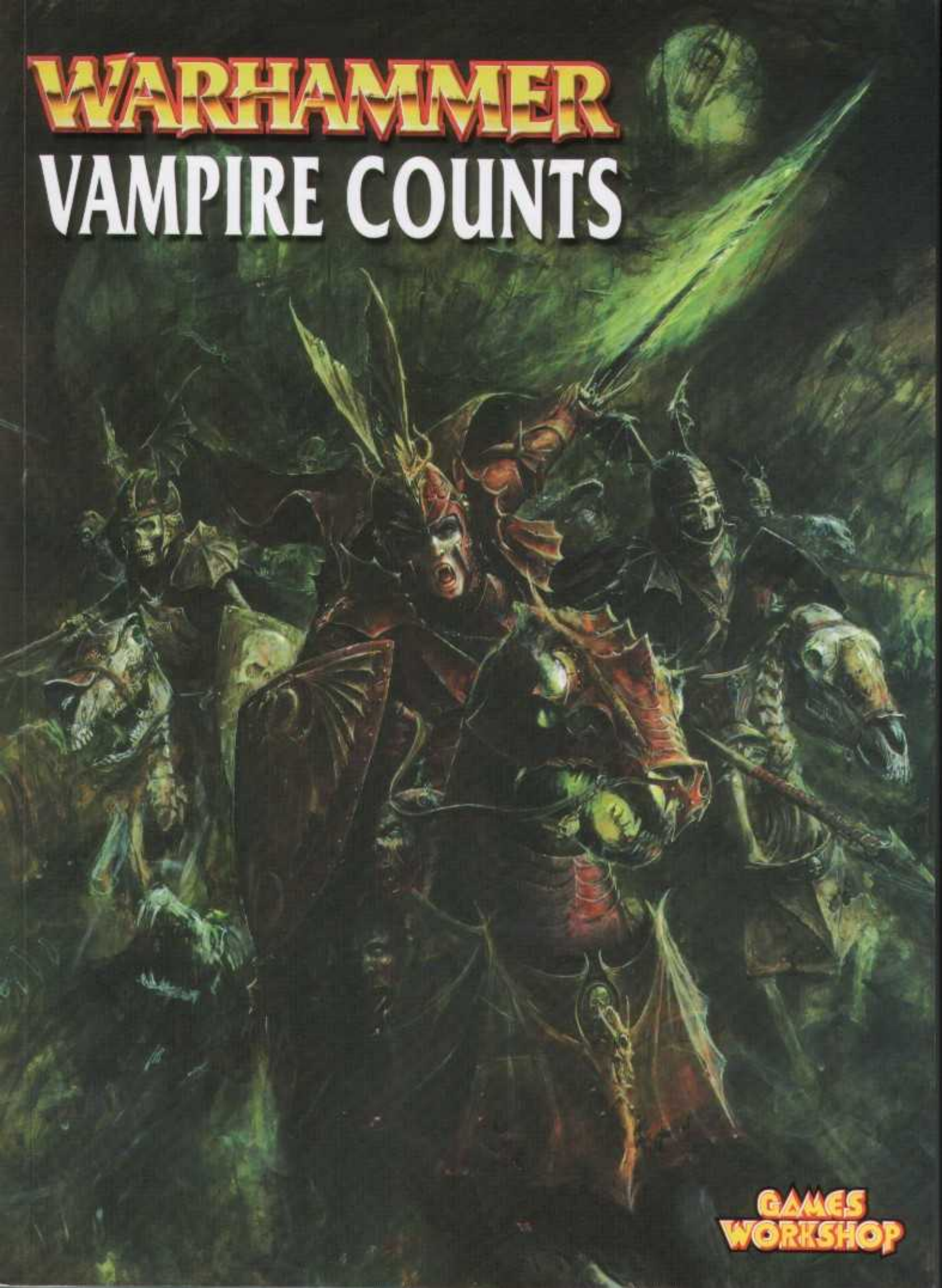


WARHAMMER

VAMPIRE COUNTS



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Vengeance of the Vampire

Undoubtedly the centrepiece of Games Day 1999 was the awesome Vengeance of the Vampire diorama. This epic battle scene measures over 22 feet long and 10 feet wide. Using thousands of models (there are over 2,000 Zombies alone) the display depicts the epic battle of the people of Stuttborg and the Vampire Antoine von Carstein, who is determined to exact his revenge upon them. This display now has a permanent home in the Museum at Warhammer World and is well worth a visit. You can see more of this huge display on the inside back cover.



VAMPIRE COUNTS



A WARHAMMER ARMIES SUPPLEMENT

Asmith

CONTENTS

LINE OF BLOOD	4	BLOODLINES	52
Lahmians	4	Von Carsteins	53
Von Carsteins	8	Blood Dragons	54
Blood Dragons	12	Necrarchs	55
Necrarchs	16	Strigoi	56
Strigoi	20	Lahmians	57
THE LIVING DEAD	24	THE BLACK ART	58
Vampires & Necromancers	24	Necromantic magic	58
The Laws of Undeath	25	ARMIES OF DARKNESS	60
Skeletons & Zombies	26	Lords	62
Wights & Ghouls	27	Heroes	63
Ethereal creatures & Banshees	28	Core Units	64
Spirit Hosts & Wraiths	29	Special Units	66
Bat Swarms, Fell Bats & Dire Wolves	30	Rare Units	68
Black Coach	31	THE ARISTOCRACY OF THE NIGHT	69
Nightmares,		Mannfred von Carstein	70
Winged Nightmares & Zombie Dragons	32	Zacharias the Everliving	72
SHADES OF DEATH	33	THE GREAT BOOK OF BANISHMENT	74
UNHOLY ARTEFACTS	49	DEAD GOOD! (Undead tactics)	76
Common Magic Items & Magic Weapons	49	THE LEGIONS OF THE DEAD	78
Magic Armour, Talismans & Arcane Items	50	Reference page	80
Enchanted Items & Magic Standards	51		

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INTRODUCTION

When the forces of the Vampire Lords march to war, the world trembles. The Undead are among the most dangerous creatures in the known world. Bound by the will of one of the Lords of Undeath, they are a fell and mighty foe. They cannot be reasoned with, bribed or coerced. They know neither fear nor mercy. They need no sleep or warmth, neither drink nor wholesome sustenance and, as they march onwards, their ranks are swelled by the corpses and trapped souls of their former opponents. The only thing they fear are the rays of the sun that are the bane of their type, searing their unholy flesh and eventually destroying these abominations against nature. This is no help when the armies of the Vampire Counts march to war, since the Lords of the Undead can use their necromantic powers to summon billowing storm clouds, protecting themselves and their minions from the hated sun. Where the dead walk, there the night follows.

The legions of the living dead are terrible to behold – hordes of corpses walking resolutely forward, dry flesh creaking, decaying innards exposed, corroded wargear scraping and clanking. The nauseating stench of death hangs over the army like a cloud of contagion, the air is full of grave dust and glowing witch-lights. Long-dead warriors ride to battle mounted on the rotting carcasses of warhorses. The earth trembles beneath the tread of Zombies, and the howls of the Dire Wolves fill mortals with dread.

Spirits prowl like shadows among the ranks; insubstantial Wraiths, wailing Banshees and Wights plucked from their cold tombs. At the core of the army stands the Vampire General, the most powerful and dangerous of all these nightmare creatures. It is he who has summoned the army from their graves and it is his will that binds it together.

In this book you will find the following sections:

LINES OF BLOOD

A wealth of information on the great families of Vampires that plague the Old World. From their origins in the ancient land of Khemri to their history of wars and many other evil deeds against the living.

THE LIVING DEAD

A study of the many dreaded Undead things that haunt the graveyards of the Warhammer world. Here you will find a description of their powers and of the foul magic wielded by their masters.

SHADES OF DEATH

Full-colour pages packed with invaluable advice on collecting, painting and modelling your new army.

UNHOLY ARTIFACTS (Magic Items List)

A list of the accursed tools of necromancy used by the evil practitioners of the Black Art.

ARMIES OF DARKNESS (Army List)

The complete Vampire Counts army list, so that you can muster your forces for battle.

THE ARISTOCRACY OF THE NIGHT

Rules and background for Zacharias the Everliving and Mannfred von Carstein.

THE LEGIONS OF THE UNDEAD

The different armies of the various Vampire families, as well as those that are commanded exclusively by Necromancers.



LAHMIA

CITY OF VAMPIRES

It all began at the dawn of human civilisation, about four and a half thousand years before present time. South of the Old World, in the land between Araby and the Badlands, was the rich kingdom of Nehekhar. Priest Kings ruled this realm from their capital city of Khemri and upon their death they were mummified and entombed in great pyramids.

One of the most important priests, who the ancient texts name as Nagash, is said to have learned the secrets of dark magic from a captive Dark Elf sorceress. He then started to study this vilest of magic for a way to achieve his greatest desire: immortality. Nagash had a powerful intellect and implacable willpower and, after long years of research and experimentation, he created a new form of sorcery, which he named necromancy. Eventually he could reanimate dead bodies and prolong his own life indefinitely. This knowledge gave him the key to ultimate power and he soon became the kingdom's sole ruler. Unfortunately, though he discovered a way to force the spirit not to abandon the body, still he could find no way of stopping the flesh from succumbing to the vagaries of time. At first Nagash tried to preserve his body with the secret oils and balms that the priests used to mummify the most important among them. After two centuries, however, he could not hide the decay of his body and eventually he was driven insane by what was happening to him. Soon Nagash's rule became intolerable and the Priest Kings of neighbouring cities rebelled against him. After a bitter war, Nagash was defeated and fled towards the World's Edge Mountains with a few acolytes. Many are the dread stories told about the Great Necromancer, the Ritual of Summoning and his wars of vengeance against the kingdom of Nehekhar and the rest of Mankind, but they are to be told elsewhere.

Nagash recorded all his knowledge in nine huge tomes of parchment made from human skin and written in blood. These books were not destroyed as some of the priests wished; some of them were lost, and one was secretly taken to the city of Lahmia, the second most powerful city in Nehekhar. There the ruling Queen was seduced by the promise of immortality which she found in this evil grimoire and once again the search for eternal life began. Soon the Queen learned the dark spells to animate and command the dead, and she too became a powerful

necromancer. Eventually she succeeded where Nagash before had failed and she found something that could stop her immortal body from ageing: the elixir of life. It is said that she received the secret of the elixir after striking a pact with a dark force whose name is better left unspoken. After drinking this magical potion the Queen's heart stopped beating forever but, as long as she could feed regularly on the warm blood of the living, her mortal shell would still look deceptively young. The first Vampire had been created. The Queen then chose eleven individuals who she considered worthy and gave them a sip of the elixir of life. They were the first of their kind and were to be known as Master Vampires. Once again unliving Priest Kings and Queens ruled over Nehekhar. Soon they found that they could make living men and women into lesser Vampires, by making them drink part of their own tainted blood, the so-called Blood Kiss.

These new Vampires could themselves confer the Blood Kiss onto other willing (and sometimes unwilling) mortals and in this way the number of Undead increased, but with each new generation the powers of the Vampires were reduced. The Masters were creatures of astonishing speed and strength, extremely resilient and gifted with great necromantic skills, but the ones they created were far less powerful. The Vampires reigned over Lahmia for centuries and they surrounded themselves with an immortal aristocracy who preyed on the unlucky citizens of Lahmia. Eventually, as it had happened with Nagash, the Priest Kings of Nehekhar united to fight this evil tyranny. After a long and bitter war the Lahmian dynasty was defeated and the city of Lahmia was razed to the ground.

Of the original Vampires, seven Masters survived the sacking of Lahmia. They fled north, and when they reached the Old World they separated. One went east, perhaps to the distant lands of Cathay, one disappeared in the northern Chaos wastes and four remained in different parts of the Old World. The tragic story of the seventh Vampire, Ushoran of Strigos, is recorded elsewhere in this book. Each of these Masters was gifted with different powers and these distinctive traits are reflected in all other Vampires of their Bloodline.

Of these lines, the one that to this day remains closest to the Vampires' ancient origins is the one

descending from Neferata, high priestess and Queen of Lahmia. Neferata, together with her sisters in the Cult of Blood, was already far to the north and safe from the purging wrath of the kings of Nehekharu when their attack struck the city of Lahmia.

Nothing was heard of them for many centuries until, at a place called the Silver Pinnacle by the Dwarfs, a strange event took place. The Dwarfs had been mining in this remotest part of the World's Edge Mountains for silver and precious gems, and had built a small stronghold there. One night an invading horde somehow broke into the mountain, taking the defenders by surprise. These were not Goblins or Skaven, but Zombies and Skeletons. The event is still recorded in the Book of Grudges. The entry describes their leader as the 'Queen of Evil'. Many centuries have passed since that time. The Dwarfs have long gone from the area and now only travellers from the lands of Men tread within sight of the place. Strange as it may seem, there are some who have visited the Silver Pinnacle and returned alive to tell the tale. Their tales do not speak of horror as one might think. Instead they tell of a splendid court, arrayed in the fashions of some ancient civilisation and of a palace cut out of the rock with statues and walls adorned with strange inscriptions, yet it is a place of darkness, where the light of day is not permitted to enter. The queen who rules here is said to be of exquisite beauty, attended by handmaidens any man would die for. Little do they know that this is literally true!

Stories of the Palace of the Night Queen have been told for centuries, and can be found in the ballads of Bretonnia, the writings of the Empire and the poems of Tilea. Even in the kasbahs of Araby and in the sweat lodges of Kislev can similar rumours be heard.

The guards of the Silver Pinnacle are said to be swathed in black and show not their faces. They shuffle and handle their weapons jerkily. The interior of the palace is described as dark, lit as if by moonlight. The queen of the mountain is never seen or spoken to directly. She conducts business from behind seven veils, and her voice is beguiling. It is related that she breeds cats. There is a tale of a Tilean merchant who was given a black cat. Halfway to Tilea the cat was gone, but sitting in his wagon was a beautiful lady. He had no idea where she had appeared from, but took her on to Tilea, asking no questions. There she paid him for the journey, bade him farewell and entered the monastery of a female religious order. There is another tale, told in Bretonnia, of a knight errant who returned with a lady of exquisite beauty and a pale complexion, praised by Bretonnian troubadours. He made her his wife and lady of his castle. Guests at the castle commented that the lady only showed herself at banquets in the night, and that she drank goblets of red wine and ate no other food.

These and the many other similar tales reveal, to those wise enough to see, how the bloodline of Neferata has spread over many centuries into many lands.

In truth all the Vampires of the Lahmian sisterhood descend from the Queen of Lahmia. She is said to despise men and consequently very few Lahmians are males. Instead, enchantingly beautiful maidens are chosen from amongst the most noble families of Bretonnia and the Empire and granted the Blood Kiss. They then strive to gain control of the humans around them with cunning and intrigue. No other Vampires excel in infiltrating human society in the same way as this shadowy sisterhood.

The presence of the Lahmians is seldom noticed, but their hand is certainly felt. They may lack the brute strength of many other Vampires, but in subtlety and cunning they are unmatched. They can achieve their aims with politics and plotting instead of direct action. They are hedonistic, self-indulgent creatures who love splendour and wealth and will stop at nothing to get what they desire.

Yet they cannot taste food or enjoy the warmth of the sun. Their cold hearts can feel no love and though their youth and beauty is eternal, they are abhorred by people once they are discovered. All this means that no matter how much wealth they gather or how many pleasures they taste, their joys are always hollow.

Lahmian Vampires are as fast as quicksilver and their Vampiric powers allow them to melt into the shadows and vanish from the eyes of mortals. They can move so quickly that they are virtually invisible to the eye. The talons of the Lahmians reach to all levels of human society. They take an active interest in human affairs and no one can guess how many powerful eccentric noblewomen, widows of princes and dukes, and high-born ladies who shun the light of day and lock themselves in tall towers and opulent palaces, are in truth of the Undead. They have a great talent for art and statesmanship and their powerful personalities hold an irresistible charm for mortals. However, their temper matches the quickness of their bodies and they are easy to anger, but hard to appease.

In the most remote corners of the Old World, whole towns have fallen under the dominion of the Lahmians. There Zombies guard the gates so none can escape and Vampires form the female aristocracy that feeds on mortal cattle each night. Such places must be purged with sword and fire, often only after a bitter battle against the Vampires and their servants.

The Lahmians, unlike other Vampires of the Old World, keep in contact with each other and with their mysterious Queen, Neferata. What the Lahmians' true motives and final purposes are, none can fathom.

Sarnovich was in his tent, examining the region's maps while sipping some of the best vodka in all of Kislev. He was thinking how much he hated having been assigned to such a remote outpost in the gloomy woods which marked the border between Mother Kislev and the Dwarf kingdoms of the Worlds Edge Mountains. But it was his duty as an Ataman of the horse archers to maintain the vigil on the trails coming from the mountain passes.

Presently he heard movement outside the tent and two of his men walked in. With them was a girl, one of the most beautiful young ladies he had ever seen. She was very young and frail, her skin pale and her robe in tatters. An expression of sheer terror was on her fair visage and she was shaking all over.

"Ataman, we found this girl on the north path of the red glacier. It looks like she's been attacked, but she hasn't said a word. She's too terrified. We don't even know if she speaks our language."

"I see. Now bring her some hot food and something to wear."

"Yes sir." The two men left but soon returned with what the Ataman asked for.

Sarnovich observed the girl and could not avoid being moved by the innocent look she possessed. His heart was filled with a strong affection towards her, for she reminded him of his young daughter. He noticed that she was not eating at all and drank very little and without enthusiasm; clearly she was still very scared. The old soldier tried to calm her, speaking softly,

"Do not be afraid. We are friends. Friends. Do you understand me?"

The girl looked up at him and, seeming to make sense out of his words, she nodded. "What is your name?" asked Sarnovich.

"Mara. Me Mara," answered the pretty voice of the girl. The Ataman was relieved. He couldn't recognise her accent, but at least some communication was possible.

"What happened to you? Where is your family? Mother? Father?"

With her innocent eyes open wide, she answered "Mountain... monster... die, all die. Mara no die," and she started to cry, sobbing violently.

Sarnovich hugged her softly and lulled her until she stopped crying, then she seemed to fall asleep, exhausted. The Ataman decided to leave her alone to rest. He walked out into the red light of the setting sun and called the sergeant. "Yuri, have the men raise a tent for the girl. And double the guard tonight, she has spoken of a 'monster' and I'm afraid that the group she was travelling with might have been attacked by one of the evil creatures of these mountains. It seems she's the only survivor."

"At once sir!"

Then the night came.

Sarnovich was woken up abruptly by a terrible scream that pierced the darkness. In a moment he was outside his tent, his sword ready. Where were the guards, he thought, and why had they allowed the camp fires to die out? He heard more shouting from the tent where his men slept and rushed in that direction. He entered the tent cautiously and by the dim light of the braziers he saw that it was too late. His men were dead. Everything was drenched in blood.

Some warriors were still in their beds, their throats ripped open. Others lay on the floor, their bodies torn apart and dismembered, apparently by the talons of a creature of awesome strength.

A Troll! thought Sarnovich. No, impossible. One of those things couldn't possibly make its way into the camp to surprise these experienced warriors in their beds. What was it then? How could he fight it? The Ataman's mind was overwhelmed with fear and anger. Then a thought hit him like a warhammer: the girl! He had to protect the girl.

He rushed towards her tent but found it empty. Where could she possibly be? Suddenly a new series of cries arose at the edge of the nearby wood. Some of the sentinels were still fighting and one of the voices was clearly female – she was there! Sarnovich reached the tree line where he could clearly see a torch burning not far ahead. He headed for the light and almost trampled on the lifeless body of a guard. The girl was leaning against a tree, an arrow protruding from her shoulder. Her clothes were covered in blood but she was still alive – that was the important thing.

She looked at Sarnovich with hope and relief as he approached her cautiously, but then her eyes focused on something over his shoulder and she shouted "Behind you!" The Kislevite turned, ready to fight, prepared to give his life to protect that innocent girl from the terrible creature which had slaughtered his men. His eyes were scanning the darkness for any trace of the monster when another voice whispered from just behind his ear, sending a shudder down his spine. It was the languid, sensual voice of a mature woman, with an evil, ironic hint in its tone: "I told you it was behind you..."

The feral snarl that followed these words was the last sound that Ataman Sarnovich of Kislev was to hear.



THE VON CARSTEINS

There are few facts but much legend surrounding the origins of this Vampire bloodline, destined to become the most powerful and important in the history of the Old World. It is known though that their zenith came when Vlad von Carstein took over the rulership of Sylvania.

Before the advent of Vlad and, in fact, since the beginning of historical record, Sylvania had always been referred to as a cursed and evil land. Its surface was covered for the most part by dark and dangerous forests, its soil poor and unproductive. It is a land where the darkest energies of magic flow strong. The dead long had the reputation of not resting easily there, as attested by the Sylvanian tradition of burying the dead deeply and face down so that it was more difficult for them to dig their way to the surface. Rumours circulated in the Empire accusing the nefarious von Drak counts and many of the other Sylvanian nobles of being corrupt practitioners of the black arts. Indeed those rumours were founded in reality. These vile noblemen built their castles at mystical points where the winds of dark magic concentrated to gather power for their iniquitous spells, and celebrated ancient rituals of death in their dank dungeons. The Sylvanian people were kept in a state of misery and superstitious ignorance and their squalid hamlets were dominated with ruthless cruelty.

Sylvania was a haven for necromancers expelled from the human kingdoms of the Old World. The Empire tolerated the presence of this accursed place only because the Sylvanians were, at least in theory, loyal to the Emperor. But this was to change. In the year 1797 Count Otto von Drak died without a male heir, but a mysterious stranger married his daughter, Isabella, and seized power over Sylvania. The name of the newcomer was Vlad von Carstein. The nobles of Sylvania at first did not recognise Vlad's authority, but were soon 'persuaded' to do otherwise. The best of them Vlad made into lesser Vampires so that they could form his bodyguard and be the generals of his army. The other Elector Counts witnessed the change without interfering, since the new Counts seemed far better lords than the former von Draks. Under Vlad's iron grip, Sylvania was transformed into an efficient province. Vlad ruled over it for two hundred years, using different names in different periods so as not to arouse suspicion over his unnatural longevity.

In 2010 Vlad revealed his true nature as a Vampire Lord and attacked Stirland at the head of a huge horde made of the Sylvanian regular army and countless legions of the living dead. The Wars of the Vampire Counts had begun. Stirland and then Ostermark were devastated. Vlad turned his attention towards the heart of the Empire and for forty years his armies rampaged through that realm of Men. During this long period the fortunes of the war changed many times. More than once Vlad was cut down by a hero's blade or lucky cannon shot, and his army suffered severe casualties. Unfortunately for the Empire, the Vampire Count always wore a powerful magic ring that granted him amazing regenerative powers. Vlad always returned from the netherworld and the victims of famine, pestilence and the war were always there to replenish the ranks of his armies.

In 2051, after a series of great victories, Vlad's army was immense. The Sylvanians reached Altdorf and laid siege to the greatest city of the Empire. The siege lasted months and the humans were losing all hope. When the last assault came, the Great Theogonist Wilhelm the Third faced Vlad himself on the battlements of Altdorf. Sensing that he could not win the duel, the Theogonist decided to

sacrifice his own life in an attempt to destroy the Count. He let Vlad stab him with his sword and with his last strength he grabbed Vlad and dragged both of them off the walls. The two figures fell in an embrace of death and impaled themselves on one of the many stakes littering Altdorf's moat. Legends say that Vlad's ring had been stolen from him the night before by the greatest thief in the known world and that this man had been sent on that mission by the Theogonist himself. Others believe that the holy blood of the Theogonist, the living incarnation of Sigmar, stopped the Vampire from regenerating his mortal wound. Wherever the truth lies, that was the end of the greatest of the Vampire Counts of Sylvania. With Vlad gone, the Sylvanians were forced to retreat. Over half the Vampires were dead, but so great were the casualties inflicted on the men of Altdorf that no pursuit was possible.

Within an iron-bound ebony treasure chest, in the tattered remains of the black pavilion, were discovered von Carstein's copies of the Nine Books of Nagash and the Liber Mortis. These were hastily placed under lock and key within the Temple of Sigmar. The last casualty of the Battle of Altdorf was Isabella von Carstein. Apparently unable to face eternity without her husband, she impaled herself on a stake and shrivelled to dust before the eyes of the would-be Emperor Ludwig and his bodyguard. Ludwig would have used the time to press on into Sylvania and end the evil scourge forever, but the forces of the other two claimants to the throne joined against him. They feared that he might use his popularity as the surviving victor of the siege of Altdorf to press his own claim to the throne. That way the pernicious lords of Sylvania were granted an interval to regain their strength.

The remaining von Carstein vampires reached Sylvania where they hid to lick their wounds. Soon a bitter struggle ensued to decide who was to be the new Count after Vlad's demise. After years of strife, Konrad von Carstein prevailed.

Konrad was a mad and violent individual, feared by his servants as much as his enemies. He immediately launched another campaign against the Empire, in a vain attempt to emulate Vlad's victories. Far less skilled a tactician than his great predecessor, Konrad was stopped at the battle of the Four Armies in 2100 and finally defeated by a combined Dwarf and Empire force in the Battle of Grim Moor in 2121. The Count fell fighting against the Dwarf hero Grufbad and Helmar the soon to be Count of Marienburg.

The last of the Vampire Counts of Sylvania to threaten the Empire was Mannfred von Carstein, but the story of this most cunning Vampire and his invasion of the Empire is told elsewhere in this book. Suffice to say that eventually his evil plans were thwarted, and after Mannfred's defeat no von Carstein arose to claim the throne of Sylvania. Nowadays Sylvania is officially part of Stirland, but in reality is an abandoned territory, where the dead are still easily stirred from their slumber. Many attempts have been made to reclaim this cursed area, but even the promise of free land is often not enough to persuade people to settle there. The dark forests of Sylvania are still haunted by unspeakable horrors that prowl the night. The Sylvanian people have long ago learned not to venture out at night and to hang garlic and dæmonbane on their windows. During the reign of Karl Franz of Altdorf, rumours are rising in the Empire of a new evil power being slowly reborn in Sylvania. Some say that Mannfred von Carstein has returned and is gathering huge hordes of the Undead once more. Others are sure that a new Count has come and begun to rebuild the ancient keep of Drakenhof Castle, the traditional capital of the von Carsteins.

For the eyes of the most benevolent Grand Theogenist, Volkmar of Altdorf

2nd of Sigmarzeit

Your Holiness, according to your wishes, I have travelled to the remote Sylvanian region of Drakenhof, to investigate the rumours of the resurgence of the vile undead in this area. I have discovered a sinister Nectomancer's residence in Drakenhof Castle, and I have gathered a force of forty warriors to combat the undead. I am confident that we shall succeed in our mission.

It has been a long journey and a hard one, and I am pleased to inform you that we have reached Drakenhof. The Count of Drakenhof, a man of great power and influence, has taken to the torch, due to the unmistakable blasphemous rites in which the Count and his minions engage in the worship of evil. My men and I acquired confessions of witchcraft, daemon-worship, and other heinous crimes. We cannot tolerate such open displays of black sorcery in the name of the Emperor, and I ordered the execution of the Count and his minions.

23rd of Sigmarzeit

Now, after spending three weeks on the accursed roads and paths of this, the most remote region of the Empire, Drakenhof Castle on the horizon. Sigmar willing, we should be able to reach them before the end of the month.

24th of Sigmarzeit

Coming upon the Castle, my suspicions were immediately raised, as the ruined battlements were silent, and a lone snarling wolf was flying from the topmost tower.

We first encountered resistance on approaching the gates of the castle itself. Five huge wolves, their eyes glowing in the dark, stood in our way. My own four warhounds, brave beasts though they are, whimpered in terror and refused to attack. I ordered my men to attack, but they were mortally wounded; these ghastly creatures refused to be cut to pieces, and even then the bodies continued to twitch, long after any natural animal would have given up its life. I have set a strong watch for the night. Despite this, I feel uneasy and my sleep is troubled by nightmares.

Unknown day

I beg forgiveness from your Holiness, for I have not been able to write for several days. There is little time, and much to do.

The following morning I found my sentries dead, their faces ashen with terror, their hair white as if they had aged fifty years in a single night. One of my men wished to abandon our mission, and I was forced to shoot him as he tried to run. There is no room for cowards in the ranks of our order. The rest of the troops saw the sound reasoning of my argument and followed me once again to the castle.

We entered the gates unopposed, and made our way through the corridors of the castle. Torches and braziers illuminated the halls and chambers, a further proof that someone occupied the castle. Before meeting anyone or anything we reached the great banquet hall.

On the table, laid out on a red silk tablecloth, was a hideous parody of a nobleman's feast. Carcasses of men and women were laid on the plates, still dripping blood, and the golden goblets were filled with red liquid. I have smelled blood before, and I knew that many men had given up their lives so those who gathered around this table could drink.

At the head of the table sat a tall, gaunt man, dressed in the fashion of noblemen of old. When we entered, he stood up and smiled, revealing long canine teeth. He spoke to us, confirming my fears.

"I am von Carstein. Welcome to my house. I hope your stay here will be long. Very long."

I immediately gave the command to attack. Dieter, my adjutant, charged the man claiming to be von Carstein, but was flung aside, his skull crushed by the force of the blow. I didn't even see when the man struck, so swift was his hand. The abomination drew a sword with a wolf-head guard, and in an instant was in our midst. He had killed two before the rest of us could draw our weapons. The blade of Hans, my best swordsman, took him in the chest, and yet he did not go down but gutted the brave Hochlander with a deadly riposte.

Klaus lifted his warhammer, a prayer to Sigmar on his lips, but the Count turned his red eyes on the holy man and spoke a single word. To my horror I saw the flesh ripped from Klaus's bones, and his skeleton collapsed on the floor. I knew then that we could not stand against such horror and ordered a retreat. As we ran, we could hear the mocking laughter of the Count behind us.

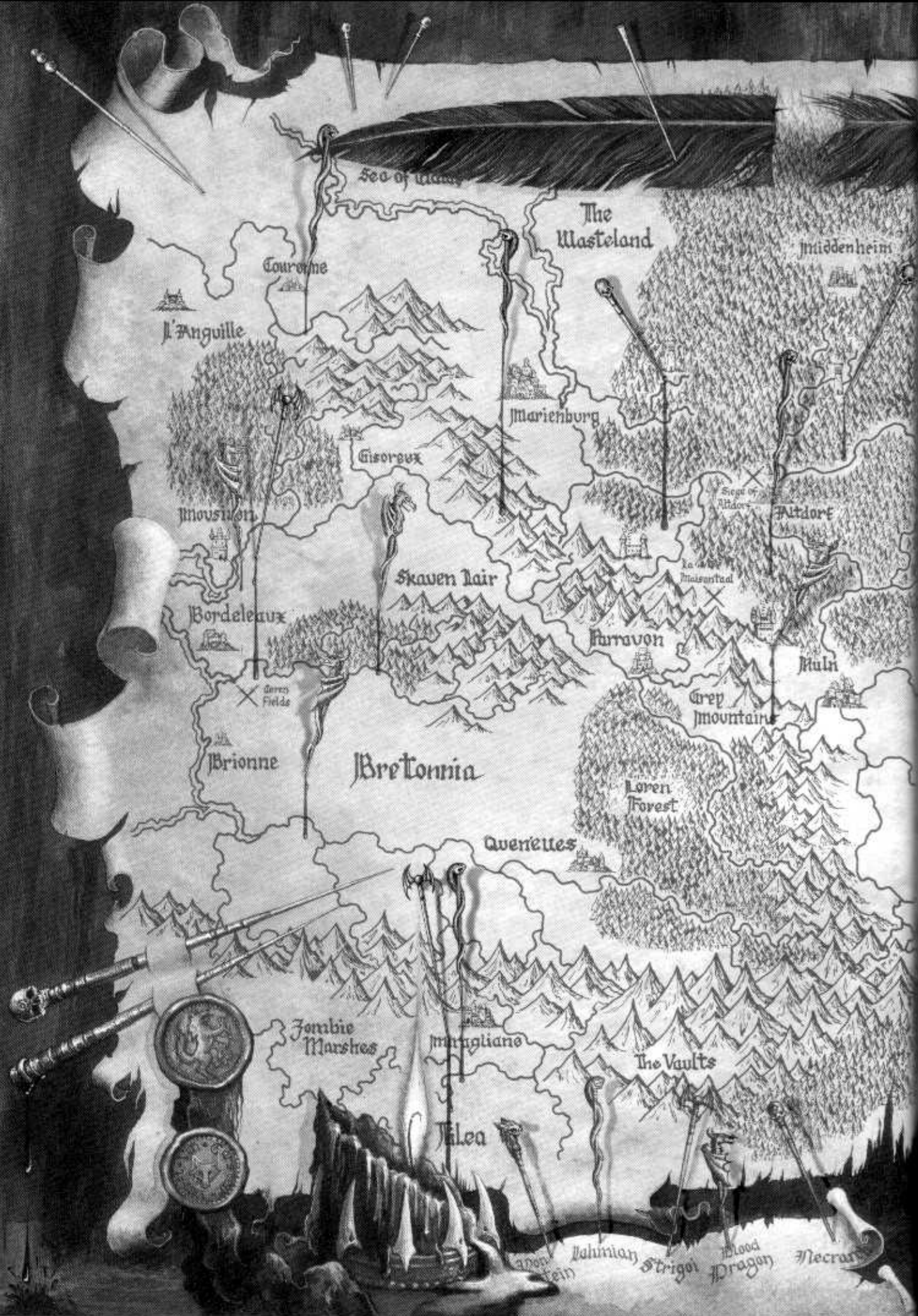
There is little else to tell, for we fled through the Sylvanian woods and we were taken one by one by the pursuers the Count sent after us: walking corpses, huge, blood-sucking bats and great undead wolves. Now all of my men are dead or worse and only I remain, mortally wounded. There is no doubt in my mind that the dread Vampire Count has returned to his abode and even now he prepares his armies to wreak a terrible revenge on the Old World.

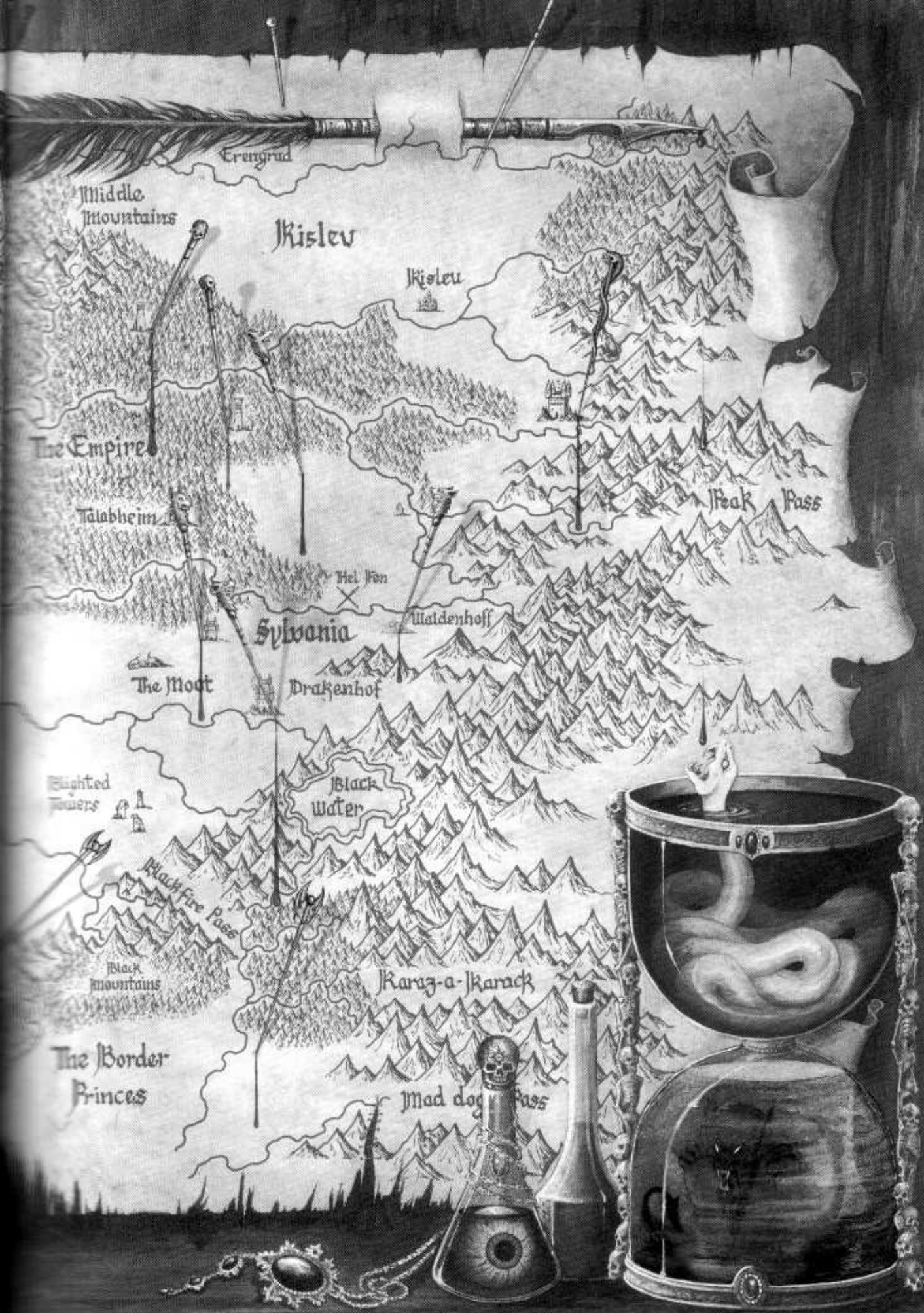
I will tie this scroll to the collar of my last warhound, Stein, and hope that it somehow reaches the capital. I urge your Holiness to alert His Majesty the Emperor of the danger. If I am right, we are all in dire peril, and it will be only a matter of time before the vile undead strike West against Stirland and Ostland, as they did three hundred years ago.

Even in death I remain your most humble servant,

My Lord von Carstein, we recovered this letter before it could reach the safety of Stirland. I felt that your Lordship would find it amusing.

Gunther Stahlberg,
Witch Hunter Captain of the Secret Brethren of Sigmar





BLOOD DRAGONS

There was a warrior in the ancient city of Lahmia, greatest amongst the captains of the king's guard. Handsome, strong and virtuous, Abhorash was a matchless fighter, and he soon caught the eye of Neferata, the Queen of Lahmia. Thus Abhorash was summoned before the mistress of the Temple of Blood, and he was given a cup to drink from in honour of his Queen. When he lifted the cup to his lips, his fate was sealed and damnation seized him with an iron grip as he drank. His mind filled with visions of death and blood, for he had been given the Elixir of Life by the Queen herself. Soon the rays of the sun started to sear his skin and he no longer felt the need for meat or water. Instead a terrible thirst for the blood of living men started to plague him. Long did Abhorash fight the urge to prey upon his people, but the necromantic powers invested in the blood of the Queen were too strong, and finally he succumbed. In a single night of rage Abhorash slew twelve men and women. He drained them of blood to quench his unnatural thirst. Only after he had done the deed did he understand what had happened.

It is said that Abhorash wept tears of blood for his victims and from that day on he travelled to the desert to prey upon the scattered nomads instead of his own people. He vowed to learn a discipline to keep his raging thirst under control, and practised the way of the warrior to harness his great strength under his iron will.

Abhorash rose quickly in the ranks of the Vampire nobility until he became the supreme commander of the Lahmian armies. He was given the honorary title of the Lord of Blood and busied himself in bringing law and order to the kingdom. While Lahmia was in many ways a city of nightmares, where the ivory-faced aristocrats hunted for blood during the night, there was at least order in the kingdom. Laws were upheld and bandits were kept in check. The officials were so afraid of their immortal overlords that corruption and bribery became virtually unknown in that land.

But the Vampire nobles of Lahmia were above the laws enforced by Abhorash. Despite his warnings, they often hunted for human blood in the lands of other kings. This finally roused the other kingdoms' suspicions and Abhorash could only watch as the arrogant Vampires roused the rulers of Numas, Zandri and Rasetra against Lahmia.

Then came the day when the kings of Khemri forged the grand alliance. Their countless armies marched

over the Worlds Edge Mountains and thus war came to Lahmia. For many long months Abhorash led the defence of his homeland and won many battles. But, inch by inch, the vast armies of Nehekharu forced Abhorash back. Finally the gates of Lahmia itself were broken and the ancient tombs, pyramids and high spires of Lahmia were toppled. Even the great library was burned down. Street by street, building by building, the Khemrian soldiers fought their way towards the Temple of Blood.

Here Abhorash led the bodyguard of Queen Neferata in a last, hopeless defence of the Temple of Blood but, as fires raged all around him, he was forced to retreat. As the great Temple of Blood collapsed, the keening cry of Abhorash echoed throughout the city. He had failed as a warrior and his beloved city was no more.

Abhorash was irreversibly changed as he saw his beautiful city razed and his people slaughtered. He vowed to be the enemy of all Mankind for eternity. He turned his back to the lands of the south and fought his way through the blazing streets. While the other fleeing Vampire Lords collected as many treasures and riches from the ruins as they could, Abhorash took only his weapons and armour with him to exile. Four of his vampiric minions followed him.

Few of the Vampires escaped the pursuit of the vengeful Khemrians. Abhorash did not join the other immortal aristocrats in their exile. He forsook their company, blaming them for their arrogance which had brought the armies of Khemri to the gates of Lahmia.

The Lord of Blood headed north with his disciples, seeking a sign which would give a new purpose to his existence. Legends say that after many years he came to a great mountain, the pinnacle of which was wreathed in fire. Abhorash was strangely drawn to this lonely mountaintop and, ignoring the advice of his followers, he decided to scale its face. As Abhorash reached the summit, a red dragon of immense size emerged from the crater and descended on the Vampire Lord. At the prospect of testing his martial abilities to the full, Abhorash drew his sword. For an entire night Abhorash and the great wyrm fought, and in the end the Vampire was victorious. As the Dragon lashed in its death throes, Abhorash seized its throat with his fangs and drank deep. Intoxicated by the blood of the Dragon, Abhorash cast the broken carcass of the creature down from the mountaintop and emitted an

exultant cry of victory. His search had ended. Now Abhorash no longer craved the lifeblood of men. He had found an escape from the curse of Vampirism and had become the ultimate warrior, a man with the strength and powers of a Vampire who had no need to hunt for blood.

Now he bid his vampiric minions to go forth and hone their martial skills, so that when their prowess equalled his own they could also escape the curse of vampirism and become free of the predator inside them. Thus he told his cursed followers, "I will watch you and when I decree that you are ready, I shall call you." Then he bid his warriors go forth, perfect their martial skills and find others worthy of joining his immortal warriors.

Since those days Abhorash's immortal sons have called themselves Blood Dragons in memory of the great dragon vanquished by their mighty sire, and they have sought to perfect their martial abilities in order to be worthy enough to rejoin with their master.

To this day the Vampires of Abhorash's bloodline believe that somewhere, in a dark and shadowy corner of the world where the face of the sun is pale, Abhorash waits for the return of his immortal sons to his mountain home.

Of the Blood Dragons, many became infamous in the kingdoms of Men. Walach of the house of Harkon, the favourite of Abhorash's minions, travelled north, to the land which men called the Empire. Here he entered the gates of the Blood Keep and challenged the entire Order of Templars to single combat. One by one he slew the knights and their men-at-arms. To those he found worthy he gave a portion of his blood and gifted them the curse of immortality.

He reigned over the Undead knights until Blood Keep was razed by the Templars and witch hunters of the Empire.

Though the Knights of Blood Keep are by far the most famous of the Vampire warriors, they are by no means the only sons of Abhorash. In the lands of Tilea, Estalia, Araby and Bretonnia there are also legends of Vampire knights. The most infamous of them was the legendary Red Duke, the scourge of Aquitaine. This mighty and fell Vampire Lord rose in the land of Bretonnia, and only after the fierce and bloody Battle of Ceren Fields did the ruler of Aquitaine vanquish his Undead legions. But though his army was destroyed, the Red Duke escaped and many believe that he still lurks in the mountains or trackless forests of Bretonnia. And who can say where else Blood Dragons can be found? Perhaps in the guise of a proud hermit warrior living high in the mountains, perfecting his martial disciplines. How

many matchless assassins hide ivory skin and the fangs of predators behind their masks? How many knights of the secluded Templar Orders are, in reality, immortal creatures of darkness? Blood Dragons can be found guarding places such as bridges and fords, challenging all who pass to test their mettle. Blood Dragons strive for perfection and practice different fighting styles unceasingly. But the rage inside them rarely gives them peace.

Unlike the pernicious Vampire Lords of Sylvania, the Blood Dragons never attempt to gain supremacy over entire nations. Nor do they try to raise huge armies, preferring forces consisting of Wight men-at-arms to act as hideous parodies of the retinues of mortal nobles. The principles and ideals of the Blood Dragons are more concerned with the martial prowess of individuals, rather than with attempting to create empires. But when challenged to come to war, the Blood Dragons are terrible in their wrath. Though less powerful than many other lords of Undeath in the art of necromancy, they can still summon Undead hordes to fight for them, and their prowess in combat is second to none.



Lambert de Lillaz was riding along a narrow path in the very heart of the Forest of Chalon. Under the dense foliage the light of the day was reduced to a grey haze, but following the tracks left by the one he was hunting was not difficult. It seemed that no attempt at all had been made to conceal them. Alas! What an arrogant villain this must be who did not fear the rightful vengeance of the knights of Bretonnia!

Only that morning, during his long quest for the Grail, Lambert had passed through a woodcutters' village at the edge of the forest. The poor men living there had pleaded with him to save them from the 'Red Knight of Chalon'. They told him in despair how this terrible warrior had ridden into their village over the last four nights to abduct their sons and daughters. He was clad in a blood-red suit of armour and mounted on a huge, black warhorse. The device on his shield was that of a coiled, black dragon on a red field. Lambert recognised him as one of the cursed Knights of Blood. Certainly, he thought, this was a trial set by the Lady on his quest for the Grail, and so he had entered the dark forest.

In the dim light of the sunset, the path led him to a clearing. And there he was! Standing tall and proud in the centre of the small glade, the Vampire seemed to be waiting for him. He was wearing no helm and Lambert could see his long mane of thin, black hair that contrasted so intensely with his pale complexion and crimson plate armour. The Knight of Blood smiled enigmatically, examining Lambert as he made his way into the clearing.

"I am Lambert de Lillaz, knight of Bretonnia. Mount your steed and prepare to fight. May the Lady give me the strength to strike you down and put an end to your evil deeds!" sounded the proud challenge of the Questing Knight.

After a few seconds of tense silence, the red knight spoke in a calm and confident voice, "You should not be so concerned about the fate of those commoners, young Lambert. They are not worth what you are risking and this fight is meaningless. You have no hope of defeating me and I have no interest in such an uneven confrontation. Furthermore, I am already sated with the blood of those peasants and I do not need to take your life. Ride away, boy."

What arrogance, thought Lambert, a deep rage overcoming his reason. He lowered his lance and spurred on his warhorse, charging the Vampire with the cry of "For the Lady and the King!" The red knight did not move a muscle and Lambert's lance found its mark. The steel tip of his lance pierced the red armour and the shaft buried itself deep in the Undead warrior's flesh. The lance shattered as the knight galloped by his opponent. The Bretonnian was immediately filled by a sense of triumph. Nothing could withstand such a terrible impact! He had vanquished the abomination! Lambert halted his warhorse and turned it around.

The Vampire was still standing. The lance had penetrated his chest just under the collar bone and the tip was now protruding from below his shoulder blade. The creature turned slowly towards Lambert, pulled the thick, wooden shaft out of his body and dropped it with an unnatural nonchalance. Only a very thin stream of blood trickled from his gaping wound. "A good jousting display, knight of Bretonnia. But I told you that you cannot win this combat. I will not repeat myself again. Now leave and live."

Lambert was astonished by the resilience of the Vampire, he felt a strong urge to flee as far as possible from such a powerful enemy, but he controlled his fear and answered: "Perhaps you are right, creature of the night. Perhaps I cannot defeat you. But I am a knight and I will not surrender. Death is preferable to cowardice! Defend yourself!" Drawing his sword, Lambert spurred his steed once more. When he reached the enemy, he swung his sword in a wide, deadly arc, with all the strength of his arm and his charging warhorse.

This time the Vampire reacted. With blinding speed his left hand raised and caught Lambert's wrist in an iron grasp, while the right stopped the charging warhorse. The sudden halt in their impetus shocked both the animal and the young knight, and they found themselves immobilised and helpless, at the mercy of that unnatural predator. For a second, the eyes of the two knights met. Looking into those two pools of ancient darkness, Lambert understood that there were powers in the world against which he could not prevail.

Then the Vampire unhorsed Lambert with a twist of his powerful arm and flung him like a puppet into the trees. The Bretonnian crashed against a trunk and darkness engulfed him.

When Lambert opened his eyes, surprised that he was still alive, the red knight was in front of him, a sad smile on his thin lips. Lambert realised he had been thrown over the saddle of his own horse. He tried to move, but his body was overwhelmed by pain and his muscles would not respond to his will.

"I am sparing your life, Lambert – you fought with courage. And I'm going to leave this forest; you have saved your precious peasants, so your pride is intact. Now let your good steed take you to the village. There you will rest and heal, so that you can continue your quest. If you complete it, you will become a more interesting opponent and maybe we will have a fairer duel if we meet again. My name is Caleb, of the Order of the Blood Dragon, and if you learnt something from today's experience, you will not come after me before you are truly ready. Fare thee well, knight of Bretonnia."

After the Vampire disappeared into the darkness, Lambert realised that he had indeed learnt something. He had been taught a hard but necessary lesson. Only now did he understand that he was lacking one of the most important knightly virtues. To reach perfection and see the Grail, a knight needed humility. He praised the Lady for this revelation and then slipped once more into unconsciousness.

Caleb observed the vanquished young knight until his horse had taken him out of sight. The Vampire couldn't help feeling that in the future he would meet Lambert again and that he might come to regret not having killed him now. He had fought enough Grail Knights to learn not to underestimate them, but something in his tainted blood stopped him from taking any pride in defeating a knight in an uneven fight. Also, that boy reminded him of a distant past, of a time when he was not doomed to drink the blood of men to survive. The Knight of Blood shrugged off those uneasy feelings, mounted his black charger and went on his way out of the forest.

The light of the full moon caught a reflection on Caleb's shield, revealing just for an instant his old device, a blazon which long ago had been covered by the Blood Dragon icon.

It was a Fleur de Lys.



NECRARCHS

Like all Vampires, the origin of the Necrarchs can be traced to the ancient city of Lahmia, where they once ruled as undying overlords of that distant land. It is thought that Necrarchs claim descent from W'soran, who they revere as the father of Vampires. Perhaps he was a scholar and alchemist in the forgotten time when the Nehekharans studied the black arts in their quest to cheat death. No one knows for sure, as so little is known about these ancient times.

With the fall of Lahmia the kingdom of Vampires came to an end and the Great Library of Lahmia was burned to the ground. The accumulated knowledge of ancient Nehekhar was destroyed and many of the disciples of W'soran died in the flames, reluctant to abandon their work. Unfortunately for the world, a handful of Necrarchs fled and survived the pursuit of the armies of the kings of Numas and Zandri, taking with them books, scrolls and other fragments of the dark lore that Nagash had created. They scattered all over the world and hid themselves to patiently wait for the death of their enemies and continue their studies. They built tall towers from where they could study the stars and defend themselves if attacked.

From their towers, the Necrarchs cast great spells during the dark nights of Geheimmisnacht. The purpose of these sorceries is always the same: to kill all living things within the reach of the Necrarch magic. From their dark abodes corruption slowly spreads, poisoning rivers, withering forests and causing animals and men to sicken and die. It seems that the Necrarchs are determined to strangle all life from the known world.

Those who study such things suspect the hand of the Great Necromancer, Nagash the Black himself, behind the slow, corrupting work of the Necrarchs. It is known that this dread Necromancer desires to turn the whole world into a kingdom of the dead in which no living creature walks under the sun, and only Undead eternally bound to his service remain. Such a world would have an eternal order without change, growth or life. This is why the witch hunters revile the Necrarchs above all other Vampires, and spare no effort trying to eradicate them. Finding these elusive creatures is the most difficult task a Vampire slayer can set himself.

Only very rarely do the Necrarchs openly march to war, but at such times they are perhaps more dangerous than any other lords of Undeath, for with their necromantic lore the Necrarchs can raise huge armies of Undead. Such wars are fought not for earthly gain or temporal power, but rather for acquiring knowledge and magical lore. The folk of Estalia still shudder when they remember the Wars of Death when Nourgul, the terrible Wamphyro of Estalia, marched against them. His Undead armies, marshalled over long millennia, numbered in tens of thousands and crushed the proud condottieri of Estalia, leaving thousands dead. The whole war was fought over the possession of a single book: the Tome of Wisdom, which was kept in the temple of Myrmidia. Luckily for the world, the Vampire Lord was killed in the temple just as he acquired the book, but it took decades for Estalia to recover.

Necrarchs are incomprehensible even to their own Undead brethren, and most seem utterly insane. Their madness is tempered by their undeniable genius and mastery of alchemy and necromantic magic. Whereas many Vampires seek dominion over the kingdoms of Men either by cunning or might of arms, the Necrarchs wish to see the end of all living things. They differ from their immortal brothers in many other aspects. The most obvious is their appearance: they are reeking, rotting wizards, and few men can gaze at their horrifying visage without trembling. Necrarchs are as horrible to behold as the enchanting Lahmians are beautiful. The other differences are subtler, but perhaps more important. Of all the Vampires, the Necrarchs can resist extremely long periods of time without the blood of Men to sustain themselves. How they defy that which dominates the existence of all other Vampires is unknown, but their secret has probably something to do with their mastery of the necromantic arts. While most Vampires must continually hunt for the blood of men with the risk of being revealed for what they are, Necrarchs can hide far from prying eyes and concentrate upon their study of black magic.

The Necrarchs do not see the world as do other Vampires. To them the world of the living is but a blurred image, while the world of the dead, the bodies in their graves, the corpses and overflowing charnel houses, are crystal clear and far more real than the mortal world filled with life.

Necrarchs are loners. They are alchemists and sorcerers whom few can match. In the arts of black sorcery they have no equals amongst Vampires, and this more than compensates for their fighting skills, which are poor in comparison with those of other Vampires. Hidden in secluded towers and dens, protected by sorcerous wards and guarded by their Undead servants, the Necrarchs devote their eternal lives to the study of Necromantic magic. Witch hunters and Knights Errant seek these abodes and, when they uncover the den of a Necrarch, bitter battle ensues. Often those who would slay the Vampires end up serving their enemies in a ghastly unlfe. Necrarchs value their privacy above all else. Still, even Necrarchs at times need blood or the bodies of living creatures to sacrifice in their magical rituals and experiments. This means that they need agents in human society. As physical beauty has little value to the Necrarchs, they accept the services of those who others scorn: the diseased, the mad, the disfigured and mutated. The Necrarchs show false pity to these outcasts, and in return their servants are fanatically faithful and are capable of performing tasks which the Vampires would find difficult. During daylight hours these dregs rob graveyards and plague pits in order to find raw materials for their masters' experiments. The most intelligent of these, the Necrarchs' school in the art of necromancy. Rarest of all are those who the Necrarchs decide to initiate into their own ranks as new Thralls.

Because of their rarity, many scholars doubt whether the Necrarchs really exist. But in the dark places of the world, hidden from the eyes of men, the Necrarchs continue their slow, insidious work. One day their labours will bear fruit, and the world will know horror unlike any before.

The spiral stairway to the crypt was ancient and dank – shadows danced on the walls at the light of Nero's lantern.

He reached the bottom of the staircase and tore his way through the cobwebs obstructing the archway. Nero entered the room and at once felt that he was no longer stepping on a stone floor. The room was covered in moist soil, the foul mould of that accursed forest. That was how the Vampires recovered their supernatural energies in their daily slumber – they needed to lie in the womb of that evil land.

Then he saw the coffin and froze, holding his breath. Inch by inch he approached. After reaching it, he put down his lantern and prepared his wooden stake and mallet for the job he had come to do.

He slowly removed the lid of the coffin and... empty! There was no trace of the body. He had been fooled!

Yet something small moved suddenly in the furthest end of the coffin. Nero raised his lantern. The creature it illuminated was born out of a nightmare: it was a rotten human head standing on eight articulated legs like those of a huge spider. Certainly this was one of the experiments of the dark master of the tower. The creature hissed a disgusting "masssteerr!" and scuttled towards a dark corner of the room. Nero moved a few steps in that direction and saw a great stone sarcophagus, carved in strange symbols. They reminded him of the scrolls from the ancient kingdom of Khemri that he had studied in the past. Before he could make a move, the heavy slab covering the sarcophagus fell aside with a loud thud. Then a shadow, darker than the surrounding darkness, moved out of it and into the chamber. The air seemed to chill in the crypt. The only detail Nero could clearly see were the eyes of the Vampire, two gleaming jewels of ancient evil.

"So, miserable mortal, you thought you could catch Nicodemus unprepared?" whispered a voice from the darkness, a voice that reached Nero's innermost fears and overwhelmed his senses with sheer horror.

Nero gave a shrieking cry of frustrated anger, immediately followed by a series of arcane words of power. From his eyes erupted two black rays of pure dark magic that struck the Vampire and seemed to engulf him. The creature was surprised by the violence of the attack, hardly managing to disperse the dark energies that threatened to destroy him. Nicodemus raised his arms and chanted aloud in the language of his long lost homeland. Answering his call, a dozen skeleton warriors clawed their way up out of the crypt's floor and started to move towards Nero. As the circle closed, a strange smile appeared on the thin lips of the human. "Wrong move, Nicodemus!" Nero assumed the same posture as the Vampire and uttered a series of commanding words.

The skeletons stopped their advance. Nicodemus felt his control on the mindless servants fading, his sorcery challenged by another powerful mind.

He struggled to maintain control of his minions, and the two wizards, the living and the Undead, started a titanic battle of wills. Nicodemus could feel the vast flow of dark magic that his opponent was channelling and at the same time the subtle level of control he was using, in an attempt to exploit any gap in Nicodemus' defences. How was that possible? Since when had his student reached such a high level of mastery?

Slowly the skeletons turned and began to advance towards their creator. Nero started to laugh aloud "You are defeated, pathetic monster! You have lost your arrogance all of a sudden! I am the master now."

The Vampire moved back until he was pressed against the wall and then made a last attempt to regain control of the skeletons. Nero moved forward and kept the pressure high. He almost felt pity for the rotten monster that had once been his master and who was now desperately cornered in his own crypt, betrayed by his best apprentice. Then the Vampire abruptly ceased the struggle. Nero was surprised by this apparent surrender and stared at his former master with suspicion. Was he really going to give up?

Nicodemus spoke in a slow, patronising tone "I see that your knowledge of the black arts has grown to an impressive level, but you must consider you are just a human. And humans are fragile, their life is so easily crushed out of their weak bodies. Don't you think that in your eagerness to defeat me, you have come a bit too close?"

Then the Vampire darted towards Nero, literally moving through the skeletons, which exploded as if they were made of fragile clay when the creature hit them. Too late Nero realised his mistake. When he was young, in Tilea, he had heard legends of the great strength of the Lords of the Night, but he had never seen that in his former teacher, who resembled a rotting carcass. He had never imagined that Nicodemus could move so fast... never imagined that he could burst through those skeletons so easily... never imagined that those wizened hands could break his neck so quickly.

The Vampire threw away the broken puppet that was Nero's body as the skeletons collapsed to the ground. Then he staggered back towards his sarcophagus. Rest, he needed to rest. The human had wisely attacked in the middle of the day when Nicodemus' powers were at their weakest. The Vampire could feel the presence of the sun even this deep underground. After putting the heavy lid back in place and before falling into his deep slumber Nicodemus reflected on what had happened. How was it possible that a mere scholar, a creature that had been learning necromancy for such a short time (how long had it been anyway? Maybe thirty years?) could have become a match for his powers? The Vampire had studied the black arts for thousands of years, he had been taught by the Great Necromancer himself, he who challenged Death and created the discipline of Undeath. How was it possible? Humans were weak. How could they challenge the mastery of one of the line of W'soran? He clearly remembered the flame of Nero's life extinguished by the force of his own grasp as the human passed away... Only then did Nicodemus understand. There was the answer! That was the reason why humans could progress in the necromantic arts faster than any Vampire. Humans were obsessed with the fear of dying, of passing away from the world and disappearing. Their life span was so short that they had to find a way to cheat death in the space of a few decades. The Blood Kiss brings immortality to Vampires, but immortality also means that Vampires lose that most powerful driving force, the fear of death.

At this revelation Nicodemus at first was dismayed, but then he started to think of the problem as a challenge. He needed to find another apprentice, so that he could study him much more closely. Maybe there was something that could be learned from the humans he used to prey upon. From that night on, Nicodemus would experiment on his victims with a new and refreshed scholar's interest.

The original wings of the faerie being extremely light,
the muscles of its back are not strong enough to work the
bat wings or (even worse) the crow ones

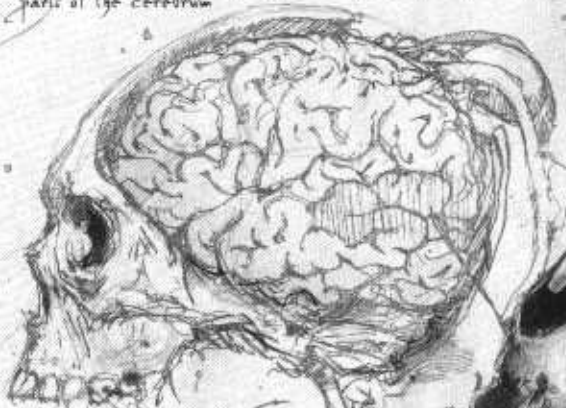
15



The bodies for the work have to be reasonably fresh, otherwise the construct will suffer from a greater instability.

With arachnids and bats this is not really a problem, but faeries tend to dissolve very quickly when they die.

Remove the parietal and temporal to expose the desired parts of the cerebrum



Between the third and fourth vertebra

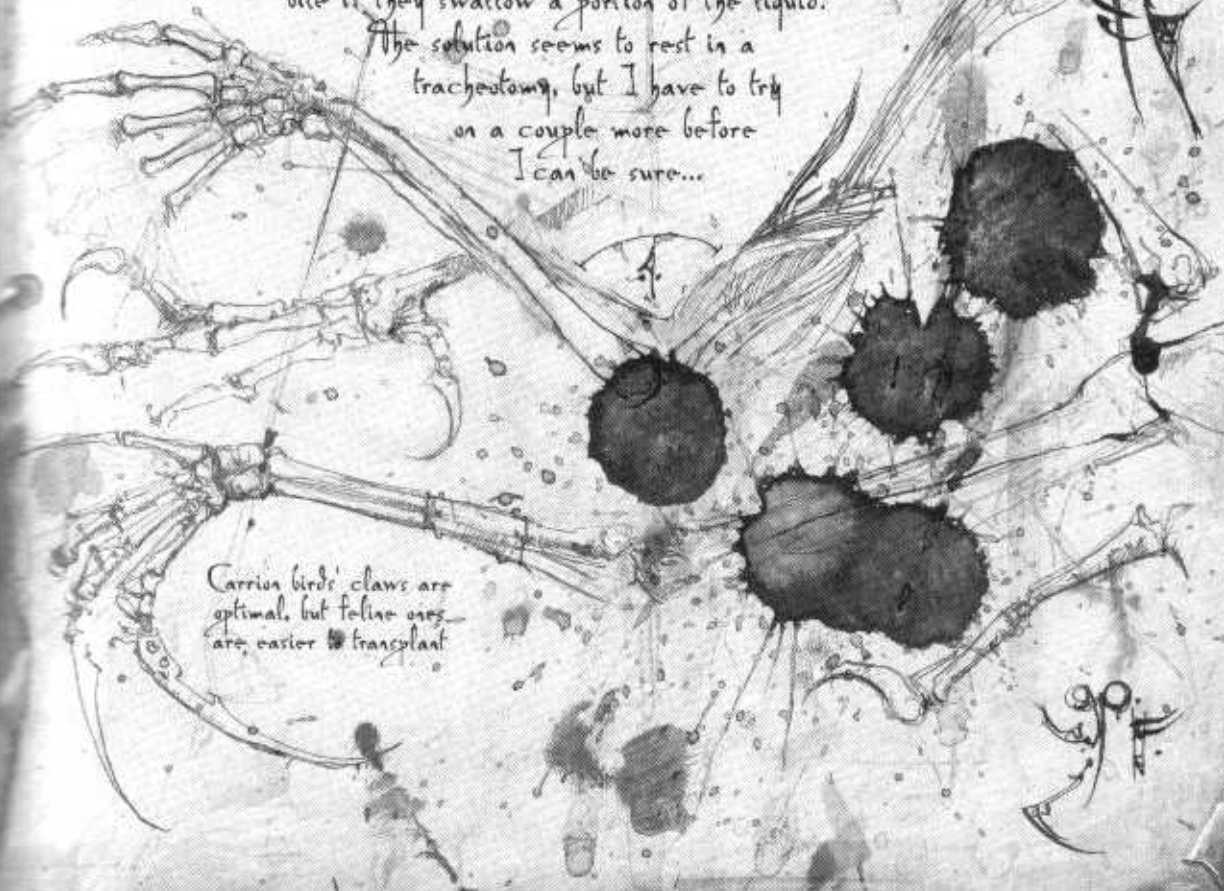
Join the severed nerves and suture them after the implant of the new eye

It is good practice then to work on living subjects as long as it is possible.

I experimented on several subjects and found that the Khemrian preserving balm works well in conjunction with a stasis spell. The only annoying problem is that the subjects tend to drown in their own bile if they swallow a portion of the liquid.

The solution seems to rest in a tracheotomy, but I have to try on a couple more before I can be sure...

Carion birds' claws are optimal, but feline ones are easier to transplant



THE STRIGOI

When the Vampire Lords of old escaped the destruction of Lahmia and fled north, Ushoran, the Lord of Masks, was among them. A most powerful and proud Vampire Lord, he soon challenged the other Lords for supremacy. However, they resisted him and decided that nobody should rule over them anymore. They preferred to go further north and then divide, free to follow their own different paths to damnation.

Ushoran was furious. He spitefully rejected them, cursed them all and then left.

He guided his few remaining minions to the west, towards a small kingdom of Men. Strigos was the name of this kingdom, in the western foothills of the Worlds Edge Mountains, where the Blind River reaches the plains. The capital of this realm was the great walled city of Mourkain (which can be found on some ancient Imperial maps under the name of Morgheim). In a few centuries, the children of the Lord of Masks were holding many positions of importance in the city and Ushoran eventually took over the kingdom and ruled over the Strigoi for many centuries thereafter. He was worshipped as a divinity by his human subjects in a way that was reminiscent of the ancient Cult of Blood in Lahmia. A few men, chosen from amongst the nobility, were given eternal life as Vampires and they formed Ushoran's closest ministers and the high priests of his cult. Once more human sacrifices were consumed in moonless nights, but wisely Ushoran and his priests always chose their victims from among captured enemies, slaves and criminals, so that the people of Strigos never felt threatened by their terrible masters.

But to rule in peace was not to be the final destiny of this line of Vampires. It was when the armies of Strigos were engaged in the north of the kingdom, fighting off a raid from one of the neighbouring human kingdoms, that disaster struck. Out of the Worlds Edge Mountains erupted a huge greenskin Waaagh! The ravening Orcs engulfed the rich plains of Strigos, annihilated the border patrols and soon laid siege to Mourkain itself. When news of the attack reached Ushoran, who was leading his army in the north, he immediately turned back to defend his capital.

At the Battle of the Plain of Dust, the already depleted army of Strigos clashed with the uncountable Orcs beneath the walls of the city. After a long and bloody fight, the Strigoi were defeated and retreated in desperation towards the city walls.

When the powerful Orc shaman who was leading the horde saw that the gates of the city had been opened to allow the remnants of the routed army into the city, he seized the moment and launched an all-out attack against the gate defences. A massive Orc chieftain and the shaman, both mounted on great Wyverns, fell on the beleaguered humans at the city entrance. At these gates the fate of Mourkain was to be decided, for it was there that Ushoran decided to make his last stand. The duel between the Orcs and the Vampire Lord was epic, but eventually the Undead noble succumbed to the mighty powers of the shaman and was destroyed. His dying scream is still said to echo at night in the sinister ruins of the great city of Mourkain.

Then the Orcs turned on the capital and razed it to the ground, butchering or enslaving all the population. This once proud kingdom was completely wiped from history and now the area that it occupied goes under the name of the Badlands. The few survivors who escaped the Orcs' devastation are now a scattered nomadic people, known as Strigany, travelling through the human kingdoms in small caravans and living off expediences. Their myths and legends still remember the golden age when the 'undying king' was reigning over a rich and powerful Strigos, and they prophesise that one day he will return and guide his people to reclaim their ancient land and rebuild its splendour.

Not all the Strigoi Vampires were destroyed with Ushoran. Some survived and fled to the human kingdoms in the north. In need of help, they searched for others of their kind and eventually found them in the forests of Sylvania. But the proud Count von Carstein still remembered the spiteful arrogance of Ushoran and turned on his minions, hunting them down like animals in the woods.

After that episode of bloody betrayal, the few remaining Strigoi scattered across the Old World. Whenever they met Vampires of different lines they received the same treatment they had endured from the von Carsteins. Soon, the Strigoi Vampires had to hide from the wrath of their own kin and turned to a life of scavenging at the borders of human society. From the darkness of gutters, woods and abandoned buildings they would spy on the Lahmian and von Carstein Vampires at the balls and banquets of the aristocracy. Their beauty, nobility and wealth reminded the miserable Strigoi of what they had lost, and hatred and envy started to devour

their minds. They began to feel the same towards the martial Blood Dragons and powerful Necrarchs, who regarded the Strigoi respectively as a challenging enemy to slay in a duel, or as an interesting specimen to dissect in their laboratories.

The Strigoi slowly transformed into desperate creatures, hated both by the living and by the other Vampires. In their desolation many of them lost their minds completely and became solitary, pathetic creatures, afraid of feeding on humans for fear of attracting the attention of the witch hunters or, even worse, of other Vampires. For this reason they hid in graveyards, digging out recently buried corpses to drink their cold blood and hiding during the day in the dank crypts and gutters near their feeding ground. Their physical appearance soon started to reflect their miserable condition, as they turned into hunched grotesque monstrosities. The more bestial traits of their race soon prevailed and eradicated any semblance of human appearance.

Even if most of them have to some degree lost their minds, they still possess many of the innate powers that all Vampires have. Their authority over the living dead and the myriad creatures of the night is still strong. They have not lost the power to raise the dead from their slumber and bind them to their will, but they do so in their own instinctual way. Even if their magic is less subtle than the more refined forms of necromancy practiced by the other Vampires, it is no less powerful.

Packs of flesh-eating Ghouls are attracted to these lonely creatures and often form grotesque courts around them. Grave robbers and those vile men who gather on battlefields to steal from the bodies of the fallen have learned all too well that they must do their deeds before nightfall and

then leave. With darkness, different kinds of scavengers always fall on these places of death: swarms of Ghouls led by massive, fast and deadly night hunters: Strigoi Vampires. It is little wonder that the peoples of the Old World refer to the Strigoi as the 'Ghoul Kings'.

The same superstitious people accuse the wandering Strigany of being in contact with these dangerous creatures, of worshipping and serving them. It is said that the nomads sometimes kidnap children to offer them to the Ghoul Kings in a parody of the rituals of ancient Strigos. Others are sure that the Strigany help the Strigoi Vampires to move from town to town in their caravans, contributing to spread this evil plague. These rumours, usually completely false, have cost the Strigany dearly, since they are often persecuted, rejected and killed for no other reason than this reputation.

Strigoi Vampires are rare and are found mostly in the southern provinces of the Empire, in Tilea and the Border Princes. They seem to be somehow attracted towards the Badlands, towards Strigos of old. At times, powerful Strigoi Vampires raise a vast army of the living dead around themselves and push south, in a desperate attempt to recreate the kingdom they once had and lost. They have always been stopped, so far...



The last group of Gutter Runners which Kreesqueek had sent to explore the access ways to the sewers of Miragliano had returned. The black-clad Assassin and his Eshin acolytes had been hired by a warrior clan and sent on a mission to poison the water reservoir of the city, in preparation for a full-scale assault.

"South entrance closed-closed, Master. Heavy gate, new gate, smell of man-things around. Sewer guards. Bad-bad."

"East gate same-same, Master," confirmed the second party.

A snarl of frustration revealed the razor sharp teeth of the Assassin as he turned towards the leader of the last group. "West gate? Same there? Speak-speak!"

"Ehr, ehm, no Master. West gate abandoned, old and rusty, weak-weak, but..."

"But!" snarled the Assassin.

"Master, tunnel runs through place where man-things put dead in ground..."

"Ah, graves-graves, never understood man-things. Why waste food like that... No guards and rusty gate? Perfect!" concluded the Assassin.

"But, Master. Smelled dead man-things there. Walking dead."

"Bah, worse than man-things in a fight. Just smell bad. Control your fear. We go there."

The cemetery was ancient and had probably been abandoned by humans for many centuries. Vines, mould and lichen had taken over the place and many tombstones were cracked or fallen. The keen eyes of the Assassin, to whom the moonless night was as clear as full daylight, inspected the place. Immediately he noticed that many tombs had been dug up, the earth lying heaped all around as if a pack of animals had clawed their way to the bodies underground. Or perhaps as if the occupants of the coffins had decided to dig their way up from below...

These were tell-tale signs of the presence of the living dead, but Kreesqueek had a mission to accomplish and so decided to proceed. He far preferred to face the Undead than have to inform the Nightlord that he had failed to carry out his orders. The Skaven scuttled silently through the old and sinister graveyard, searching for the crypt that would allow them access to the sewer system of Miragliano.

"That one!" whispered the Assassin, pointing at a small domed building, festooned with derelict statues and carrying the emblem of the noble family Biscione. "Our passage. In there."

The Gutter Runners were approaching the dark stairs leading down when a weird noise rose from deep underground. It was an extremely high-pitched scream, assaulting the fine senses of the Skaven and forcing them to cover their ears with their paws. The scream stopped as abruptly as it had begun. A strange feeling of cold and dread immediately struck the ratmen, the fur on the back of their necks stood on end and their hearts quickened. The musk of fear filled the air.

Then the Undead attacked: stumbling skeleton warriors emerged from the crypt and the mausoleums around them, rusty blades and shields in their grisly hands. The Skaven hesitated and seemed on the verge of breaking into a run, but Kreesqueek did not lose his cool: "Don't run! You flee: I kill you. Everyone! Fight-fight! They die easy!"



To demonstrate, he hurled a throwing star right through the neck of a skeleton. The skull of the thing fell to the ground and after a second the rest of its bones simply exploded.

Bolstered by the Assassin's presence, the Gutter Runners swallowed their fear, drew their swords and attacked. The Assassin smiled. He wondered if any of his underlings realised that the devastating effect of his throwing star had been due to the powdered warpstone in the poison that coated Kreesqueek's weapons. Well, at least now they were fighting. The Assassin knew that his opponents' greatest weapon was the fear they inspired and that they were next to useless at close quarters. The fight was soon over, the well-trained adepts of Clan Eshin had destroyed all the necromantic creations, receiving only a few minor wounds in return.

"Told you. Easy easy. Too slow for Clan Eshin. Now, move in."

The Gutter Runners started their descent into the dank crypt and soon reached a large underground chapel. "Entrance under altar," whispered the Assassin. "Across the place. This way... wait!"

This time the attack was much more sudden and unexpected. From their hiding places in the alcoves and behind the pillars of the chapel, bestial humanoid creatures jumped on the Skaven, snarling ferociously.

"Ghouls-ghouls!" shouted Kreesqueek, drawing his two weeping blades and throwing himself into the fray.

This was a very different fight, the Ghouls were not as slow as the skeletons; their attack was ferocious. Even though the Gutter Runners were more skilled and better armed, the bodies of these foul creatures seemed impervious to pain and the slightest scratch from their poisonous claws and fangs could prove fatal. Soon several Skaven lay on the ground, their bodies twitching in death spasms. The ratmen would have probably been overwhelmed if Kreesqueek hadn't been there, but the formidable Assassin made all the difference in the fight. The Eshin Master moved with uncanny speed, his deadly warpstone blades cutting left and right, leaving behind a pile of mutilated corpses. After a few minutes the Ghouls' ferocity vanished under Kreesqueek's onslaught and the scavengers ran away, massing towards the far end of the hall. Led by the Assassin, the three remaining Gutter Runners pursued them, only to stop puzzled when they saw what the Ghouls were intent on. The creatures had gathered around a massive marble sarcophagus lying behind the main altar and were now frantically hitting its lid and scratching at it with their claws, squealing and snarling in fear, as if calling for help.

The heavy lid fell to the side, moved aside easily by a taloned hand that emerged from within. A creature rose from the sarcophagus and all the Ghouls crouched on the floor, in awe. The stench of death and ancient decay filled the hall. The Skaven began to back off, staring at this new monstrosity, which was in many ways similar to the Ghouls around it yet somehow different. This one was larger, more powerful, its body deformed and twisted, with traits that reminded the Skaven of the bats which shared their tunnels. But it was the glowing green eyes of the beast, filled with a kind of deranged evil intelligence, which made the Gutter Runners think that it regarded them merely as prey. Suddenly, emitting a piercing shriek, the creature attacked at unbelievable speed. Two Skaven were impaled by the huge claws of the monster before they could raise their weapons to defend themselves. The other turned to run, but he too was grasped and torn in two by the powerful hands of the monster.

Kreesqueek was too good a fighter to turn his back on such an opponent and kept his guard up, ready for anything. The creature stooped down and, keeping his eyes on the Skaven leader, started to drink deeply from the broken bodies of the Gutter Runners. Kreesqueek now understood what he was facing. Vampire! thought the Assassin. That's why no man-things come here.

The thing suddenly jumped and attached itself to the ceiling of the chapel, its obscene head turned completely backwards so as not to lose sight of the Assassin for a single instant. Kreesqueek moved a few cautious steps back in the direction of the entrance. Then he froze. He could smell the Ghouls closing the circle behind him like well-coordinated predators. Kreesqueek realised that he had to try to kill the Vampire, it was his only chance. The Vampire was looking intently at the Skaven's swords from the dark ceiling. The vague, green halo surrounding the weapons was a warning to the Undead creature, for it remembered tasting the bite of similar weapons long ago and did not want to repeat the experience. The Ghouls were too close now and Kreesqueek made his move. A throwing star darted towards the Vampire, but the thing deflected it with a claw and answered by hissing a series of arcane words, a clenched finger pointed at the Assassin. At first Kreesqueek couldn't perceive any change, but soon the weeping blades he carried seemed to become heavier and more difficult to hold as his arms started to shake. When he tried to move, he felt his body sluggish and slow. With horror the Assassin saw the fur on the back of his paw turning grey and start to fall off. His was not a long-living race, and the necromantic powers unleashed against him were turning every second into a month. He was dying. Kreesqueek panicked and turned to run, but his collapsing body couldn't sustain him and he fell, never to rise again.

While the Ghouls feasted on the bodies of the Gutter Runners, the Strigoi Vampire picked up the swords of the Assassin from the pile of dust and bones which were all that was left of the Skaven. For a while the creature admired the weapons, fascinated by the green crackling energies playing on the blades. Then he retired to a dark alcove where he dropped the weeping blades on a heap of weapons, jewels and other arcane objects which he had collected during the long centuries of his existence. A strange smile split his deformed face. "One new present for Rametep... nice, shiny present" whispered the monster, rubbing its taloned hands together and cittering maniacally in the dark.

THE LIVING DEAD

VAMPIRES



Vampires are the lords of the dead and all the Vampires in the Old World are descendants of one of the great Masters. The story of the Vampires in the Old World is told elsewhere in this tome, but it is sufficient to say that Men dread these mighty creatures for a good reason. Vampires are immortals with great powers and require only blood to sustain themselves. They are physically far stronger than any living man and can endure wounds that would slay mere mortals in an instant. They have a natural ability to command necromantic magic and to bind Undead things to their will. The greatest among them are also able to command the skies, so that when their armies march to battle, the skies darken with heavy storm clouds. This casts dismay in the hearts of the mortals facing the Undead and protects the Vampires and their minions from the touch of the sunlight, which is the bane of their kind.

	M	WS	BS	S	T	W	I	A	Ld
Vampire Lord	6	8	6	5	5	4	8	5	10
Vampire Count	6	7	5	5	5	3	7	4	9
Vampire Thrall	6	6	4	5	4	2	6	3	7

Special Rules

Bloodlines: All the Vampires in your army must come from the same family (von Carstein, Necrarch, Blood Dragon, Lahmia or Strigoi) and can choose the powers of their own family's list (see pages 52-57).

NECROMANCERS

Necromancers are wizards who have turned to the dark arts to seek escape from death. They study this perverted magic which grants them power over the dead, allowing them to commune with spirits and to raise corpses to serve them. They are shunned and hated by society and are often insane and morbid. Many Necromancers are allies and subjects of Vampires, whether willingly or not. Sooner or later their bodies start to rot away and they eventually lose what's left of their humanity and join the ranks of the Undead as undying wizards.

	M	WS	BS	S	T	W	I	A	Ld
Master	4	3	3	3	4	3	3	1	8
Necromancer	4	3	3	3	3	2	3	1	7

THE LAWS OF UNDEATH

All models mentioned in the Vampire Counts Armies book are Undead, with the exception of Ghouls and Bat Swarms which are alive and follow the normal Warhammer rules (eg. they can use the General's Leadership, re-roll Break tests if the Battle Standard is within 12", etc.).

All Undead have the following special rules:

THE GENERAL

The army must include at least one Wizard (ie. a model with the entry 'Magic' in its army list box), who will be the army's General. If the army includes more than one Wizard, the one with the highest Leadership will be the General. In the case of two or more characters having the same Leadership, the player can decide. Remember to tell your opponent which model is the General at the beginning of the battle.

If the General is destroyed, the Undead in the army will start to slowly crumble to dust. To represent this, at the end of the phase when the General is killed and at the beginning of every Undead turn thereafter, all Undead units on the battlefield must take a Leadership test. If the test is failed, the unit suffers a number of wounds equal to the number they failed the Leadership test by. No saves of any kind (not even Ward saves) are allowed against such wounds. Eg. a unit of Skeletons (Ld 3) takes the test and rolls a 7: the unit suffers 4 wounds ($7-3=4$). Characters never suffer wounds because of a destroyed General. Units can use the Leadership of a character leading the unit for this test, as normal. Winged Nightmares and Zombie Dragons do have to take this test, but can use their rider's Leadership. Note that if the General is taken below one Wound, but manages to regenerate enough Wounds to come back, this rule does not apply. The General has to be dead (ie. removed from the table) for this rule to take effect.

BREAK TESTS

Undead cannot be broken, but Undead units beaten in combat suffer one additional wound for every point they lose the combat by (no saves of any kind, not even Regeneration or Ward saves, are allowed against such wounds). If characters are present in the unit, or if they are riding a monster, the controlling player can decide how to allocate the wounds among the unit, the monster and the characters. In multiple combats, each Undead unit

on the losing side suffers one additional wound for every point their side has lost the combat by. If an Undead unit is wiped out by combat resolution in the first turn of a combat, the enemy gets the option to make an overrun move as normal.

BATTLE STANDARD

Undead that are within 12" of their Battle Standard suffer one less wound than they normally would when defeated in combat. Eg. a unit of Skeletons loses a combat by 3. They should lose three extra Skeletons but because the Battle Standard is within 12" they only lose two extra models.

IMMUNE TO PSYCHOLOGY

Undead are Immune to Psychology (see page 112 of the Warhammer rulebook).

CHARGE REACTIONS

Undead can react to charges only by holding their ground.

MARCHING

Undead cannot make a march move unless they are characters or are within 12" of the General at the start of their Movement phase. Note that all the normal rules for marching will apply (for example, the presence of the enemy within 8" still stops them from marching, etc.).

CAUSE FEAR

Undead cause fear (see page 81 of the Warhammer rulebook).

*A wake O Dead, for there can be no
rest for ye beneath the earth.*

*Let the splintered bones burrow from
the grave pall. Let cold fingers grip
time-worn blades, and unseeing eyes
survey the fields of slaughter. For
your time has come once more.*

And the dead shall walk.

From the Spell of Doom

SKELETONS

The battlefields of the Old World are strewn with the graves of many nameless warriors who have fallen in combat and been consigned to a hasty resting place, or left upon the ground amidst the carnage. Even in death there is no rest for the fallen warriors, for they can be summoned back to the world of the living by black sorcery. All that these once-dead fighters can recall of their mortal life are faint memories of battles fought long ago. All that they feel is the compulsion to fight and to obey their masters as they did when they were alive. A mortal who dares fight against an army of Skeletons is confronted by a ghastly apparition, for who could remain unafraid when faced with the remains of long-dead warriors lurching towards him?

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

ZOMBIES

Zombies are 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 their enemies. Zombies are poor fighters, but they never give up and will push against their enemies in a huge engulfing mass. The flesh of a Zombie is rank, blotched with rot and riven with maggots and worms. Their skin hangs from their bodies in strips, revealing unbeating hearts and veins through which no blood flows. Terrible balefires burn in their putrefying eyes and they are gripped by an urge to kill and devour all living things. Some Zombies are decayed and rotten to the point where they are little more than skeletons, while others bear a terrifying resemblance to the recently deceased.

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

Special Rules

Braindead: Zombies are so slow that their opponents always get to anticipate their clumsy attacks. To represent this, Zombies **always** strike last in close combat (even when they charge, even after opponents armed with Great Weapons, and so on, always!). If Zombies are fighting other Zombies, roll a dice every turn to determine which unit attacks first.

WIGHTS

Wights are long dead heroes who are tied to the land of the living by magic. 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 Lord.

	M	WS	BS	S	T	W	I	A	Ld
Wight Lord	4	4	3	4	4	2	4	3	9
Champion	4	3	3	4	4	1	3	2	8
Wight	4	3	3	4	4	1	3	1	8

Special Rules

Wight Blades: Wights are armed with evilly enchanted weapons. Any normal weapon carried by a Wight counts as a magic weapon (but all the normal rules for that weapon still apply). The weapon also has the Killing Blow special rule (see page 112 of the Warhammer rulebook). Note that this rule does not apply to any magic weapon that a Wight Lord buys from the magic items list.

GHOULS

When the lean and hungry times of famine came upon the Old World, the inbred hamlets of Sylvania took to feasting on corpses. These cannibals were driven mad by the meat of the dead and over the years degenerated into a race that is no longer human. Driven by an unspeakable craving for human flesh, they dwell near graveyards, digging up the corpses of the recently buried and consuming the cold flesh. Ghouls are stooped and disgusting creatures, their skin is blotched and filthy, their eyes bestial and their snarling lips reveal rows of sharpened teeth. When the armies of Undeath gather, Ghouls scuttle from their hiding places to join them. Vampires and Necromancers are their masters, and Ghouls fear their wrath enough to obey their commands.

	M	WS	BS	S	T	W	I	A	Ld
Ghoul	4	3	0	3	4	1	3	2	6
Ghast	4	3	0	3	4	1	3	3	6

Special Rules

Alive! Ghouls are not Undead and follow the normal rules for Psychology, Break tests, etc.

Poisoned Attacks: Ghouls' deadly claws constantly secrete a poisonous black slime. All attacks made by Ghouls are poisoned attacks (see page 114 of the Warhammer rulebook).

Scavengers: Ghouls fight in undisciplined packs and have no hierarchy save the rule of the strongest. To represent this, Ghouls are skirmishers (see pages 115-116 of the Warhammer rulebook) and cannot be joined by characters.

Fear: Ghouls are always associated with cemeteries, cannibalism and the living dead. They cause *fear* (see page 81 of the Warhammer rulebook).



ETHEREAL CREATURES

Ethereal beings are insubstantial creatures which can move through solid objects. They therefore suffer no movement penalties for moving over difficult terrain or obstacles, or from other reductions to movement (such as the Anvil of Doom's Rune of Water or the Pit of Shades spell). They can move through buildings just as easily, but not through other units. They cannot, however, end their movement inside impassable terrain nor see through anything that would block the line of sight of normal units. Ethereal creatures block line of sight normally (the enemy cannot see through them).

Because they are insubstantial, they can't be harmed in combat except by attacks from magical weapons, Daemons or other Ethereal creatures, though they can be affected by spells as normal. Ethereal creatures can still be beaten in close combat and suffer extra wounds as a consequence because combat results are not wholly dependent upon casualties.

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 evil 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. Their visage is skull-like and twisted, eternally frozen in a grimace of agony and everlasting pain. Their great mane of hair flows around them like a black cloud. They float above the ground and are surrounded by an eerie glow of deadlights, shades of the men who they murdered during their lifetime.

	M	WS	BS	S	T	W	I	A	Ld
Banshee	6	3	0	3	3	2	4	2	8

Special Rules

Single model: A Banshee is treated as a character on foot for movement and when targeted by missiles. A Banshee has a Unit Strength of 1 and cannot join other units or characters.

Ethereal: Banshees are insubstantial creatures whose bodies are Ethereal. See the rules on the left.

Ghostly Howl: A Banshee is capable of emitting an eerie howl that brings death to mortals. Even the distant shriek of a Banshee is enough to strike horror into the hearts of the bravest men, and anyone hearing the constant wail of a Banshee will die of sheer fright. The Ghostly Howl of a Banshee is used in the Shooting phase. A Banshee may use it even in the turn she has declared a charge or marched and even when engaged in close combat, but in this case she can Howl only against one of the units she is fighting (the Howl will affect only the target unit, even in a multiple fight). The attack has a range of 8". The Banshee can target **any** one unit within this range (even characters on their own that could not normally be targeted by shooting, but not characters inside units) and does not need a line of sight to the target. Roll 2D6+2 and deduct the Leadership value of the unit from the score. For each point by which the roll beats the target's Leadership, the target suffers 1 wound, distributed exactly like missile fire amongst the unit. So if you roll a 9, thereby obtaining a total of 11, and the target unit's Leadership is 8, the unit suffers 3 wounds. No armour saving throw is allowed against wounds caused by a Banshee's Howl, but units can use the superior Leadership of the character who is leading them or even the General's, if he is within 12". Units which are Immune to Psychology are not affected by the Howl. In the case of ridden chariots/monsters, war machines and similar units, use the highest Leadership value of the models involved to determine the number of wounds caused and then randomise each wound as for shooting hits (discard wounds hitting war machines).

SPIRIT HOSTS

The dead do not rest easy in the Old World. Ghosts, shades and spectres of dead men return to haunt the land of the living. On certain nights these lost souls can be seen hovering above the places of their death, shimmering with unnatural light.

Only very few know the secret rituals that can bind the spirits of the dead, but some Vampires and the most twisted of Necromancers hold that knowledge. They can summon these miserable creatures and unleash them upon their enemies. Spirits gather together into vast hosts when summoned, and advance on the field of battle, silent and incorporeal but no less frightening, because their touch is enough to freeze the hearts of mortals.

	M	WS	BS	S	T	W	I	A	Ld
Spirit Host	6	2	0	3	3	4	1	4	6

Special Rules

Swarm: Spirits gather into groups on the battlefield, so are modelled in multiples on a single 40x40mm base. This base is treated as if it were a single model with several Wounds and Attacks. A Spirit Host fights at full effect until it has taken 4 wounds, then it is removed. A Spirit Host cannot be joined by characters.

Ethereal: Spirits are insubstantial creatures which can move through solid objects. See the rules in the panel on the previous page.

WRAITHS

Wraiths are the spirits of evil men who dabbled in the necromantic arts during their lives. Desperate to keep themselves alive, they used enchantments to preserve their spirits. Some succeeded in living beyond death as Necromancers, but the willpower of most is not sufficient to maintain a physical form, and over the years they wither away to nothing. Now all that remains are the cloaks that give them substance, their bodies having long since rotted away. Hating all life, but fearing death more, they cling to their tragic existence, hovering between life and death as miserable spirits who hunger for the warmth and flesh of mortals.

	M	WS	BS	S	T	W	I	A	Ld
Wraith	6	3	0	3	3	2	2	2	7

Special Rules

Ethereal: Wraiths are insubstantial creatures whose bodies are Ethereal. See the rules in the panel on the previous page.

Note that if a Wraith rides a Nightmare, then the Nightmare will also be Ethereal.

Terror: Wraiths are evil, supernatural creatures of great power. They cause *terror* as described on pages 81-82 of the Warhammer rulebook.

BAT SWARMS

When the armies of the Vampires march to war, the skies above them are obscured by multitudes of bats. Driven by the will of the Vampires, hundreds of these animals descend on their enemies and attack them ferociously, often buying enough time for the Undead army to close in.

	M	WS	BS	S	T	W	I	A	Ld
Bat Swarm	1	3	0	2	2	5	1	5	10

Special Rules

Alive! Bat Swarms are not Undead.

Swarm: Swarms are modelled in multiples on a single 40x40mm base. This base is treated as if it were a single model with several Wounds and Attacks. A Bat Swarm base fights at full effect until it has taken 5 wounds then it is removed. Like all Swarms, Bat Swarms are Unbreakable and cannot be joined by characters.

Flying Unit: Bat Swarms are a unit of flyers and follow all the rules on page 106 of the Warhammer rulebook, (eg. they are skirmishers and have a Unit Strength of 1 per base) with the exception that their fly move is reduced to 10" instead of the usual 20".

Fear: Bat Swarms are an omen of impending death and as a result they cause *fear* (see page 81 of the Warhammer rulebook).

FELL BATS

Also known as Vampire Bats, the blood drinking bats of Sylvania grow to monstrous proportions, some with wingspans of twelve feet or more. They are nightmarish predators of the dark, silent and deadly. They exist solely on the blood of the living, that of Men being their favourite. The scholars of the Old World speculate that perhaps an ancestor of these beasts drank the blood of a Vampire and thus joined the ranks of the Undead.

	M	WS	BS	S	T	W	I	A	Ld
Fell Bat	1	3	0	3	3	2	3	2	6

Special Rules

Flying Unit: Fell Bats are a unit of flyers and follow the rules presented on page 106 of the Warhammer rulebook.

DIRE WOLVES

The land of Sylvania is plagued by giant wolves which emerge in winter from their lairs high in the Worlds Edge Mountains to destroy entire villages. The men of the Empire hunt these beasts mercilessly, but this is not always enough. Even from beyond the grave these awful creatures return to terrorise men. The carcasses of these wolves are buried in great pits, but the cursed earth of Sylvania does not allow them to rest. Often they burrow their way through the rotting layers of earth and emerge to hunt once more. These Undead wolves are the hunting packs of Vampires, and gather around the castles of the Vampire Lords to follow the Princes of Undeath to war. Dire Wolves have skull-like heads and rotting black fur. Their eyes glow with unnatural light and their bodies dissolve into nothing when they are finally slain.

The strongest wolves, the ones that in life led the packs, are called Doom Wolves. They are specially raised by Vampires to lead their own packs in an unending service of carnage and darkness.

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

Special Rules

Fast Cavalry: Dire Wolves fight in fast, loose packs and are therefore treated as Fast Cavalry (see page 117 of the Warhammer rulebook).

Slavering Charge: Dire Wolves and Doom Wolves overpower their enemies as they charge. Their Attacks are therefore resolved at Strength 4 during the turn they charge.

BLACK COACH

Once a particularly powerful Vampire is slain, it is not certain that the world will be rid of this predator of the night. Many of the greatest lords of Undeath have returned after their bodies have been destroyed, for who can say which is the master, death or the Vampire?

If the servants of a particularly powerful Vampire can gather his ashes (for once a Vampire's life is taken, its body will feel the weight of time and crumble to dust) they will construct a coffin to keep them safe. Then by performing unholy rituals they will create a carriage to carry the remains of their lord and take it to places of slaughter. Battlefields and plague-ridden cities in particular strengthen the regenerating spirit of the Vampire.

This ghostly apparition is driven by an insubstantial Wraith and pulled by two grisly Nightmares. The legends say that even if the creatures are destroyed, the Coach can continue to move on its own pushed by supernatural powers. The Black Coach is an awe-inspiring, unholy thing from the realm of Undeath, which feeds on the souls of mortals. Its mere presence can drain the lifeblood of men and the more it slays, the more terrifying its power becomes.

Few symbols of death are as horrifying for mortals, or as potent an aid to the Undead. It is said that the blood of ten thousand mortals can stir the Vampire Lord from his slumber, ready to walk the land of the living once more.

	M	WS	BS	S	T	W	I	A	Id
Black Coach	-	-	-	5	6	5	-	-	9
Wraith	-	3	-	3	-	-	2	2	-
Nightmare	8	2	-	3	-	-	2	1	-

Special Rules

Ward Save 5+: The indomitable willpower of the Vampire carried by the Coach protects it from damage. To represent this, the Black Coach has a 5+ Ward save.

Chariot: The Black Coach is a chariot and follows the rules on pages 126-128 of the Warhammer rulebook. If wounded by a Strength 7+ attack, the Coach can take its Ward save but is destroyed if this save is failed.

Unit Strength: The Coach has a Unit Strength of 5.

Terror: Black Coaches are terrifying harbingers of death and cause *terror* as described on pages 81-82 of the Warhammer rulebook.

Large Target: Enemies shooting at a Black Coach get the +1 to hit modifier for shooting at a large target.

Evocation of Death: For every wound the Black Coach causes in close combat, it gains one extra Wound immediately. This can restore a lost Wound and can even bring the Coach's total Wounds above the starting number. Fleeing units run down by the Coach do not count because not all enemies in the unit are actually killed; most of them scatter and escape the battlefield.

When the Coach reaches a total of 10 or more Wounds it will count as a scythed chariot, inflicting D6+1 impact hits. This effect lasts only as long as the chariot has 10 or more Wounds.



NIGHTMARES

The greatest of the immortal Vampires and their servants ride into battle on Undead steeds called Nightmares. These are carcasses of great warhorses brought back to life by necromantic arts. Balefire glows in their eyes and their decomposed bodies are rotted and foul. The sickening stench of death hangs around them as they gallop into battle, crushing the living beneath their mouldy hooves.

	M	WS	BS	S	T	W	I	A	Ld
Nightmare	8	2	0	3	3	1	2	1	5

WINGED NIGHTMARES

Creating a Winged Nightmare is the pinnacle of achievement for a master of the necromantic arts. It is a massive creature assembled from the corpses of powerful monsters such as Manticores, Griffons and Hippogriffs. The Necromancer has to cast many terrible spells to meld and fuse the remains of these monsters into this nightmarish horror.

A Winged Nightmare is at least as dangerous as the creatures it has been created from, for a talented Necromancer can mould flesh and bones as if they were clay, to make the creature even more deadly, festooning it with tusks, fangs, spines and huge malformed claws. When the Spell of Awakening is complete, the Winged Nightmare rises and is ready to impale any who stand against its master, with its deadly spines, tusks and huge razor sharp claws.

	M	WS	BS	S	T	W	I	A	Ld
Winged Nightmare	6	4	0	5	5	4	2	3	5

Special Rules

Fly: Winged Nightmares have ragged wings and are able to fly as described on page 106 of the Warhammer rulebook.

Impale: When a Winged Nightmare charges, it may use its bony spines and tusks to impale its victims. This gives it a +1 Strength bonus in the turn when it charges.

Terror: Winged Nightmares are such huge and frightening creatures that they cause *terror* as described on pages 81-82 of the Warhammer rulebook.

Large Target: Winged Nightmares are big beasts, so enemies shooting at them get the +1 to hit modifier for shooting at a large target.

ZOMBIE DRAGON

Far to the south lies the forbidding Plain of Bones. It is a lifeless desert filled with titanic skeletons from an earlier age, for here the Dragons of old came to rest when their long lives were coming to an end.

This continued until the time of Nagash the Black. When the Great Necromancer performed his unholy Ritual of Awakening, dark powers entered the monstrous corpses. The frames of the dead Dragons stirred once more and their empty skulls filled with glowing ghostlights as their rotting carcasses began to prowl the Plain of Bones, insane and insatiably hungry for the souls of all living things. When Nagash was defeated, the Dragons returned to their eternal slumber.

Only the greatest of the Princes of Undead are able to awaken one of these huge and terrifying creatures, but those who succeed will command a creature that has the power to break the back of any army.

	M	WS	BS	S	T	W	I	A	Ld
Zombie Dragon	6	3	0	6	6	6	1	4	4

Special Rules

Fly: Zombie Dragons have tattered wings, but may still fly as described on page 106 of the Warhammer rulebook.

Scaly Skin: These creatures still have the remains of their hard scales which act like armour, protecting them from attacks. A Zombie Dragon has a Scaly Skin save of 5+.

Pestilential Breath: Zombie Dragons can expel deadly pestilential black vapour from their jaws. Flesh touched by this vapour blackens and shrivels, causing an agonising death. Use the Flame template from the Warhammer game to represent the area covered by the Zombie Dragon's breath attack, following the rules on page 114 of the Warhammer rulebook. Any model hit suffers a Strength 2 hit, with a -3 armour save modifier.

Cloud of Flies: Zombie Dragons are surrounded by a black cloud of flies. When the Dragon is fighting, these evil, buzzing creatures fly into the mouths and eyes of its opponents, clogging their ears and crawling up their nostrils. This terrible distraction means that any enemy in base contact with a Zombie Dragon must deduct -1 from their To Hit rolls in close combat.

Terror: Zombie Dragons are such horrific creatures that they cause *terror* as described on pages 81-82 of the Warhammer rulebook.

Large Target: Zombie Dragons are massive, therefore enemies shooting at them get the +1 to hit modifier for shooting at a large target.

SHADES OF DEATH



Two fully painted armies facing each other across a battlefield is an awesome sight. For many people it is the inspiration which sparks the desire to lead their own armies into battle. At first glance, painting a whole army may seem a little daunting. Don't worry though, you'd be surprised at how quickly your new army takes shape and how enjoyable the whole process actually is. Make no mistake, an army doesn't appear overnight, and much patience is required. However, the reward gained from owning and playing with a beautifully painted army makes all the effort more than worthwhile.

If you are a newcomer to Warhammer don't worry too much about the quality of your painting. Many of the figures shown on the following pages are painted by the highly skilled 'Eavy Metal team. These talented guys and gals spend every day of the week painting figures and achieve standards that even those of us who have been painting for quite some time can only dream of matching. Whilst few of us will ever own a force painted to such extraordinarily high quality, this doesn't mean that we can't all aim to come close or even to better our standards with each new figure we paint. With time and patience, one day you may even be the proud owner of a legendary Golden Demon painting award.

In this section of the book we will show you a variety of easy to learn techniques and tips with which to help you paint your models. In a short time you will have developed the skills necessary to invent your own painting and modelling methods and chosen the colours for a truly unique army.

It is important to remember that there is no correct way to paint your army. The models on the following pages are there purely for inspiration, and the more variety you add to your own style, the better your enjoyment of the hobby will be. We have included several different methods and techniques. Try experimenting with them until you find the one that suits you. If getting your army straight into battle is more important to you then choose a quick method. If you'd rather take your time painting an army that will make your friends drool with envy then use the more detailed techniques to paint your models.

What we hope to achieve in the following pages is to offer you a guide. So remember, the most important aspect to painting your army is that you should have fun. Relax and enjoy yourself and, before you know it, you'll find that you might be starting on your second or even third army!

PAINTING THE UNDEAD

The backbone of a Vampire Counts army is large regiments of Skeletons and Zombies. These make up the main bulk of your force, so you will find yourself painting a considerable amount of bone and withered, decaying flesh. Once you have mastered some simple techniques you will find that your regiments soon build up.

To achieve a really strong appearance on the tabletop we recommend that you use a limited palette of colours. There are two ways to approach painting your Undead army. You can go for a mix of bone and skin colours to add variety to your army, or you may like to use a consistent tone on every Skeleton and Zombie. Varied armies will appear more colourful, while armies with a single scheme will be more unified. There are two simple-to-master techniques which you will find useful when painting your Undead force. Try experimenting with each of the techniques and choose the method which suits you the best.

Drybrushing: Base coat your figure with a dark base colour. Selecting a lighter highlight colour, wipe away most of the paint on your paintbrush with a tissue and then very lightly brush over the raised areas. The paint

on the brush will come off onto the raised surface, highlighting it. The more you drybrush over the model, the lighter it will look, so you can easily vary the appearance of all your models within a unit.

Ink washes: Ink washes are particularly effective on Undead models as there is plenty of detail for the ink to pick out. They also tend to give a slightly dirty finish which is particularly appropriate in a Vampire Counts army. Choose a light base colour (Bleached Bone or Skull White for Skeletons for example) and paint a darker ink over the top once the paint is dry. (such as Brown or Black). You can experiment with different combinations of colours and thinning down your inks with water to gain different effects.

Below are plenty of examples of drybrushing and ink washes, including some examples which combine the two techniques.



Skull White drybrushed over Chaos Black



Bleached Bone drybrushed over Chaos Black



Bleached Bone drybrushed over Bestial Brown



Brown Ink over Skull White



Flesh Wash over Skull White



Black Ink over Skull White



Chaos Black and Skull White mixed with Pallid Flesh drybrushed over Chaos Black



Dark Angels Green and Rotting Flesh drybrushed over Chaos Black



Bestial Brown and Rotting Flesh drybrushed over Chaos Black



Pallid Flesh mixed with Chaos Black and Skull White with Green Ink wash



Dark Angels Green mixed with Rotting Flesh with Purple Ink wash



Bestial Brown mixed with Rotting Flesh with Blue Ink wash



Black Ink over Skull White. Drybrushed with Skull White



Brown Ink over Skull White. Drybrushed with Bleached Bone



Flesh Wash over Skull White. Drybrushed with Bleached Bone

ASSEMBLING UNDEAD REGIMENTS

Mark Raynor has been collecting and playing with an Undead army for a considerable amount of time. We asked him for some advice on his methods for putting together and painting his Skeleton Regiments.



"To quickly paint battle ready regiments, I drybrush Skeleton warriors which have been undercoated black with Skull White. To finish off I paint the weapons and the unit's bases."

"Before you begin the process of painting your models you'll need to assemble them. When you're doing this, it is all too easy to forget that the models will have to rank up into a unit. Try assembling one rank at a time. Stand the models next to each other before finally gluing them to their bases. This way you can be sure that they will rank up. An effective method of making sure that the models fit into neat ranks is to glue them onto regiment bases which carry four models. Spear-armed units look better if you have the front rank with their spears pointing forwards and the rest angled up."

Mark has even positioned some of second rank poking the spears over the heads of the front rankers.



The 'Eavy Metal team use techniques like drybrushing and ink washing, as well as other, more involved techniques. In many cases they carefully paint highlighting on by hand. This is a very time consuming method, but the results stand up well to close scrutiny, especially when photographed.



There are plenty of other ways you can paint your Undead troops, and the tips on these pages are just a few ideas to get you started. The White Dwarf magazine carries regular features on painting armies (issues 211 and 226 carried excellent articles on painting Skeletons, for example). Games Workshop's website (www.games-workshop.com) also has plenty of ideas, and the Hobby section carries a painting guide for Skeletons. The site also links to other excellent independent fan sites for you to look at.



UNDEAD REGIMENTS

Vampire Counts armies are usually made up of big, shambling units of zombies and skeletons. This means that how you paint these regiments will ultimately determine how your army looks.

Unlike most other armies, Undead regiments rarely have a strong uniform colour scheme. Zombie regiments in particular look most effective when painted to look as though they are fresh from the grave. This effect can be achieved by varying the colours on the skin and clothing, though if you keep the tones similar, you will keep the models looking like a unit. Skeleton units have a more martial feel, and will look better if the unit is painted all the same colour (shields and banners can be used to reinforce this uniformity). Whichever approach you choose, remember that the way you paint your bases is a simple way to provide some coherence to your units, and to your army as a whole.

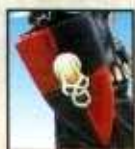
All the Zombies in this regiment are painted with greeny-grey skin, but there is plenty of variation within this basic tone. This gives the unit a shambling appearance, without making any one model stand out.



The Zombie Regiment box contains a selection of gruesome talismans to hang from your banner poles. You can also use other models from the Citadel range.



These Skeletons have all been painted using the same colours and all feature the same shield design. This looks far more effective when painting large Skeleton units.



SHIELDS

Giving every model in a unit the same design of shield is an easy and effective way to make the regiment look like a distinct whole. This effect will be heightened if you use the same colours on both the shields as well as the banner. Some modellers prefer to paint the shield background and rim first without the Undead symbol in place. They then paint the symbol separately and glue it onto the shield afterwards. If you are a skilled painter then you may decide to paint your own symbol onto your shields. If not, don't worry; you can always use the symbols provided in the Regiment Box set.

MODELLING AND CONVERTING UNDEAD REGIMENTS

Vampire Counts armies offer even more opportunities than most to model and convert an army which is truly individual. To inspire you, here are some examples of how other gamers have achieved a unique look.



Colin Dixon created these models by combining Undead and Empire pieces. He painted them in faded, grubby versions of Imperial liveries, to give the impression of long-dead Empire warriors, summoned from their graves to fight again.



This Skeleton regiment has been modelled with warriors rising from their graves. By using extra parts, such as the headstones that come on the plastic frames, with a little bit of imagination you can easily make your regiments look unique and interesting.

The Zombies raised from an Imperial regiment by Mark Bedford shown on the right use a wide variety of parts from various Empire boxed sets, combined with Skeleton and zombie parts. This is as easy as assembling a 'normal' Undead unit. It just takes a little imagination. With the command group, Mark has done a little more involved converting (cutting and combining a Skeleton head and a Knight's helmet on the standard bearer for example), as these models are the ones which will stand out on the battlefield.

Feel free to create your own unique army by combining different elements from other model ranges.



Both Zombie and Skeleton regiments offer the ideal opportunity for the modeller to try out some fantastic ideas. For example, Mark Bedford has used static grass on his unit of Skeletons. They appear to have freshly clawed their way out from the soil. Combined with the coffin shields available from Games Workshop Mail Order, his unit is an awesome sight on the battlefield.



VAMPIRES

You will undoubtedly want to devote a great deal of attention to these dark creatures as they are the generals and heroes of your army. They are unique figures which give the painter an opportunity to show off all his skills.



Red has been used on the banner and Zombie clothing to visually tie the Necrarch Lord's force together.



Necrarch Vampire and Familiar

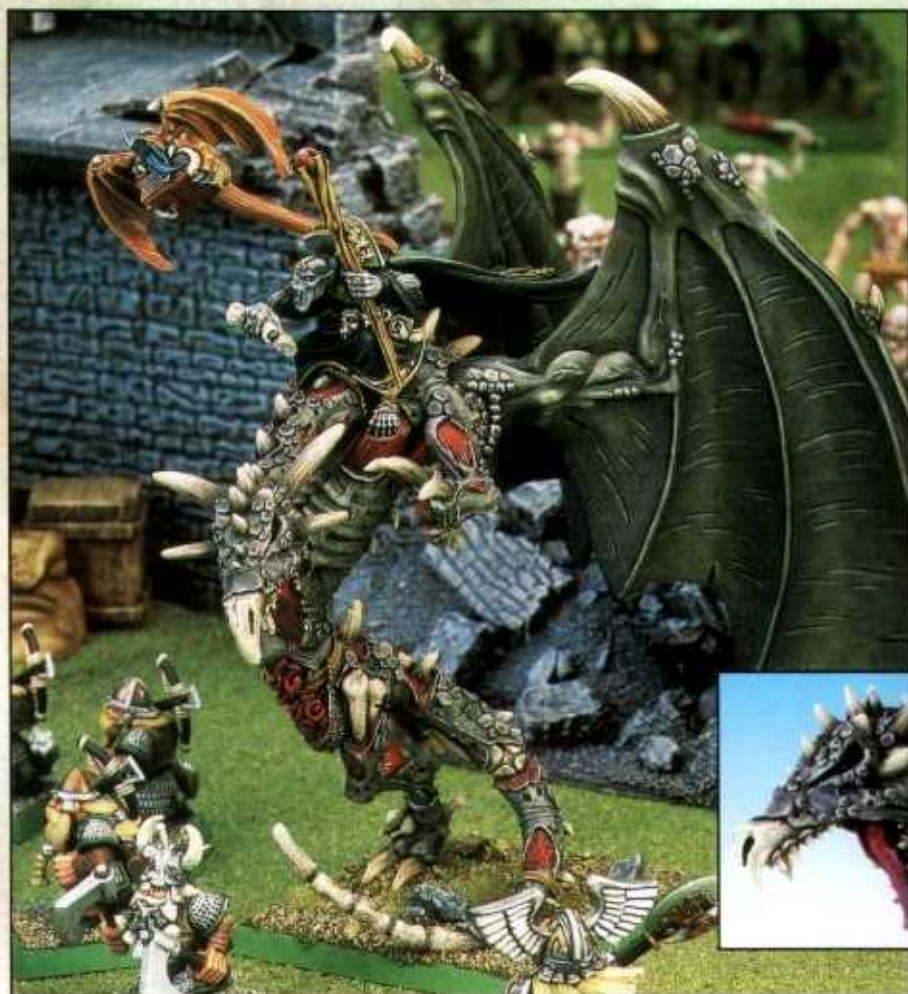
NECRARCHS



Necrarch Vampire Count



The Necrarch Vampire's skin has been painted with a light purple tone to represent his withered flesh.



Zacharias, Necrarch Lord, mounted on a Vampire Dragon

BLOOD DRAGONS



Blood Dragon Battle Standard



A Blood Dragon mounted on a Winged Nightmare



Blood Dragon Vampire



Blood Dragon Vampire



Blood Dragon Vampire



Blood Dragons are covered in armour – experiment with various metal colours or dark lacquers like red and black.



The banners of this Lahmian army have been painted with symbols which are in keeping with their Kbenrian origins.

LAHMIA

To paint the skin on our Lahmian Vampires we have used a mixture of Skull White and Elf Flesh.



Lahmian Vampire

VON CARSTEINS

The deathly palour of this von Carstein Vampire is created using a base coat of Ghostly Grey highlighted with Skull White.



Von Carstein Vampire



Black and red have been used to link this von Carstein Count with his Grave Guard.



The Strigoi do not wear clothes or ornaments. Their armies will rarely display a uniform colour scheme, but rather appear as shambolic hordes. By avoiding primary colours and sticking to earthy tones you can still give some coherence to the army. Basing is also a good way to do this.

STRIGOI

A wide variety of earthy skin tones can be used for the skin of Strigoi vampires.



Strigoi Vampire

UNDEAD CHARACTERS

Vampire Counts are by no means the only beings who have the ability to summon up Undead hordes. Necromancers and Wraiths can also lead the regiments into battle. Like the Vampires, these individual figures are the showpieces of an Undead army.



Heinrich Kemmler, the infamous Lichemaster.



Necromancer



Undead Wight Lord mounted on a Nightmare.



The Black Coach is a large and impressive piece. With models of this size, it is better to paint sections of the model separately before gluing them together.



Banshee



Wraith



MINIONS OF THE UNDEAD

Vampire Counts summon creatures from the world of the dead to do their bidding. Fell Bats, Dire Wolves and Bat Swarms look good painted in naturalistic dark feral colours and Spirit Hosts stand out on the battlefield painted grey and white.



Bat Swarms and Fell Bats



Spirit Host



Dire Wolf



By making use of the massive range of Games Workshop models it is very easy to model your entire Undead army around a specific theme. Take the Court of Eternal Damnation by Daniel Tunbridge as an example. His

characterful Undead Empire theme was inspired by Mark Bedford's Zombies featured earlier in this section. Not only has he used a cohesive colour scheme to unify his force, but the whole army has been

GRAVE GUARD AND BLACK KNIGHTS

These units will form the armoured elite regiments of your force so it is worthwhile putting in that little bit of extra time and effort when it comes to painting them.



The Grave Guard and Black Knights are painted with different metal colours like Boltgun Metal and Shining Gold, to give the appearance of ancient weapons and armour. Red and black were also used to unify the models.



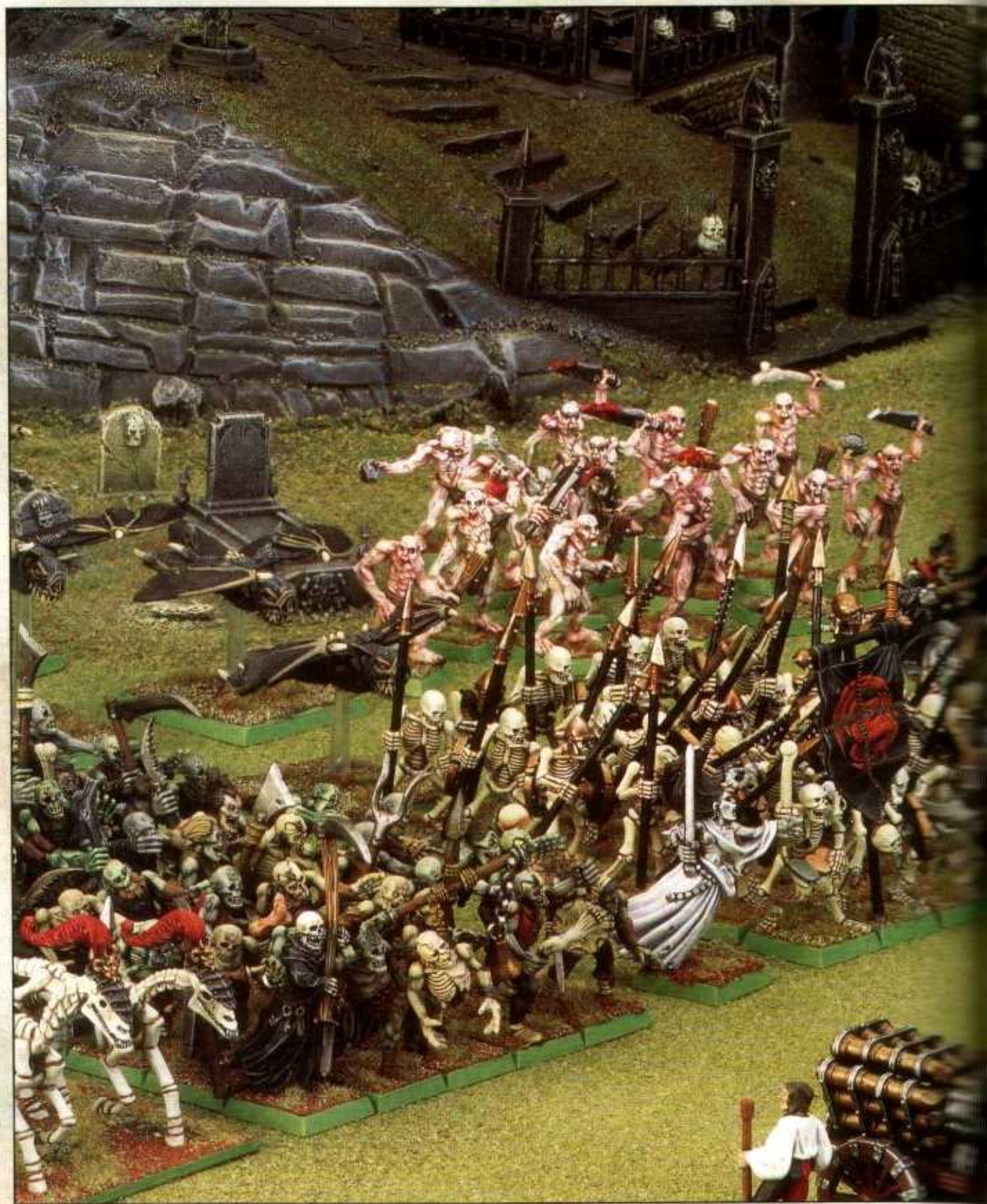
Black Knight Standard Bearer



heavily converted using Empire miniatures, combining them with the range of Undead models. One of the more unique ideas is his use of Flagellants as the Spirit Host. Daniel's army also benefits from the high

level of detail he has modelled on the figures' bases. Even the movement trays have been textured with sand and flocked to match them, reinforcing the army's unified appearance.

THE BONE LEGION OF LORD DRAKO HARKON



Lord Drako Harkon leads his Blood Dragons and the Legions of Death in an assault against an Empire army which has been hastily gathered to repulse his attack. The whole of the Undead army looks resplendent with each of the Skeletal regiments displaying their Blood Dragon banners. The black, red and gold colour scheme is carried throughout many of the units to tie the army together as a single united force.



TERRAIN

A good way to add to the atmosphere of your army is to make eerie buildings and forests to set the stage for your battles.



The Undead horde sweeps all before it, bolstering its numbers with the bodies of the slain.



Dwarf treasure seekers are assaulted by Ghouls and Zombies as they stumble across the lair of a Vampire in an ancient tomb.



A graveyard is a simple and characterful terrain piece. By using the gravestones provided on the Skeleton and Zombie Regiment frame you can quickly make themed terrain for your battlefield.

SHOWCASE

On this page are some superbly painted and converted Undead miniatures. They will inspire you to have a go yourself.



Chris Smart has painted this model of Manfred von Carstein with a definite bloodied feel. He has created the appearance of a Vampire who has just fed after a savage battle by adding a subtle amount of Blood Red to the fangs, lips and sword. Manfred's pale demeanour was created using a base of Shadow Grey highlighted with Skull White.

Blood Dragon Battle Standard painted by Dave Thomas



Banshee painted by Martin Footitt



Von Carstein Vampire painted by Kirsten Michelburgh



Lahmian Vampire painted by Martin Footitt



Skeleton warriors converted by Dave Andrews



Grave Guard Battle Standard painted by Tammy Haye



Vampire Lord, Antoine von Carstein. Converted by Mark Harrison and painted by Joe Hill



Blood Dragon Lord converted by Mark Bedford

UNHOLY ARTEFACTS

In this section the common magic items are listed first (see page 154 of the Warhammer rulebook for a complete description). They are followed by a list of 'Vampire Counts only' magic items. These items can only be used by models from this book and must be selected within the points limitations set by the army list section. Note that all the rules for magic items presented on pages 152-153 of the Warhammer rulebook also apply to the 'Vampire Counts only' magic items.

COMMON MAGIC ITEMS

SWORD OF STRIKING	30 points
Weapon; +1 To Hit.	
SWORD OF BATTLE	25 points
Weapon; +1 Attack.	
SWORD OF MIGHT	20 points
Weapon; +1 Strength.	
BITING BLADE	10 points
Weapon; -1 armour save.	
ENCHANTED SHIELD	10 points
Armour; 5+ armour save.	
TALISMAN OF PROTECTION	15 points
Talisman; 6+ Ward save.	
STAFF OF SORCERY	50 points
Arcane; +1 to dispel.	
DISPEL SCROLL (one use only)	25 points
Arcane; Automatically dispel an enemy spell.	
POWER STONE (one use only)	25 points
Arcane; +2 dice to cast a spell.	
WAR BANNER	25 points
Banner; +1 Combat Resolution.	

MAGIC WEAPONS

FROSTBLADE 100 points

This blade of blue ice-steel is bound with such deadly spells that its touch will suck the soul out of its victim's body and freeze their heart.

Armour saving throws are not allowed against the Frostblade. Ward saves can be taken as normal. For every unsaved wound caused by this sword, the victim must take a Toughness test to resist its magic. If he fails, he is killed outright (remember that a 6 is always a failure). If the victim passes the test then he suffers damage from the blow as normal.

BLOOD DRINKER 50 points

Every time the bearer of this betinous sword kills a living creature the blood splattered on the blade is absorbed and the life force of the victim is used to revitalise its Undead bearer.

For every model killed in close combat the wearer immediately regenerates one lost Wound. This cannot take the character's Wounds characteristic above its initial value.

BLACK AXE OF KRELL 50 points

Can't be chosen by Necrarch or Lahmian Vampires.

When the Black Axe bites into flesh it leaves behind shards of black metal that slowly eat their way to the victim's heart.

The Black Axe of Krell is a Great Weapon and follows all the rules for normal Great Weapons. Also, any model which suffers 1 or more wounds from the Black Axe must roll a D6 at the start of both its own and its enemy's Magic phases for the rest of the game. On a roll of 1 or 2 it suffers 1 more wound with no armour save allowed (a Ward save can be taken as normal).

SWORD OF UNHOLY POWER 40 points

The Sword of Unholy Power brims with magical power which may be drawn upon by a disciple of the black arts.

For each unsaved wound caused by the blade the player may immediately get a magic dice. This dice is added to his pile of Power or Dispel dice in the following Magic phase, (depending on whether it is his own turn or his enemy's).

TOMB BLADE 35 points

This evil weapon entraps the souls of those it cleaves, binding their husks in servitude to the blade's master.

The full powers of this sword can be used only when the bearer has joined a unit of Skeletons or Zombies, otherwise it is treated as a magic weapon with no particular power. If the wielder slays a model with only 1 Wound on its starting profile with the Tomb Blade, then one Skeleton or Zombie is created in its place. Models created by the Tomb Blade are added to the unit which the bearer is in, armed exactly like the other rank-and-file models in the unit. The Victory points value of the unit is unaffected.

ASP BOW 30 points

Lahmian Vampires only.

Exhumed from the sands of Khemri, this weapon found its way to the halls of Queen Neferata. Its arrows are like poisonous serpents which eagerly seek their target's heart.

Range 24". The bearer can pick any target it can see (including a character/Champion in a unit, a war machine's crew, a chariot/monster rider etc), but if he uses this special ability he suffers a -1 to hit. Note that the normal -1 modifier for shooting at a single model does not apply (but other to hit modifiers do apply) and a character/Champion cannot benefit from the "Look out Sir!" rule. Hits are resolved at Strength 4 and count as Poisoned Attacks.

SWORD OF THE KINGS 25 points

Wight Lords only.

This accursed blade thirsts for the life force of its enemies.

This sword scores a Killing Blow on the result of a 5+.

MAGIC ARMOUR

WAILING HELM 50 points

Carved with images of the screaming faces of tortured souls, this corrupt artefact constantly emits a chilling wail.

Gives a 6+ armour save and may be worn in addition to normal armour. The wearer also causes *terror*.

ARMOUR OF BONE 50 points

A product of ancient and twisted sorcery, this construct offers considerable protection to Undead wizards.

Gives a 5+ armour save and may be combined with other equipment. A Wizard can wear this armour without losing his ability to cast spells. When the wearer fails his first armour save (or if he's wounded by an attack against which he cannot take an armour save at all), the armour crumbles to dust and is destroyed, but the wound is ignored.

THE FLAYED HAUBERK 30 points

Can't be chosen by Necrarch or Lahmian Vampires.

The design and dark red colour of this armour make the wearer disturbingly similar to a walking flayed body.

1+ armour save. This cannot be improved by any means.

THE CURSED

SHIELD OF MOUSILLON 25 points

Can't be chosen by Necrarch or Lahmian Vampires.

Bretonnian legends speak in contempt of these accursed shields which carry the symbol of the Black Grail and were used by the Unholy Knights at the Battle of Mousillon.

Gives a 6+ armour save and may be combined with other equipment normally. One enemy in base contact (bearer's choice) loses 1 Attack.

All Bretonnian Knights and Characters *bate* the model carrying the shield.

TALISMANS

THE CARSTEIN RING 100 points

Von Carstein Vampires only.

An ancient heirloom of the twisted reigning house of Sylvaria, this ring is known to make a Vampire carrying it almost impossible to kill.

The model has a 4+ Ward save and the Regeneration special rule (see page 113 of the Warhammer rulebook).

OBSDIAN AMULET 45 points

The dark energies of this powerful item surround the wearer and deflect enemy spells and magic weapons.

The bearer has a 4+ Ward save against wounds caused by magic weapons, spells or indeed any form of magical attack. In addition, the ring confers Magic Resistance (1).

CROWN OF THE DAMNED 35 points

The bearer draws revitalising energies from the spirits imprisoned within the Crown, but at times their eternal wailing overpowers his mind.

4+ Ward save. The wearer is subject to *stupidity* (even if the model is normally immune to Psychology).

WRISTBANDS OF BLACK GOLD 30 points

These ancient ornaments are capable of deflecting arrows, darts and bullets directed against the bearer.

3+ Ward save against missile fire of any kind (including hits from war machines, template attacks, magic missiles, etc).

RING OF THE NIGHT 30 points

This magic jewel has the power to draw a cloud of concealing darkness around the bearer.

5+ Ward save.

THE GEM OF BLOOD 25 points

One use only.

An ancient relic from Nebekbara, this cursed gem is extremely dangerous for the bearer's opponents, but it is said that it will eventually be the undoing of its master.

When the wearer suffers its first wound in close combat, the gem is activated. Roll a dice. On a result of 2+, the wound is saved and rebounded on the model who caused it, with no armour saves allowed. On a result of 1, the wound is not saved and the bearer suffers 1 additional wound, with no armour saves allowed.

ARCANE ITEMS

POWER FAMILIAR 50 points

Can't be chosen by Blood Dragon Vampires.

A Power Familiar attracts raw magic power to its owner.

The Familiar adds one dice to both the Power dice and the Dispel dice pool of the bearer's side.

STAFF OF DAMNATION 40 points

Bound Spell, Power Level 4.

The Staff of Damnation contains a powerful spell that fills the Undead with renewed vigour.

The bearer can release the powers of the staff once in each of his Magic phases. All Undead units within 12" are affected by the Hellish Vigour spell (see page 59).

Roll a D6 each time the Staff is used. On a roll of 1, the Staff is temporarily exhausted and can't be used again that battle.

SKULL STAFF 40 points

The Skull Staff constantly whispers to its bearer, revealing the secrets of magic.

At the beginning of the bearer's Magic phase, the enemy must reveal all magic items carried by each one of his models within 12" of the Skull Staff's bearer.

In addition, thanks to the wise advice of the skull, after the bearer has rolled on the Miscast table, he can choose to re-roll the dice. The second result applies.

WARRIOR FAMILIAR 30 points

Can't be chosen by Blood Dragon Vampires.

A Warrior Familiar accompanies its master and fights to protect him. This magical bodyguard usually takes the form of a diminutive warrior or a tiny monstrous creature.

At the beginning of the Close Combat phase, before blows are struck, the Familiar inflicts one Strength 5 hit on a single model chosen by the Wizard from among those in base contact with him.

BOOK OF ARKHAN

25 points

Bound Spell, Power Level 3.

This terrible book is said to have belonged to Arkhan the Black, the greatest general of Nagash's armies in ancient Nebekbara. It still has the power to stir the Undead, filling them with unnatural vigour.

The bearer can release the Vanhel's Danse Macabre spell contained in the Book once per Magic phase like an ordinary spell. No power is necessary to cast the spell as the Book provides all the power required.

Roll a D6 each time the Book is used. On a result of 1 its powers are temporarily exhausted and the Book cannot be used again that battle.

BLACK PERIAPT

15 points

This maleficent jewel has the power to trap the winds of Amethyst magic and accumulate them for its bearer, or his lord, to use.

The Periapt allows the bearer to save one unused Power dice or Dispel dice at the end of any Magic phase and store it, to add it to his side's dice pool in the next Magic phase.

SPELL FAMILIAR

15 points

Can't be chosen by Blood Dragon Vampires.

A Spell Familiar memorises a spell on its master's behalf, offering its master a better choice of deadly spells to unleash in battle.

The Familiar's owner knows one more spell than he is normally allowed. This does not increase his magic level.

ENCHANTED ITEMS

ROD OF FLAMING DEATH

50 points

Bound Spell, Power Level 4.

The Rod contains a sinister spell of destruction which takes the shape of a flaming skull that burtles against the enemy with a loud and terrifying scream.

The bearer can cast the Rod's spell once in his Magic phase. The spell requires no Power dice to cast.

A flaming magic missile with a range of 24" and causing D3 Strength 4 hits spews from the staff. A unit taking at least one casualty must take a Panic test.

CURSED BOOK

50 points

This tome was written by the mad Necromancer Har'ak Iman, said to be the most depraved man to have ever lived. His vileness radiates from the Book, draining life and energy from all living beings.

All enemy models within 6" of the Book's bearer suffer a -1 penalty on their rolls to hit in close combat.

CLOAK OF MIST AND SHADOWS

45 points

This cloak endows the wearer with ethereal form. Free from the bond of his material body, the Undead is free to move through solid matter like a ghost.

This item can be used only by models on foot. The wearer is Ethereal for the entire game (see page 28). He may cast spells in this form, but cannot use missile weapons nor strike blows in close combat, except against other Ethereal creatures.

TALON OF DEATH

40 points

The touch of the Talon of Death leaves its victims as mere dried husks.

All enemy models in base contact with the bearer of the Talon of Death automatically suffer 1 Strength 5 hit at the end of each of the bearer's Movement phases.

If a character riding a monster/chariot is touching the bearer then both rider and the mount/chariot suffer 1 Strength 5 hit.

CASKET OF AGES

25 points

Bound Spell, Power Level 3. One use only.

The Casket is said to contain the mummified hand of the Supreme Lord of the Undead.

The Casket may cast its spell once during the battle. The spell requires no Power dice to cast; all the power required is provided by the Casket itself.

When the Casket's spell is cast, a model in base contact with the bearer (chosen by the bearer) suffers one wound. No armour save is allowed. If the wound is not saved, the victim must also take a Toughness test or die immediately, with no saves allowed whatsoever, not even Ward saves.

MAGIC STANDARDS

HELL BANNER

65 points

Encrusted with the filth of ages the Hell Banner inspires horror in the hearts of all those who gaze upon it.

All models in the unit cause terror. Remember that all models in this unit will cause fear in fear-causing models.

BANNER OF DOOM

50 points

The Undead warriors carrying this ancient icon of death are invigorated by its power and can rise again to rejoin the ranks after having been shot down by the enemy.

The unit has a 5+ Ward save against normal and magical missiles.

BANNER OF THE BARROWS

45 points

Woven from the wind and cold, the chill of this banner touches the hearts of those who stand against its bearers.

All Wights (Grave Guard, Black Knights and Wight Lords) in the unit carrying the Banner will hit the enemy on a 3+, regardless of relative Weapon Skills or any other modifier.

SCREAMING BANNER

40 points

Even the bravest warriors tremble at the thought of fighting the unit carrying this terrifying banner.

Enemy units taking a Fear test caused by the unit carrying this Banner must roll one extra dice for their test and discard the one with the lowest result.

BANNER OF THE DEAD LEGION

25 points.

This banner makes the enemies see the Undead they are fighting as a numberless, unstoppable horde.

Treat the unit carrying the Banner as if it had 1D6 higher Unit Strength than it actually does. Roll each time you need to calculate the Unit Strength. The result applies only for that phase (Movement, Magic, etc) and you will have to roll again in other phases when needed.

BLOODLINES

When selecting your army, choose a Bloodline. All Vampires in an army belong to the same Bloodline. The following special rules apply to all Vampires of the same Bloodline, as explained below. These include bonuses and penalties that cancel each other out and so they don't influence the points value of the Vampires.

In the following pages you will find more powers that can be bought for your Vampires. You cannot buy multiples of these powers for a single Vampire, but different Vampires in the same army can have the same powers. The points cost of these powers adds to the cost of the magic items chosen for the Vampire and is limited by the maximum amount of points the Vampire can spend on magic items (see the appropriate entry in the army list).

VON CARSTEIN

Von Carstein Vampires are the archetypal Vampires of the Old World. Vampires' characteristics and options in the army list are based on them, so they don't get any additional special Bloodline rules.

NECRARCH

- +1 to the total rolled when trying to cast a spell.
- Thralls can use Arcane items.
- Cannot choose any mundane weapons or armour.
- -2 to their Weapon Skill.

BLOOD DRAGON

- +2 to their Weapon Skill.
- Lords and Counts automatically wear full plate armour (4+ armour save) and can cast spells whilst wearing armour, but they generate one less Power dice than their Magic level in their own Magic phase. They generate Dispel dice as normal.
- The Blood Dragon with the highest Leadership in a unit must always issue challenges and must always accept enemy challenges if possible.

STRIGOI

- Lords and Counts have +1 Attack, are affected by Hatred (even being Immune to Psychology) and have a 5+ Ward save due to their great resilience.
- Thralls have +1 Attack, are affected by Hatred (even being Immune to Psychology) and have a 6+ Ward save due to their great resilience.
- Cannot choose any mundane weapons or armour.
- Cannot use any magic item.
- Always fight on foot.
- Thralls cannot be given the Battle Standard.

LAHMIA

- +2 to their Initiative.
- All models in base contact with one or more Lahmia Vampires suffer a -1 to their Leadership. Work out which Ld value the model would use (its own, the General's, etc) and reduce that number by -1.
- Cannot choose any mundane weapons or armour.
- -1 to their Weapon Skill.



VON CARSTEIN

SUMMON BATS 65 points

The Vampire produces a bestial howl that awakens dark creatures and beckons them to his aid.

Once per game the Vampire can use this power at the start of one of his turns. He can choose to summon either a Bat Swarm (one base) or D3+1 Fell Bats. Immediately calculate the Victory points value of the new unit. The unit can enter from any table edge in the same way as a unit that had pursued an enemy off the field (see page 76 of the Warhammer rulebook).

CALL WINDS 55 points

The anger of a von Carstein is so powerful that even the sky reflects it.

At the beginning of each of his turns the Vampire can decide not to move in that Movement phase and attempt to call winds. Roll a dice: on a result of 1 nothing happens, on a 2 to 6 the Vampire summons a wild storm that will last until the beginning of his next turn. If he is engaged in close combat, wounded or killed, the storm ends immediately. The storm affects the entire battlefield. All shooting is at -1 to hit. All flying movement is impossible and flying creatures have to use their ground Movement value.

WALKING DEATH 35 points

So powerful is the unboly presence of the Vampire that mere mortals are forced to flee in terror.

The presence of one or more von Carstein Vampires with this power in a combat adds +1 to their side's combat resolution.

SUMMON WOLVES 25 points

These beasts are slaves to the implacable will of the von Carstein blood.

Once per game, the Vampire can use this power at the start of one of his turns to summon D3 Dire Wolves. Immediately calculate the Victory points value of the new unit. The unit can enter from any table edge in the same way as a unit that has pursued an enemy off the field (see page 76 of the Warhammer rulebook).

AURA OF DARK MAJESTY 25 points

The von Carsteins are the most authoritative of the Vampires, the best generals among their kind.

If the Vampire is the army's General, the normal range of 12" for his troops to be able to march and use his Leadership is extended to 18".

WOLF FORM 20 points

The Vampire can change his shape to that of a wolf.

The Movement of the Vampire is increased to 9 as long as he is moving on foot.





BLOOD DRAGON

RED FURY

30 points

The Vampire enters the mêlée as he has always done in centuries past with a savage and unstoppable bloodlust. He won't stop until all his enemies lie dead on the ground.

The Vampire has +1 Attack.

BLADEMASTER

30 points

Trained by the best swordsmen of different periods and cultures, a Blood Dragon Vampire can easily deflect the blows from his puny enemies.

The Vampire can choose one model in base contact with him at the beginning of the Close Combat phase. The chosen model will lose one of his Attacks, chosen by the Vampire if he has different kinds of attack (for example, from a riding beast, bite attacks, etc).

HEART PIERCING

25 points

Using a combination of great strength and amazing speed, it is easy for the Vampire to create a gap in his opponent's guard.

The Vampire can re-roll missed close combat attacks in the first round of every combat.

MASTER STRIKE

25 points

So strong is the lord of the night, that a well-placed blow from his sword can sever a limb or decapitate the toughest opponents.

The Vampire has the Killing Blow special rule.

STRENGTH OF STEEL

15 points

Such is the Vampire's martial prowess that he is able to strike at the precise moment when it will cause the most carnage.

The Vampire has +1 Strength the turn he charges.

HONOUR OR DEATH

10 points

Many mortal champions regret their rash pride after the valiant challenge they issued is accepted by a creature whose eyes are the eyes of death itself.

At the start of a challenge, the enemy character selected to take on the Vampire must take a Leadership test before any blows are struck (a character Immune to Psychology is also immune to this effect). If the test is failed, the enemy character will change his mind and hide in the rear ranks, refusing to fight the Vampire (see 'Refusing a Challenge' on page 99 of the Warhammer rulebook).

Then the combat will proceed as normal, with no challenges fought that turn and the Vampire will be free to fight against any models he is in contact with.

NECRARCH

NEHEKHARA'S NOBLE BLOOD

45 points

The only thing the Necrarchs could take from their land was their necromantic lore. These secrets are found in the cursed scrolls hidden in the lairs of the oldest Lords of the Necrarch family.

The Vampire has one extra Magic Level. A Thrall with this power is a Level 1 Wizard in all respects and can be the army's General.

THE AWAKENING

25 points

The Vampire can sense the remains of long-dead warriors and awaken them to bolster his unboly ranks.

Whenever the Vampire casts the Necromantic spell *Invocation of Nebek* (see p. 58) he can add +D3 to the total number of Skeletons or Zombies created. For example, if he casts a Level 2 Invocation, he can raise $2D6 + D3$ Skeletons.

DARK ACOLYTE

25 points

Even the lowliest Necrarch follows the long and difficult path of the Necromancer.

The presence of the Vampire on the battlefield adds one dice to the player's pile of Power dice (no effect on the Dispel dice).

UNHOLY CYNOSURE

20 points

The Necrarch can focus his power into a different plane to forsee the future and change the present.

Once per game, the Vampire can re-roll one of the dice rolled to cast a spell. This can be used to negate a Miscast result or could cause an Irresistible Force result.

MASTER OF

THE BLACK ARTS

20 points

Who can match the magical ability of a creature so ancient that its teacher might have been the Great Necromancer himself?

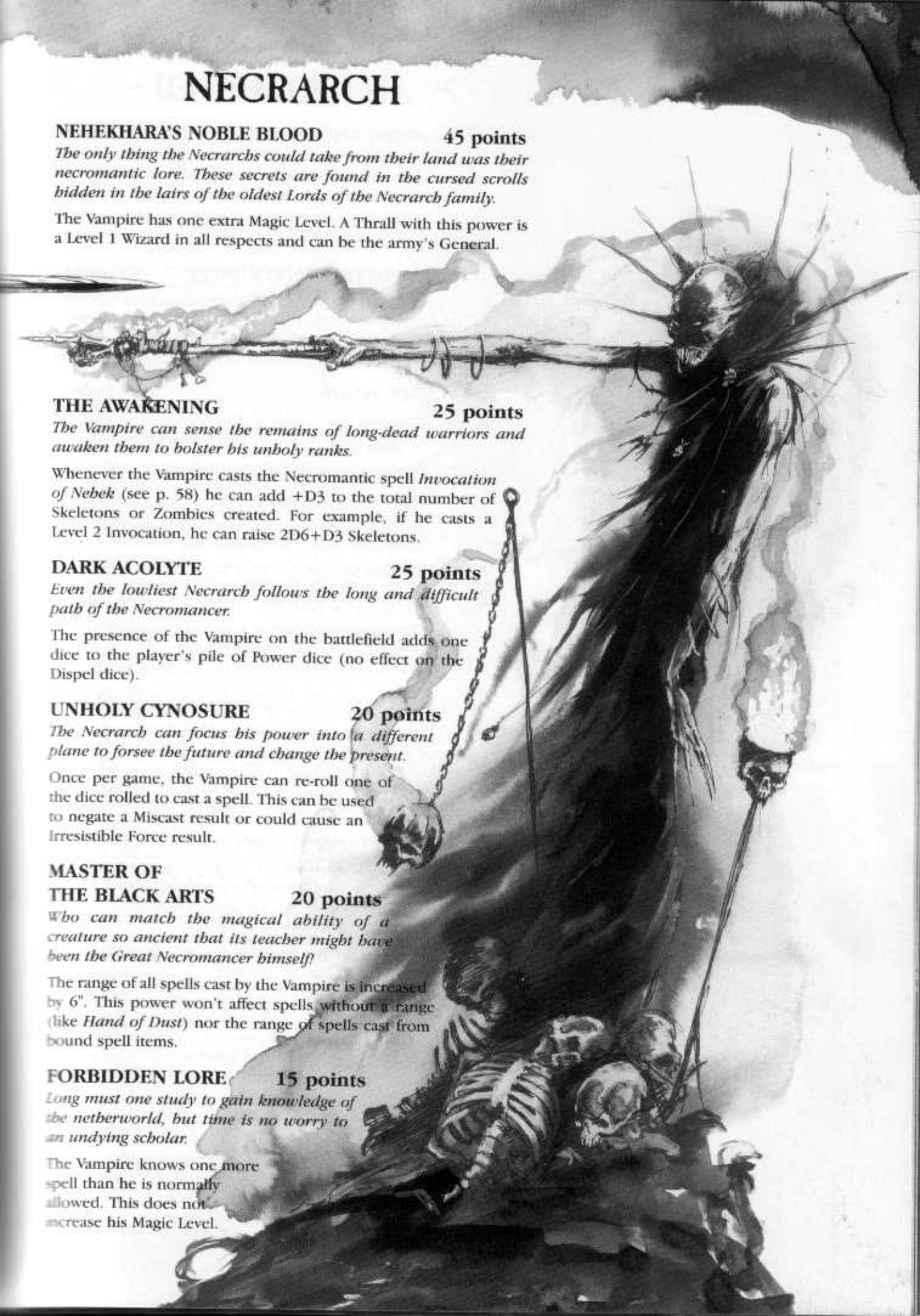
The range of all spells cast by the Vampire is increased by 6". This power won't affect spells without a range (like *Hand of Dust*) nor the range of spells cast from bound spell items.

FORBIDDEN LORE

15 points

Long must one study to gain knowledge of the netherworld, but time is no worry to an undying scholar.

The Vampire knows one more spell than he is normally allowed. This does not increase his Magic Level.





STRIGOI

CURSE OF THE REVENANT 55 points

So strong is the desire for some to continue living that they defy death. But this has a price – the eternal thirst for the blood of the living.

The Vampire has the Regeneration special rule (see page 113 of the Warhammer rulebook).

MASSIVE MONSTROSITY 50 points

Such is the size of some of the more ancient Strigoi that a blow which would kill a normal creature is but a mere scratch to these gigantic beasts.

The Vampire has +1 Wound on his profile.

BAT FORM 45 points

Wrapping the power of darkness around him, the Vampire metamorphoses into a giant bat.

The model has the Fly special rule.

INFINITE HATRED 30 points

The Strigoi know no love; shunned by all, they brood in their solitude vowing death upon all they meet.

The Vampire can re-roll all failed To Hit rolls.

SUMMON GHOULS 25 points

The Vampire bellows a guttural cry which can be heard by his flesh eating minions. These creatures are slaves to the authority of the Ghoul Kings.

Once per game, the Vampire can use this power at the start of one of his turns to summon D3+1 Ghouls. Immediately calculate the Victory points value of the new unit. The unit can enter from any table edge in the same way as a unit that had pursued an enemy off the field (see page 76 of the Warhammer rulebook).

IRON SINEWS 20 points

After death the Vampire's muscles grow far greater than they ever could have in his mortal life. The Strigoi becomes a beast of pure muscular power.

The Vampire has +1 Strength on his profile.

LAHMIA

SEDUCTION

55 points

How can a mortal resist the lure of a creature who has preyed on warm blooded males since the dawn of time?

At the beginning of the Close Combat phase select one model in base contact with the Vampire. The selected model must take a Leadership test. If the test is failed, the victim is controlled by the Vampire player in that Close Combat phase. The model will direct its attacks against his own side. The model cannot be attacked by either side in that Close Combat phase but, after combat resolution has been worked out, he reverts immediately to the original player's control and can therefore use his Leadership for any Break tests and can be broken and pursued as normal. If the model has no friendly models in base contact, it will count as being dominated (see the Domination power below). See the extra rules on Seduction below.

DOMINATION

40 points

The eyes of the Vampire are two deep pits in which a mortal can find his doom.

At the beginning of the Close Combat phase select one model in base contact with the Vampire. The selected model must take a Leadership test. If the test is failed, the victim cannot attack in that Close Combat phase and all attacks directed against the victim will hit automatically. See the extra rules on Domination below.

QUICKBLOOD

30 points

Is it possible to dart aside and avoid a cannon ball? Is it possible to grab an arrow in flight with one's hand?

The Vampire has a Ward save of 5+.

INNOCENCE LOST

25 points

These deceptive creatures look so inoffensive and vulnerable that naive enemies lower their defences.

The Vampire always attacks first in close combat, even if charged. If an enemy has the same power because of a magic item or spell, hits are resolved in order of Initiative. If the Vampire and her enemy have the same Initiative, roll a dice to decide who attacks first.

TRANSFIX

20 points

The Vampire is so beautiful that a mere mortal's will to fight immediately disappears before her.

At the beginning of the Close Combat phase select one model in base contact with the Vampire. The selected model must take a Leadership test. If the test is failed, the victim cannot attack in that Close Combat phase. See the extra rules on Transfix below.

BEGUILE

10 points

What brute would dare to attack such a vulnerable lady?

At the beginning of the Close Combat phase select one model in base contact with the Vampire. The selected model must take a Leadership test. If the test is failed, the victim cannot attack the Vampire in that Close Combat phase. See the extra rules on Beguile below.

Seduction, Domination, Transfix and Beguile.

Models which are Immune to Psychology (frenzied, Unbreakable, etc) are immune to these powers.

If a Lahmian Vampire has more than one of these powers, the selected model must take a test for the most expensive power first. If the test is passed, the selected model must take the next most expensive test, and so on. If the test is failed, the model will be affected by the power and the Vampire can choose another model in base contact to take the next most expensive test, and so on. It follows that a model cannot be affected by more than one of these powers at the same time. If a model is in base contact with more than one Vampire, only one Vampire can use any of these powers against him in each turn (Lahmians are a jealous lot!).

In the case of chariots, ridden monsters/chariots and similar models, take the test using the best Leadership value available. If the test is failed, the result will affect the entire model (crew, steeds, monster and riding character). Impact hits are applied before these tests are taken.

Challenges are issued and accepted before these tests, and if the Vampire is involved in a challenge she can only use these powers on her opponent. In this case a chariot's crew and steeds would be allowed to exchange blows with the Vampire's unit, even if the character riding in the chariot has been seduced, dominated, etc.



THE BLACK ART

Necromancy is the magic of the past, of withered flesh and faded times. It is similar to Amethyst magic, of which it's a somewhat corrupted version. Amethyst wizards draw upon the powers of the afterlife, but their philosophy sees death as a universal rule that all mortals, including themselves, are bound by.

To the Necromancer, on the other hand, magic is a way to cheat death and achieve eternal life.

Vampires and Necromancers can choose either to use spells from the list below or from the Lore of Death (page 151 of the Warhammer rulebook).

NECROMANCY

To randomly generate a Necromantic spell, roll a D6 and consult the chart below. If you roll the same spell twice for the same Wizard, roll again. A Wizard may automatically substitute one spell for *Invocation of Nehek* if he does not generate it randomly.

D6 Spell	Casting Value
1 Invocation of Nehek	3+/7+/11+
2 Hand of Dust	7+
3 Hellish Vigour	7+
4 Gaze of Nagash	8+
5 Vanhel's Danse Macabre	9+
6 Curse of Years	10+

INVOCATION OF NEHEK Cast on 3+/7+/11+
Buried deep within the earth of the Old World lie the bones of those who have fallen in countless battles. Undead wizard can awaken these warriors from their rest to serve him in an unboly afterlife.

This spell can be used in three different ways – to add models to an existing unit, to create a new unit or to restore lost Wounds to a model. In all cases, it has a range of 18". The caster must declare if he is using the spell on an existing unit (declare target unit), to create a new unit (declare whether Zombies or Skeletons) or to restore lost Wounds (declare target model), as well as the Casting Value he is attempting (3+, 7+ or 11+), before he rolls the dice to cast.

The higher the Casting Value chosen, the more effective will be the result of the spell if cast successfully (see below).

Note that this spell can be cast only once per Magic phase, as normal, and not once per Casting Value.

- Can be cast to add new models to an existing unit of Zombies or Skeletons. If successfully cast, choose one unit of Zombies or Skeletons (even if engaged in close combat) and then measure the range to it. If the unit is in range, the spell adds D6/2D6/3D6 models to the unit (add +1 per dice for Zombies), depending on the Difficulty Level chosen (see the table on the right). The new models will be armed and equipped exactly like the other models in the unit. Note that this can take the number of models in the unit above the maximum allowed in the army list. The Victory points value of the unit does not change.

- Can be cast to create a new unit of Zombies or Skeletons. If successfully cast, choose any point within 18" and place one model on it. Then form the rest of the models around it. The new unit will consist of D6/2D6/3D6 models (add +1 per dice for Zombies), depending on the Casting Value chosen (see the table below). Skeletons will be armed with a hand weapon and shield. Zombies will be armed with a hand weapon. If less than five models are created, the spell has failed to work and no models can be placed on the table. Units created in this way must be deployed at least 1" away from any enemy, but may be in any formation and facing any direction. Immediately calculate the Victory points value of the new unit (at 6 points per Zombie or 8 points per Skeleton) and record it straight away.

- Can be cast to restore lost Wounds to an Undead model with multiple Wounds on its profile. If successfully cast, choose one Undead model (even if engaged in close combat) and then measure the range to it. If the model is in range, the spell restores 1/2/3 Wounds to the target, depending on the Casting Value chosen, (see the table below). This spell cannot be used to take the Wounds of the model above the number it started the game with.

INVOCATION OF NEHEK

Casting Value	Models created	Wounds restored
3+	D6 Skeletons or D6+1 Zombies	1 Wound
7+	2D6 Skeletons or 2D6+2 Zombies	2 Wounds
11+	3D6 Skeletons or 3D6+3 Zombies	3 Wounds

HAND OF DUST

Cast on 7+

Remains in play

The Undead has the ability to cause anything he touches to age centuries within a second. As he grips his opponent tightly, the victim and all his possessions are instantly turned to dust which is scattered by the wind of ages.

This spell can be cast by the Wizard on himself. It can be cast even if the Wizard is in close combat. Once it has been cast, the spell lasts until it is dispelled, or until the Wizard decides to end it (which he can do at any time), attempts to cast another spell or is slain.

Whilst the spell is in play, the caster is reduced to a single Attack in close combat. If this attack hits, the enemy is killed automatically, with no armour saves allowed (this works exactly like a Killing Blow attack, with the only difference being that it can affect models of any size). The enemy can take a Ward save, if he has any, but if the wound is not saved the model is dead.

HELLISH VIGOUR

Cast on 7+

The Undead concentrates on animating the creatures under his control. They attack with such speed and ferocity that few can defend against their flurry of blows.

Target one of your own Undead units within 18" and which is in close combat. In the next Close Combat phase all models in the unit attack first, even if they have been charged, are armed with Great Weapons and so on (even Zombies! This is the only exception to the Braindead rule), and can re-roll any missed To Hit rolls.

GAZE OF NAGASH

Cast on 8+

Bolts of Dark Magic leap from the Undead spellcaster's eyes. Where the beams touch the victims' flesh, their skin blackens and withers, sloughing away till the white gleam of bone is visible beneath.

This is a magic missile with a range of 24". If successfully cast, the Gaze of Nagash hits its target and causes 2D6 Strength-4 hits.

VANHIEL'S DANSE MACABRE

Cast on 9+

The Undead are filled with an unboly magical energy that causes them to stride across the battlefield with a speed that even most mortals are unable to match.

This spell can be cast on a friendly Undead unit that is within 18", and which is not already engaged in close combat. The unit can immediately make a move of up to 8" in the same way as a normal move made in the Movement phase (it can wheel, turn, change formation or even reform).

The unit can charge an enemy within 8" if opportunity permits and the same rules apply as for a normal charge (except that if the charge is failed the Undead will still move the full 8"). A unit that is charged by means of Vanhel's Danse Macabre can react to the charge as normal and must take the appropriate Psychology tests.

CURSE OF YEARS

Cast on 10+

Remains in play

The enemies of the Undead feel their limbs become heavy and their hair turns grey. They collapse, unable to support themselves as death catches up with them.

The Curse of Years can be cast on any one unengaged enemy unit within 24".

If successfully cast, the enemy swiftly starts to age. Roll a dice for each model in the affected unit. A model will suffer a wound on the roll of a 6+. No armour saves are allowed.

Once it has been cast, the spell remains in play. It lasts until it is dispelled, or until the Wizard decides to end it (which he can do at any time), attempts to cast another spell or is slain. If not dispelled, at the beginning of the caster's next Magic phase, models in the affected unit suffer a wound on a 5+. In the caster's next Magic phase they will suffer a wound on a 4+ and so on, to a minimum of 2+. No armour saves are allowed.

Characters who are part of a unit affected by this spell stop suffering from its effects if they leave the unit.



ARMIES OF DARKNESS

The purpose of an army list is to enable players with vastly different armies to stage games which are as fair and as evenly balanced as it is possible to make them. The army list gives each individual model a points value which represents its capabilities on the tabletop. The higher a model's points value the better it is in one or more respects: stronger, tougher, faster, better leadership, and so on. The value of the army is simply the value of all the models added together.

As well as providing points costs, the list also divides the army into its constituent units. The list describes the weapons and optional equipment that troops can have and occasionally restricts the number of very powerful units an army can include. It would be very silly indeed if an army were to consist entirely of ethereal creatures or sinister Black Coaches. The resultant game would be a frustrating and unbalanced affair, if not a complete waste of time. We employ army lists to ensure that this does not happen!

HOW THE ARMY LIST IS INTENDED TO BE USED

The army lists enable two players to choose armies of equal points value to fight a battle, as described in the main body of the Warhammer rules. The following list has been constructed with this purpose in mind.

The list can also be used when playing specific scenarios, either those described in the Warhammer rulebook, or others, including ones invented by the players. In this case, the list provides a framework which the players can adapt as required. It might, for example, be felt necessary to increase or decrease the

number of characters or units allowed, or to restrict options in the standard list such as magic items or monstrous mounts. If you refer to the Scenarios section of the Warhammer rulebook, you'll find some examples of this kind.

ARMY LIST ORGANISATION

The army list is divided into four sections:

CHARACTERS

These represent the most ancient, powerful and frightening individuals in your army such as Vampires and Necromancers. They form a vital and potent part of your force.

CORE UNITS

Included in this category are the most common Undead constructs that form the countless legions of animated corpses, as well as the few living creatures that are part of the Vampire Counts' armies: Bat Swarms and Ghouls.

SPECIAL UNITS

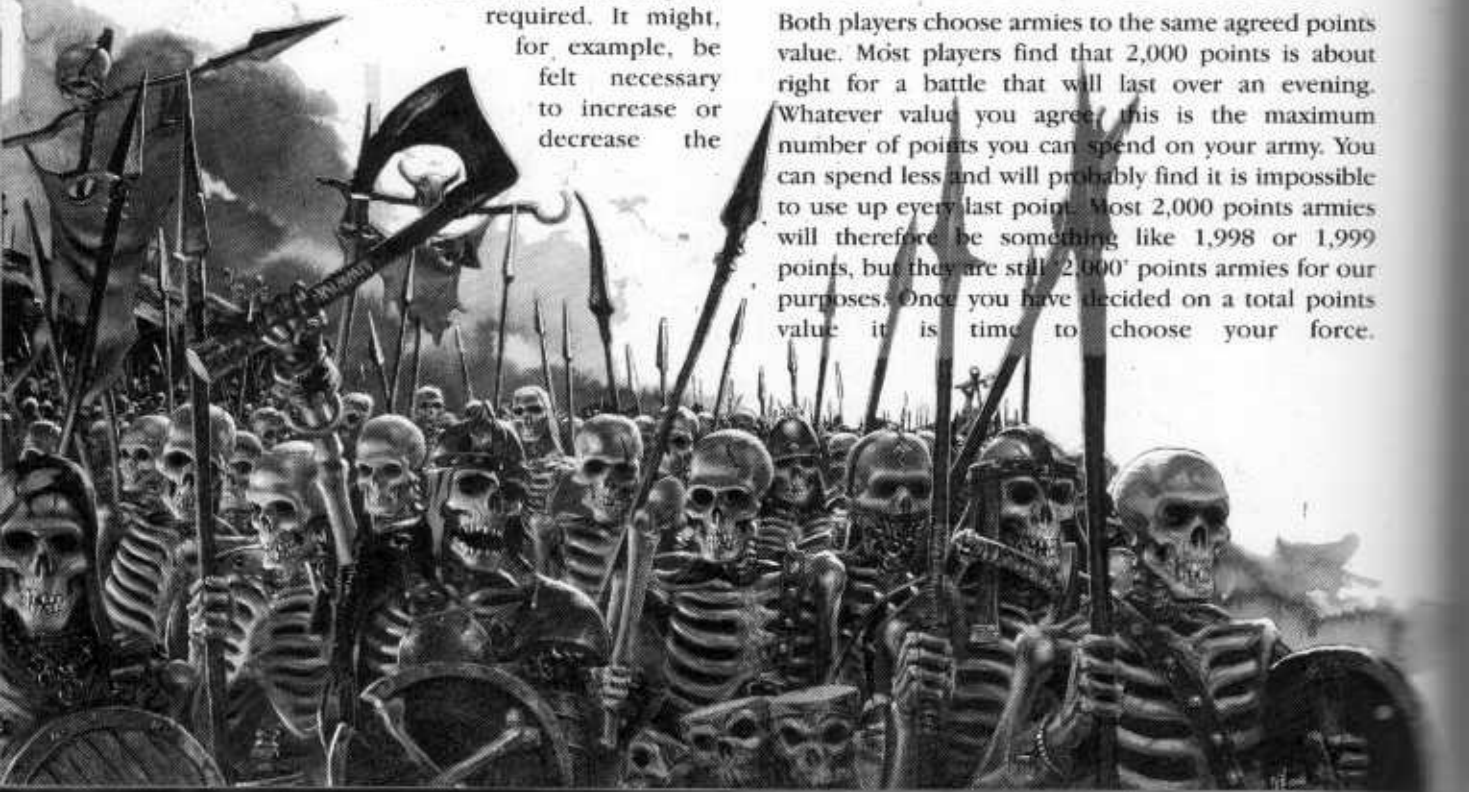
Special Units are your best troops and include powerful Wights and ethereal Spirit Hosts. They are available to your army in limited numbers.

RARE UNITS

So called because they are scarce compared to your ordinary troops. They represent uncommon or unique creatures, such as the dreaded Banshee.

CHOOSING AN ARMY

Both players choose armies to the same agreed points value. Most players find that 2,000 points is about right for a battle that will last over an evening. Whatever value you agree, this is the maximum number of points you can spend on your army. You can spend less and will probably find it is impossible to use up every last point. Most 2,000 points armies will therefore be something like 1,998 or 1,999 points, but they are still '2,000' points armies for our purposes. Once you have decided on a total points value it is time to choose your force.



Choosing Characters

Characters are divided into two broad categories: Lords (the most powerful characters) and Heroes (the rest). The maximum number of characters an army can include is shown on the chart below.

Army Points Value	Max. Total Characters	Max. Lords	Max. Heroes
Less than 2,000	3	0	3
2,000 or more	4	1	4
3,000 or more	6	2	6
4,000 or more	8	3	8
Each +1,000	+2	+1	+2

An army does not have to include the maximum number of characters allowed, it can always include fewer than indicated. However, an army must always include at least one character: the General. An army does not have to include Lords, it can include all of its characters as Heroes if you prefer. At the beginning of the battle you must choose one of the characters to be the General and make sure that you let your opponent know which one it is.

For example, a 2,500 points Vampire Counts army could include a Vampire Count (Lord), a Wraith (Hero), a Vampire Thrall (Hero) and a Necromancer (Hero) (ie, the army includes four characters in total, of which one is a Lord).

Choosing Troops

Troops are divided into Core, Special and Rare units. The number of each type of unit available depends on the army's points value, indicated on the chart below.

Army Points Value	Core Units	Special Units	Rare Units
Less than 2,000	2+	0-3	0-1
2,000 or more	3+	0-4	0-2
3,000 or more	4+	0-5	0-3
4,000 or more	5+	0-6	0-4
Each +1,000	+1 minimum	+0-1	+0-1

In some cases other limitations may apply to a particular kind of unit. This is specified in the unit entry. For example, the Spirit Host Special Unit entry is accompanied by a note explaining that a maximum of one unit of this kind can be included in the army.

Unit Entries

Each unit is represented by an entry in the army list. The unit's name is given and any limitations that apply are explained.

Profiles. The characteristic profiles for the troops in each unit are given in the unit entry. Where several

profiles are required, these are also given even if, as in many cases, they are optional.

Unit Sizes. Each entry specifies the minimum and maximum size for each unit. In the case of Core Units the minimum is usually 10 models. In the case of other units it is usually less. There are exceptions, as you shall see.

Weapons and Armour. Each entry lists the standard weapons and armour for that unit type. The value of these items is included in the points value. Additional or optional weapons and armour cost extra and are covered in the Options section of the unit entry.

Options. Lists the different weapon, armour and equipment options for the unit and any additional points cost for taking them. It may also include the option to upgrade a unit member into a Champion. While this model usually has a specific name (the Champion of a Ghoull unit is called a Ghast, for example) all the rules that apply to Champions apply to them (see pages 108-109 of the Warhammer rulebook).

Special Rules. Many troops have special rules which are fully described elsewhere in this book. These rules are also summarised for your convenience in the army list.

It would be tedious to repeat all the special rules for every unit within the army list itself. The army list is intended primarily as a tool for choosing armies rather than for presenting game rules. Wherever possible we have indicated where special rules apply and, where space permits, we have provided notes within the list as 'memory joggers'. Bear in mind that these descriptions are not necessarily exhaustive or definitive, and players should refer to the main rules for a full account.

Dogs of War

Dogs of War are troops of other races who are prepared to fight in your army in return for money, food, or some other suitable reward. A selection of such regiments are available as part of the Dogs of War range of models. The option to include Dogs of War units is included in the army list as part of the Rare Troops section.

Some players prefer to play without Dogs of War – choosing to field armies of pure evil intent, unsullied by grubby financial transactions. If both players prefer to field armies without Dogs of War, they are free to agree beforehand not to employ untrustworthy sell-swords.

Conversely, if players wish to add more colour and variety to their armies then they may wish to employ more of these spectacular units. If both players agree beforehand, Dogs of War units can be included as Special Unit choices as well as Rare ones.

LORDS

Lords (Vampire Lords, Vampire Counts and Master Necromancers) are amongst the most powerful characters in the game.

Remember that all characters in this army are Undead.

Also remember that all Vampires in your army come from the same Bloodline and share its unique traits (see page 52).

† VAMPIRE LORD

A Vampire Lord is so powerful that he counts as one additional Hero on top of the usual Lord choice (ie, a Vampire Lord counts as both a Lord and a Hero choice).

UNDEAD STEEDS

Here are the profiles for the Undead steeds ridden by Lords and Heroes in the army. Full rules for these creatures are given on page 32.

	M	WS	BS	S	T	W	I	A	Ld
Nightmare	8	2	0	3	3	1	2	1	5
Winged Nightmare	6	4	0	5	5	4	2	3	5
Zombie Dragon	6	3	0	6	6	6	1	4	4

A Zombie Dragon counts as a Hero choice in addition to its rider.



0-1 VAMPIRE LORD † (see side panel) Pts/model: 285

	M	WS	BS	S	T	W	I	A	Ld
Vampire Lord	6	8	6	5	5	4	8	5	10

Weapons: Hand weapon.

Magic: A Vampire Lord is a Level 2 Wizard. He may use either Necromancy or the Lore of Death.

Options:

- May be upgraded to a Level 3 Wizard for +50 pts.
- May ride either a Nightmare (+12 pts), which can have barding (+6 pts); a Winged Nightmare (+175 pts); or a Zombie Dragon (+300 pts, counts as an additional Hero choice).
- May choose a mix of magic items from the Common or Vampire Counts magic items list and vampiric powers from his own Bloodline's list, with a maximum total value of 100 pts.
- Von Carsteins and Blood Dragons may choose either a Great Weapon (+6 pts), an additional hand weapon (+6 pts), or a lance (+6 pts).
- Blood Dragons may carry a shield (+3 pts).



VAMPIRE COUNT

Points/model: 205

	M	WS	BS	S	T	W	I	A	Ld
Vampire Count	6	7	5	5	5	3	7	4	9

Weapons: Hand weapon.

Magic: A Vampire Count is a Level 1 Wizard. He may use either Necromancy or the Lore of Death.

Options:

- May be upgraded to a Level 2 Wizard for +35 pts.
- May ride either a Nightmare (+12 pts), which can have barding (+6 pts); or a Winged Nightmare (+175 pts).
- May choose a mix of magic items from the Common or Vampire Counts magic items list and vampiric powers from his own Bloodline's list, with a maximum total value of 100 pts.
- Von Carsteins and Blood Dragons may choose either a Great Weapon (+6 pts), an additional hand weapon (+6 pts), or a lance (+6 pts).
- Blood Dragons may carry a shield (+3 pts).



MASTER NECROMANCER

Points/model: 185

	M	WS	BS	S	T	W	I	A	Ld
Master Necromancer	4	3	3	3	4	3	3	1	8

Weapons: Hand weapon.

Magic: A Master Necromancer is a Level 3 Wizard. He may use either Necromancy or the Lore of Death.

Options:

- May be upgraded to a Level 4 Wizard for +35 pts.
- May ride either a Nightmare (+12 pts), which can have barding (+6 pts); a Winged Nightmare (+175 pts); or a Zombie Dragon (+300 pts, counts as an additional Hero choice).
- May choose magic items from the Common or Vampire Counts magic items list, with a maximum total value of 100 pts.

HEROES

Heroes (Vampire Thralls, Wight Lords, Wraiths and Necromancers) make great leaders for regiments.

Necromancers and Necrarch Vampire Thralls with the Nebekhara Noble Blood power can be the General of the army.

*ARMY BATTLE STANDARD

One Vampire Thrall (except Strigot) or Wight Lord in the army may carry the Battle Standard for +25 pts.

The Hero carrying the Battle Standard cannot choose any extra weapons, nor can he use a shield.

If a Hero is carrying the Battle Standard, he can have any magic banner (no points limit), but if he carries a magic banner he cannot carry any other magic item nor can he have any Bloodline powers.



VAMPIRE THRALL **(see side panel)* **Pts/model: 80**

	M	WS	BS	S	T	W	I	A	Ld
Vampire Thrall	6	6	4	5	4	2	6	3	7

Weapons: Hand weapon.

Options:

- May ride a Nightmare (+8 pts), which can have barding (+4 pts).
- May choose a mix of magic items from the Common or Vampire Counts magic items list and vampiric powers from his own Bloodline's list, with a maximum total value of 50 pts.
- Von Carsteins and Blood Dragons may choose either a Great Weapon (+4 pts), an additional hand weapon (+4 pts) or a lance (+4 pts).
- Von Carsteins and Blood Dragons may wear light armour (+2 pts), or heavy armour (+4 pts), and may also carry a shield (+2 pts).



WIGHT LORD **(see side panel)* **Points/model: 60**

	M	WS	BS	S	T	W	I	A	Ld
Wight Lord	4	4	3	4	4	2	4	3	9

Weapons: Hand weapon.

Options:

- May choose either a Great Weapon (+4 pts), a halberd (+4 pts) or a lance (+4 pts).
- May wear light armour (+2 pts) or heavy armour (+4 pts), and may also carry a shield (+2 pts).
- May ride a Nightmare (+8 pts), which can have barding (+4 pts).
- May choose magic items from the Common or Vampire Counts magic items list, with a maximum total value of 50 pts.

Special Rule

Wight Blades.



WRAITH **Points/model: 90**

	M	WS	BS	S	T	W	I	A	Ld
Wraith	6	3	0	3	3	2	2	2	7

Weapons: Two-handed scythe (Great Weapon).

Options:

- May ride an Ethereal Nightmare (+8 pts), which can have barding (+4 pts).
- May choose magic items from the Common or Vampire Counts magic items list, with a maximum total value of 50 pts.

Special Rules

Ethereal; Terror.



NECROMANCER **Points/model: 65**

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

Weapons: Hand weapon.

Magic: A Necromancer is a Level 1 Wizard. He may use either Necromancy or the Lore of Death.

Options:

- May be upgraded to a Level 2 Wizard for +35 pts.
- May ride a Nightmare (+8 pts), which can have barding (+4 pts).
- May choose magic items from the Common or Vampire Counts magic items list, with a maximum total value of 50 pts.



CORE UNITS

Core Units are the most common unliving warriors and ghastly creatures that make up the bulk of most Vampire Counts' armies. There is a minimum number of Core Units that must be fielded, and this varies with the size of the army (see page 61).

There is no maximum limit on the number of Core Units that can be fielded.

Remember that, except for Ghouls and Bat Swarms, all Core Units in this army are Undead.



SKELETONS

Points/model: 8

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

Unit Size: 10-30.

Weapons & Armour: Hand weapon and shield.

Options:

- Any unit may be equipped with light armour (+2 pts/model).
- Any unit may be equipped with spears (+1 pt/model).
- Upgrade one Skeleton into a Musician for +5 pts.
- Upgrade one Skeleton into a Standard Bearer for +10 pts.
- Promote one Skeleton to a Skeleton Captain for +10 pts.



ZOMBIES

Points/model: 6

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

Unit Size: 10-40.

Weapons & Armour: Hand weapon.

Options:

- Upgrade one Zombie into a Musician for +5 pts.
- Upgrade one Zombie into a Standard Bearer for +10 pts.

Special Rule

Braindead.



GHOULS

Points/model: 8

	M	WS	BS	S	T	W	I	A	Ld
Ghouls	4	3	0	3	4	1	3	2	6
Ghast	4	3	0	3	4	1	3	3	6

Unit Size: 5-20.

Weapons & Armour: None.

Options:

- Promote one Ghoul to a Ghast for +10 pts.

Special Rules

Alive!; Poisoned Attacks; Scavengers; Fear.

CORE UNITS

While packs of Ghouls and Dire Wolves overwhelm the lightest enemy troops, hordes of Skeletons and Zombies shamle forward to engage the main regiments.

Remember that Dire Wolves have a Unit Strength of 2 per model and Bat Swarms have a Unit Strength of 1 per base, being a unit of flyers.

Only one Bat Swarm can be fielded in an army.



0-1 BAT SWARM

Points/base: 60

	M	WS	BS	S	T	W	I	A	Ld
Bat Swarm	1	3	0	2	2	5	1	5	10

Unit Size: 1-5 bases

Weapons & Armour: None.

Special Rules

Alive!; Flying Unit (10"); Swarm; Fear.



DIRE WOLVES

Points/model: 10

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

Unit Size: 5-20

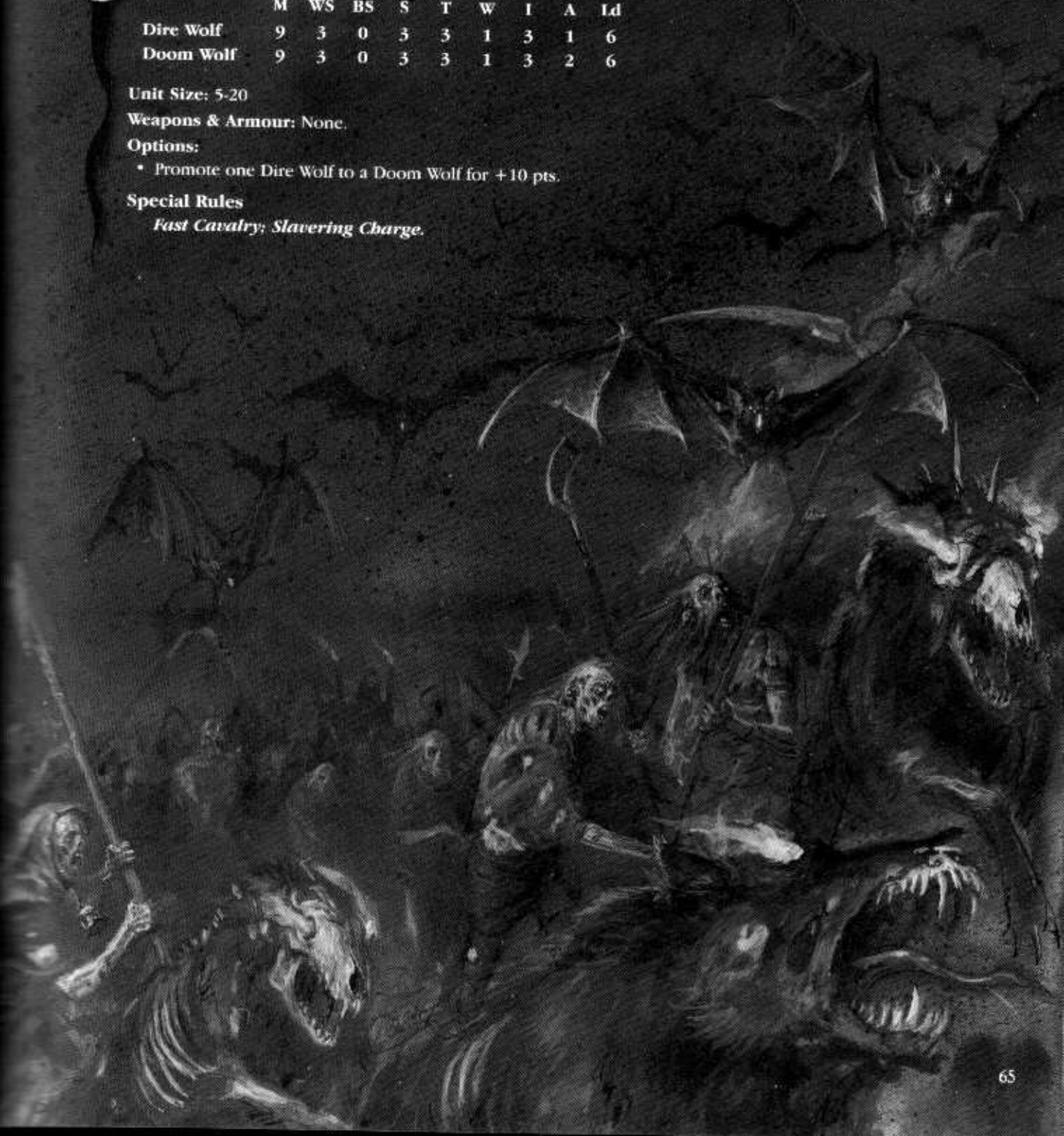
Weapons & Armour: None.

Options:

- Promote one Dire Wolf to a Doom Wolf for +10 pts.

Special Rules

Fast Cavalry; Slavering Charge.



SPECIAL UNITS

Special Units are powerful and rarer Undead troops.

There is a maximum number of Special Units that can be fielded, and this varies with the size of the army (see p. 61).

Both Grave Guards and Black Knights are Wights (see p. 27).

All Special Units in this army are Undead.



GRAVE GUARD

Points/model: 12

	M	WS	BS	S	T	W	I	A	Ld
Guard	4	3	3	4	4	1	3	1	8
Crypt Keeper	4	3	3	4	4	1	3	2	8

Unit Size: 10-30

Weapons & Armour: Hand weapon and heavy armour.

Options:

- Any unit may be equipped with halberds (+2 pts/model), and/or shields (+1 pt/model).
- Upgrade one Guard into a Musician for +6 pts.
- Upgrade one Guard into a Standard Bearer for +12 pts.
- Promote one Guard to a Crypt Keeper for +12 pts.
- A Standard Bearer may carry a Magic Standard worth up to 50 pts.

Special Rules

Wight Blades.



BLACK KNIGHTS

Points/model: 23

	M	WS	BS	S	T	W	I	A	Ld
Knight	4	3	3	4	4	1	3	1	8
Hell Knight	4	3	3	4	4	1	3	2	8
Nightmare	8	2	0	3	3	1	2	1	5

Unit Size: 5-20

Weapons & Armour: Hand weapon, lance, heavy armour, shield.

Mounts: Nightmares.

Options:

- Any unit may be equipped with barding (+2 pts/model).
- Upgrade one Knight into a Musician for +8 pts.
- Upgrade one Knight into a Standard Bearer for +16 pts.
- Promote one Knight to a Hell Knight for +16 pts.
- A Standard Bearer may carry a Magic Standard worth up to 50 pts.

Special Rules

Wight Blades.



FELL BATS

Points/model: 20

	M	WS	BS	S	T	W	I	A	Ld
Fell Bat	1	3	0	3	3	2	3	2	6

Unit Size: 3-10

Weapons & Armour: None.

Special Rules

Flying Unit.



0-1 SPIRIT HOST

Points/base: 65

	M	WS	BS	S	T	W	I	A	Ld
Spirit Host	6	2	0	3	3	4	1	4	6

Unit Size: 1-5 bases

Weapons & Armour: None.

Special Rules

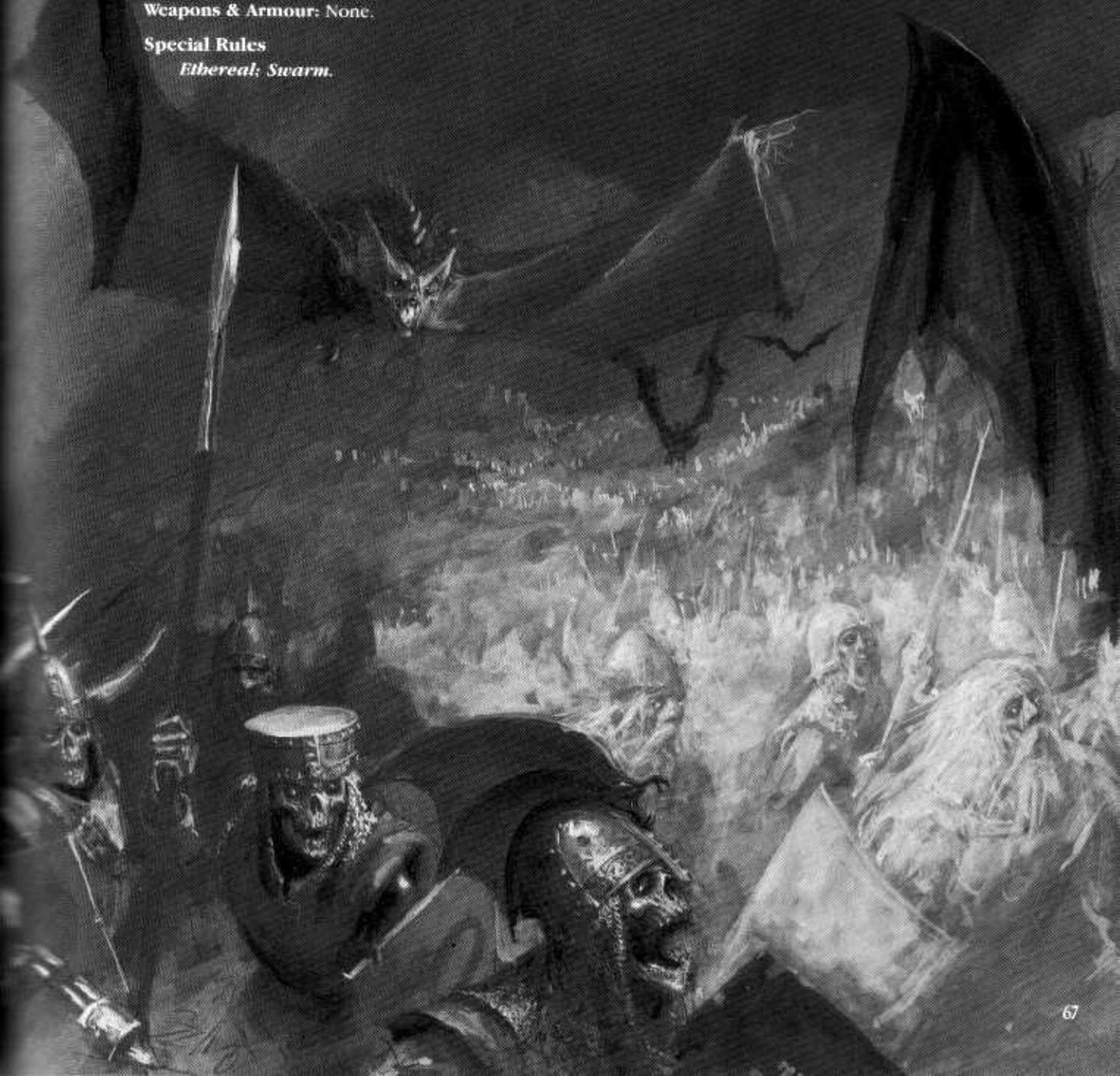
Ethereal; Swarm.

SPECIAL UNITS

The enemies flee in terror when the sky is darkened by vast flocks of unliving bats and the battlefield is haunted by legions of ghosts.

Remember that Spirit Hosts have a Unit Strength of 3 per base (page 41 of the Warhammer rulebook) and Fell Bats have a Unit Strength of 1 per model, being a unit of flyers.

Only one Spirit Host can be fielded in an army.



RARE UNITS

The maximum number of Rare Units that can be fielded varies with the size of the army (see page 61).

Only one Black Coach can be fielded in an army.

All Rare Units in this army are Undead, with the exception of any allied Dogs of War regiments.

Famous companies of Dogs of War who have been ruthless enough to sell their swords to the living dead include Golgfag's Ogres, Oglab Khan's Wolfboyz and other warriors of dubious morality.



BANSHEE

Points/model: 90

	M	WS	BS	S	T	W	I	A	Ld
Banshee	6	3	0	3	3	2	4	2	8

Unit Size: 1

Weapons & Armour: None.

Special Rules

Ethereal; Ghostly Howl; Single model.



0-1 BLACK COACH

Points/model: 200

	M	WS	BS	S	T	W	I	A	Ld
Coach	-	-	-	5	6	5	-	-	9
Wraith	-	3	-	3	-	-	2	2	-
Nightmares	8	2	-	3	-	-	2	1	-

Unit Size: 1

Crew: 1 Wraith

Drawn by: 2 Nightmares

Armour Save: 4+

Weapons & Armour: The Wraith is armed with a Great Weapon.

Special Rules

Ward Save 5+; Chariot; Unit Strength 5; Terror; Large Target; Evocation of Death.



DOGS OF WAR

Points/model: variable

Dogs of War are mercenary units which you can hire to supplement your army. You may choose a unit of Dogs of War as a Vampire Counts Rare Unit.

THE ARISTOCRACY OF THE NIGHT

This section of the book is devoted to the mightiest Lords of Undeath. Throughout history there have been many powerful Vampires and potent Necromancers, but the names of a few of them have become infamous legends.

The following list includes the most famous of these feared individuals. Feel free to expand on what's here; work out game statistics and so on for these characters if you want to include them in your games. The following pages include full details for two characters: Zacharias the Everliving and Mannfred von Carstein. You may use either of these in your games of Warhammer by paying the points as normal.

You do not need to agree with your opponent about using either Zacharias or Mannfred as they are balanced for normal games. However, if you wish to use any new characters of your own devising, or want to use expanded versions of the ones on this page, then you must agree with your opponent before the battle.

VLAD VON CARSTEIN, COUNT OF SYLVANIA

Vlad von Carstein was the first and greatest of the Vampire Counts of Sylvania. It was he who tainted the once human aristocracy of Sylvania with the curse of Undeath and, in so doing, created an Undead kingdom at the heart of the Empire. For years he gathered his strength until his forces were strong enough to attempt the conquest of the entire Empire. Then Vlad fought a brilliant campaign against the warring Elector Counts and almost managed to achieve total victory. He was halted at the very gates of Altdorf, the capital of the Empire.

Vlad was a towering figure of a man, with a mane of black hair and piercing eyes. Those who met him and survived the encounter described him as having a feral charm and being extremely intelligent, but with an evil temper that could easily turn into berserker fury if he was thwarted in his endeavours. It was said that at such times only his wife Isabella could calm him without blood being spilt. Isabella was Vlad's most valued confidante and the only person whose advice he trusted. When Vlad was killed by Grand Theogonist Wilhelm at the Siege of Altdorf, Isabella committed suicide rather than carry on through eternity without him.

WALACH, BLOOD KNIGHT GRAND MASTER

This mighty Vampire Lord has brought the curse of undeath to one of the greatest Knightly Orders of the Empire and built a kingdom of terror where his will is enforced by immortal warriors. Walach is a proud warrior. His word is a bond stronger than steel and, though he looks upon humans as cattle, if a man of exceptional prowess and courage catches his eye, he challenges such a warrior to single combat. Those who impress him he invites to join the ranks of his vampiric knights. Those who fail to put up a decent fight, Walach will slay without mercy.

Now it is believed that Walach is the master of the Blood Keep once more, and the armies of the dead are said to gather under his banners. Every hundred years the Blood Knights gather at their Keep to feast, recount their deeds and battles, and renew their oaths of fealty to Walach. One day Walach will lead them once more to war.

NEFERATA, THE VAMPIRE QUEEN

Legends tell of an ancient Vampire Queen who resides in the Silver Pinnacle, high in the Worlds Edge Mountains. She is known as Neferata, which means 'she who is beautiful in death' in the ancient tongue of Nehekharu, the land of the Dead. At the heart of the maze of the Silver Pinnacle are situated her quarters. Her opulent chambers are an echo of the splendour of the royal palace in Lahmia. Forgotten treasures of old, golden masks and rare gemstones glitter in the dark, illuminated only by the dim light of the silver-coated skulls which serve as her lamps. Here Neferata lies on a divan, drinking the blood of handsome youths from golden cups and listening as her Undead courtiers play harps, pipes and lutes to amuse her. Vampires of the Lahmian Sisterhood are her eyes and ears in the outside world and, using the information from their reports, she plots and weaves a web of intrigue. For the Queen dreams of enslaving all the Vampires of the known world and returning to ancient Lahmia at the head of an Undead army to reclaim her throne and rebuild the great Temple of Blood.

VORAG, THE FIRST GHOUL KING

Vorag was a gigantic creature whose hatred for the living and for other Vampires was matched only by his urge to rebuild the lost kingdom of Strigos. Legends say that he was once pursued into the woods of southern Sylvania by a hunting party led by Franz von Carstein. Vorag defeated the Count in single combat and drank his blood, thereby increasing his already considerable powers. Around him rallied the many tribes of deranged men inhabiting the forbidding place known as Ghoulish Wood in southern Sylvania, and soon he ruled over a huge horde of scavengers.

This unruly force of Ghouls he took south, crossing the mountains at Black Fire Pass and carving a red trail across the Border Princes. When he reached the Badlands his army counted many Undead minions as well. Orc and Goblin tribes were slaughtered in their thousands as Vorag made his way towards the ruins of ancient Mourkain, but many more Greenskins descended from the Worlds Edge Mountains to attack the Undead. Vorag's fate is unknown, but according to the legends of the Strigany he reached his destination and now rules over the ruins of the ancient capital of Strigos.

HEINRICH KEMMLER, THE LICHEMASTER

Heinrich Kemmler was once a great and much feared Necromancer, until ambitious rivals began to usurp his power. They nearly succeeded in driving the Lichemaster to his death and, although he finally managed to beat off his attackers, his body was broken and his mind blasted in the battle. For many years Heinrich wandered the Grey Mountains and the Border Princes as little more than a half-sane beggar, until by some quirk of fate he stumbled on the tomb of Krell, a long-dead Chaos warrior. Here he struck a terrible pact with the gods of Chaos. They restored him to his former power and, in return, Heinrich swore to slay and destroy in their name. Now once again the name of the Lichemaster strikes terror into the hearts of ordinary folk and tales of his foul deeds are whispered when retold throughout the Old World.



MANNFRED VON CARSTEIN

The last and most dangerous of the von Carstein Vampire Counts is Mannfred, a subtle, devious and treacherous individual. Some say he was awake when the von Carstein ring was stolen and laid a glamour upon the sentries to prevent them from noticing it. While Konrad von Carstein ravaged the Empire in an attempt to emulate the victories of the great Vlad, Mannfred laid low and studied the art of necromancy. It is said that he journeyed as far as the Kingdom of the Dead in search of the secrets of unlife, returning to Castle Drakenhof with a fund of dark lore and biding his time there until he felt sure of his power. After Konrad's death he became the undisputed ruler of the Sylvanian hosts, but for a full decade he did nothing, letting the various contenders for the Imperial throne think that the Sylvanian threat was over, giving them time to fall out among themselves, which they duly did.

Once the Empire was again racked by vicious civil war, Mannfred deemed it time to strike. His Undead legions crossed the Sylvanian border in the depths of winter and marched through the snows to Altdorf, putting any villagers they met to the sword and adding them to the ranks of their army. In the infamous Winter War of 2032 he defeated several hastily assembled Imperial armies which attempted to block his path. Victory followed victory and mere rumours of Mannfred's approach were enough to send villagers fleeing from their homes to freeze to death in the snow. His force reached Altdorf in late winter and he arrived to find the city battlements empty of defenders.

Triumph filled Mannfred. He looked set to take the Empire's greatest city when the Grand Theogonist Kurt III appeared on the battlements and began to recite the Great Spell of Unbinding from the Liber Mortis. Seeing his followers begin to crumble to dust, Mannfred ordered a hasty retreat. Although he was probably the most powerful of the Vampire Counts, his foes now seemed prepared to meet the Undead threat head on.

Mannfred marched his battered army down the Reik to Marienburg. He intended to lay siege to the port, but found his plan thwarted by the army of Marienburg and a company of High Elves who had recently established a trading colony there. Among the Elves was the High Mage Finreir whose awesome power turned the battle against Mannfred's force at the crucial moment. Mannfred settled down for a lengthy siege until his scouts revealed that an army from Altdorf was fast coming up behind him. He was forced to lift the siege and flee back the length of the Empire. So began a long game of cat and mouse, where neither side was entirely sure who was the cat. Mannfred's army would be whittled away by armies of the various Imperial states and then would replenish itself after a great victory.

Eventually Mannfred was driven back into the Sylvanian forests. Determined not to make the same mistake as they had before, the desperate nobles of the Empire swore a truce among themselves and slowly but surely began to scour the Sylvanian woods. In this task they were aided by the Dwarfs. Now united, the citizens of the Empire were relentless. Eventually Mannfred was brought to battle at Hel Fenn and cut down by the Count of Stirland as he attempted to flee. His body was lost at the very edge of the great swamp and was never found. For his feat, Martin, Count of Stirland, claimed all of Sylvania and added it to his domains. Since no one else actually wanted to claim the accursed land, no one gainsaid him. Thus was ended the threat of the Vampire Counts, or so it seemed.

Mannfred was by far the longest lived of the Vampire Counts and rumour has it that he still exists to this present day, threatening to return once more at the head of the Undead Sylvanian armies. Indeed, the poet Felix Jaegar claims to have encountered him while in the company of the Dwarf Gotrek Gurnisson as late as 2503. Jaegar, however, is a known criminal and populist agitator and the accounts of his travels are highly fanciful, so serious scholars discount the claim. One doubts whether a mighty Vampire such as Mannfred von Carstein could really be put to flight by an outcast Dwarf, as Jaegar claims. Jaegar's account is no doubt spurious so we shall content ourselves with the known facts of Mannfred's life. As far as this history is concerned, Mannfred von Carstein, last of the Vampire Counts, perished at Hel Fenn. Long may he rest.

MANNFRED VON CARSTEIN

	M	WS	BS	S	T	W	I	A	Ld
Mannfred	6	7	5	5	5	4	8	5	10
Nightmare	8	2	0	3	3	1	2	1	5

Mannfred can be taken as a Lord choice, but he will use up two of your Hero choices as well. Taking Mannfred counts as taking a Lord and two Heroes. He must be fielded exactly as presented here and no extra equipment or magic items can be bought for him.

Points: 690

Weapons: Sword of Unholy Power (see page 49)

Armour: None

Magic: Mannfred is a Level 4 Wizard

Mount: He rides a barded Nightmare

Special Rules

Bloodline Powers. Mannfred has the following powers from the Carstein Bloodline: Aura of Dark Majesty, Summon Wolves, Call Winds.

Magic Items

EBONY STAFF

The Ebony Staff, also known as the Black Staff of Undeath, is a powerful tool of evil. Mannfred risked everything to retrieve it from a Chaos servant's fortress.

This staff allows Mannfred to cast one spell for free in each of his Magic phases. The spell is cast with a Power Level equal to its casting value and can be dispelled normally.

CLOAK OF DARKNESS

This mantle has been enchanted by Mannfred himself and is one of the most powerful magical defences ever created.

This cloak provides Mannfred with a 3+ Ward save.



ZACHARIAS THE EVERLIVING

Little is known of the life of Zacharias before he succumbed to the lure of the necromantic arts. He studied under the tutelage of Dieter Helsnicht and it is probably due to this great Necromancer's influence that Zacharias was able to discover the location of the hidden tower of the Necrarch lord, Melkhior. His intentions were to sneak into the tower's crypt and steal away the Book of Nagash which Melkhior had acquired during his many years of unholy afterlife. As he crept into the tower grounds, Zacharias was caught by the minions of Melkhior. That night, rather than killing the over-inquisitive Necromancer, Melkhior gave him the Kiss of the Vampire and decided to take him on as a pupil.

At first Zacharias was horrified by his new vampiric form and swore revenge on the Necrarch Lord. Over the following years, though, he began to embrace the power which Melkhior had bestowed upon him. Each night the two would rise and Melkhior would warn Zacharias that he grew bored of his company and that he would probably kill him before dawn. But Zacharias was a keen pupil and would constantly

surprise Melkhior with his capacity to learn. Melkhior taught his acolyte everything he knew, but never let Zacharias near his precious Book of Nagash.

Melkhior would often fall into fits of insanity, killing his living servants and drinking their blood in a great feast of flesh. Zacharias was wise and always avoided his master's wrath. It was during one of these occasions that Zacharias boldly crept into Melkhior's chamber. There on a great plinth was the unholy tome. Unfortunately for Zacharias, Melkhior returned to his chamber whilst his pupil was still reading and a great fight ensued. Invigorated by the blood of his dead slaves, Melkhior was too powerful for Zacharias, who barely escaped with his life. Deeply wounded he fled into the Middle Mountains. For the following year Zacharias was pursued by the minions of Melkhior. From one cave refuge to the next he would flee, tired and severely emaciated from lack of blood; he would no sooner find a suitably secluded hiding place than his location would be discovered. Finally he stumbled into a large, dark cavern where he found a small niche deep inside, and there he fell into a

ZACHARIAS THE EVERLIVING

	M	W	S	B	S	T	W	I	A	Ld
Zacharias	6	6	6	5	5	4	8	5	10	
Zombie Dragon	6	3	0	6	6	6	1	4	4	

Zacharias can be taken as a Lord choice, but he and his Dragon will use up three of your Hero choices as well. Taking Zacharias and his Dragon counts as taking a Lord and three Heroes.

He must be fielded as presented here and no extra equipment or magic items can be bought for him.

Points: 1,015 (715 for Zacharias and 300 for the Dragon).

Weapons: Staff of Kaphamon (hand weapon).

Armour: None.

Magic: Zacharias is a Level 4 Wizard (because of the effects of the Nehekahara Noble Blood power). He knows all six Necromantic spells (because of the combined effects of the Forbidden Lore power and the Book of Nagash).

Mount: Zacharias rides a mighty Zombie Dragon.

Special Rules

Zacharias has all six powers from the Necrarch Bloodline, as well as the normal Necrarch ability of adding +1 to the total rolled for casting spells.

See page 32 for the special rules applying to the Zombie Dragon.

Magic Items

BOOK OF NAGASH

The nine Books of Nagash contain the ultimate secrets of Necromancy.

The Book gives Zacharias one extra spell. In addition he can decide to cast Invocation of Nehek on a 15+ Casting Value. If cast successfully, the spell will raise 4D6 Skeletons or 4D6+4 Zombies, or heal 4 Wounds on an Undead model.

STAFF OF KAPHAMON

This ancient artefact was found by the nomads of Araby under the sands of the Great Desert.

Casts Dark Hand of Death once per bearer's Magic phase. Power Level 4.

SCROLLS OF SEMHTEP

The long formulas written in these arcane papyri trigger powerful counterspells.

Zacharias carries an unlimited number of these scrolls (they count as Dispel Scrolls). He can use one of them in each of the opposing player's Magic phases.

CIRCLET OF RATHEK

The jewel in the centre of this unholy object has the power of invoking on the bearer the protection of the gods of lost Nebekhara.

The circlet confers a 4+ Ward save to Zacharias.

sound slumber. Totally exhausted from the fight with Melkhior and the constant pursuit of Melkhior's dark servants, Zacharias' rest was to last for over a decade.

During this time a Black Dragon also discovered the cave. Unaware of the Undead abomination which slept within, she made her nest there, and, as do all Dragons, gathered a small mound of treasure around her. When Zacharias awoke, his thirst was great and the sleeping Dragon was a perfect source of nourishment. Finding soft exposed flesh on the Dragon's underside he bit deep into the slumbering monster. The blood of the great beast flowed through the veins of Zacharias, empowering him with untold strength. Such is the might of a Vampire that even a Dragon is unable to wake from its deathly bite. Over the following month Zacharias drank from the great beast, draining it clean of blood. Legends say that drinking the blood of a Dragon frees Vampires from their need for blood for the rest of their eternal life. If that is true, then who knows what other powers were

bestowed upon Zacharias by the blood of the great wyrm. Using the dark necromantic powers he had learnt from Melkhior he raised the Dragon from death and flew on its back to Melkhior's hidden keep, where he fought a great battle with his master. It is said that so powerful were the magic forces unleashed that the tower was all but destroyed. When the dust and debris cleared Zacharias was the victor.

Of Melkhior no one knows of his fate; some say he was slain by Zacharias, who drank his blood to gain further powers. Others believe that Melkhior, is in hiding, licking his wounds whilst plotting revenge on his former pupil. Whatever Melkhior's fate, Zacharias claimed all of the magical wealth that his master had acquired and hoarded over his long rule of terror, including the powerful Book of Nagash. Zacharias now rules over the Forest of Shadows where both the Orcs of the mountains and the people of the forest live in equal fear of the vengeance of Zacharias the Everliving.



CHAPTER 10:

BEING A DESCRIPTION OF THE DIVERSE
ARTIFACTS WITH WHICH THE RIGHTEOUS SHALL
EQUIP THEMSELVES AGAINST THE UNDEAD.

The Book

Keepeth thou the sacred book with thee always, so none that are unclean may come nigh unto it. And its pages shall be of vellum, inscribed in the high tongue. And the leather bindings shall be graven with all the marks of Sigmar. When thou reciteth from the book, speakest thou with authority, that the evil-doer may tremble at thy words and shrink back from thee, for they cannot show their faces to righteousness.



The Stake & The Hammer

Seek the holy tree of Sigmar and from its staves, cut thee sturdy stakes. Harden then the spike in the holy flame, while reciting the words of banishment. Take thou thine hammer, like unto that which holy Sigmar wielded on his day of valor. Let it be graven with his holy sigil, against which nothing that is unclean may prevail. And know ye that the unclean shall be dispatched with but three strikes of the hammer upon the stake. And the stake will penetrateth the heart of the evil one and accomplish the banishment for all eternity. And when thou striketh, say the prayer of Sigmar.



The Mirror

Take thou a mirror of polished silver which cometh out of the Dwarf realms and tarnisheth not. Behold it is incorruptible metal and revealeth the souls of men. Keep it discreetly and let not anyone see it in the palm of thine hand.

Whosoever shall have no reflection in the mirror ye shall deliver unto them the holy stake of banishment.



The Sacred Water

And thou shalt have with thee a phial and the sacred water of the well of Sigmar shall be within it. Draw thou this from the holy temple upon his feast day. Behold the sacred water burneth the flesh of the Undead and causeth them to recoil from thee.



The Sign of Sigmar

And this shall be the mark of the witch hunter. He shall wear the sign of Sigmar which is the Twin-Tailed Comet. By this sign his foes may know that the power of holy Sigmar is with him. And he shall withstand the wrath of holy Sigmar, who cometh to save from the depredations of evil. And whosoever maketh the sign of Sigmar with his hand, he also shall be protected.



DEAD GOOD!



Alessio Cavatore

BASIC RULES OF ENGAGEMENT

Fear! That's the answer. When commanding an Undead army, always remember this: fear is your best weapon. So remember those Fear tests!

Undead troops are certainly not the best fighters around. They tend to have low characteristics and suffer from a series of limitations (no marching, no charge reactions...) that limit their tactical flexibility. On the other hand, Undead are the most reliable troops in the game. You can be sure you won't see them panicking and fleeing off the battlefield (except for your Ghouls, that is). When you play with the Undead, you have an army that is entirely immune to Psychology and, in their own weird way, completely unbreakable! (except for your Ghouls, that is).

"And what about in offense?" you'll be asking.

Well, that's a bit more tricky. The point to keep in mind here is that most enemies will break automatically if *fear*-causing troops defeat them in combat, providing that the *fear*-causing unit has a higher Unit Strength than its opponents. Not only that, but if you outnumber them, they will also have to run if they fail their Fear test when you charge them!

Clearly the key to success with *fear* is to outnumber your enemy, so my second (quite obvious) piece of advice is to build large units. Not only will your army look better, matching the theme of the shambling horde of living dead, but your units will last longer in close combat and if you win a fight, the enemy will be in deep trouble. Now the critical point for this effect caused by outnumbering to kick in is winning that fight. Unfortunately, left on their own most Undead troops are not very likely to win fights, unless Lady Luck is definitely in your favour.

Do not despair though, because there's a solution, and a pretty simple one it is: characters. The third golden rule is keep your characters with your units! The Undead army relies heavily on the interaction between characters and troops. Against enemies with a decent rank bonus, Undead rank-and-file troops left on their own will be slowly ground down, and Undead characters used as individuals will be dissolved fairly quickly. Large units provide a good protection for your characters, absorbing the damage from lost fights, offering them a rank bonus and outnumbering the enemy. Characters in return help the units with the killing power they lack. Massed ranks of unbreakable, *fear*-causing Skeletons, with a powerful Vampire Count in their front line make a troublesome unit for most armies.

The fourth rule is boost your magic capability. Remember, Undead perform better when they can count on a robust magic phase. Always buy the extra levels available to your Wizards as well as a few of the magic items which increase your spell-casting abilities. *Invocation of Nebek* is a very useful spell and it is certainly worth having at least two characters with it (being the first spell in the Necromantic magic list, you can always choose it!). This versatile spell is precious to boost the numbers in your units and to heal your important models, but most importantly it has a great tactical value when used with

intelligence to create new units. It is unnerving to have a unit of Zombies appear right behind your well-arranged defence line! Few things are as annoying as a thin line of Skellies (the notorious 'speed-bump' formation) springing from the ground 1" in front of your Chaos Knights, just in time to break their charge.

The last piece of advice is to watch out for enemies who are fearless. By 'fearless' I mean all troops which are Immune to Psychology, Unbreakable or cause *fear* or *terror* themselves and are therefore not affected by *fear*. Most armies can field a few types of such troops in their ranks (Daemons, Flagellants, Giants, Slayers, all Swarms and so on...). These opponents cancel the main advantage of your troops in close combat and are also immune to many of your units' special attacks and spells, a pretty tough cookie. I recommend you sacrifice some expendable part of your army to tie them up for a few turns (Zombies are quite good at that) or, if you really have no other choice, send your hardest unit (Wights?) with a Vampire or two to chop them to bits!

Let us now go through the various units in your army in a little bit more detail.

CHARACTERS

Vampire Counts and Lords.

I think that in 2,000 points armies Vampire Counts make good Generals and I normally consider buying a Lord only in larger battles, where I can afford to sacrifice the extra Hero slot needed to recruit these awesome Vampires. Remember, the General is very important to Undead armies, so giving him some form of Ward save is generally a good idea. Similarly, I consider mounting him on a Winged Nightmare or a Zombie Dragon only in large battles, where you can throw the powerful combination of a Vampire riding a large monster at the enemy without risking your General. In smaller battles this is quite a risky tactic, and will often mean that your troops will be too far from the General to benefit from his enhancing aura.

Master Necromancers.

I don't like to have these as Generals in games of 2,000 points or less (I'd rather take a Necrarch Count or Lord) because I think you really need the fighting power of a good Vampire. On the other hand, they are great as a second Lord in larger battles.

Vampire Thralls and Wight Lords.

Very useful for boosting the fighting ability and the Leadership of your Core units and to carry your General's Battle Standard, great in reducing the casualties you take from losing combat resolution.

Wraiths.

These are perfect to challenge powerful enemy characters who have left their magic weapons at home, and to spread *terror* among enemies.

Necromancers.

A must (unless you're playing Necrarchs). They offer you the magic support that your army really needs and are generally useful for carrying a load of Dispel scrolls, leaving your General free to buy some more juicy magic items.

CORE TROOPS

Skeletons.

Reliable and relatively cheap, these are the standard Undead troops. You can either buy lots of them without equipment or fewer well-equipped ones, with the idea of raising some more of them during the game.

Zombies.

One of the poorest close combat troops in the game, Zombies are the ultimate expendable unit. Their strength is in numbers; they have the highest unit minimum and are the easiest Undead to raise. In large numbers everything counts, especially if it causes fear!

Ghouls.

These are perfect as a screen for missile fire (-1 to hit them with shooting and Toughness 4) and prove very useful in areas of the battlefield where the terrain is too difficult for your main units. Their two Poisoned attacks make them very dangerous for enemy skirmishers and small units, but their low Leadership means that they must try to stay close to the General.

Dire Wolves.

These creatures are very vulnerable to missile fire, but with a charge distance of 18", a Unit Strength of 2 per model and their nasty slaver charge they can normally take care of artillery crews and small units. Another important role they can perform is to threaten the flanks of the enemy line. To do this, they have to start within 12" of the General, so that they can perform an impressive (for Undead) 18" march move to position themselves on the enemy flanks. You only need three Dire Wolves to negate the rank bonus of a formed unit and gain the +1 for the flank charge, and that can be devastating against a unit engaged to the front with a large Undead unit.

Bat Swarms.

A unique case of a flying Swarm! Very flexible and fast, they are perfect to tie up enemy units with a good rank bonus that would quickly sort out your Undead units. Their 360° charge arc makes them excellent at protecting your advancing army from enemy fliers and any unit that makes it to your flanks and rear.

SPECIAL TROOPS

Grave Guard.

Wights are an exception to the rule that Undead troops need characters to do well. The excellent profile of this tough heavy infantry means that they can fight on their own (even after the General's death). Even enemy characters are normally wary of engaging them in close combat, afraid of their deadly Killing Blow ability.

Black Knights.

Everything that was said about the Grave Guard applies to these, and more! Their equipment gives them an even better armour save and Strength 6 when they charge in, but more importantly it allows them to move faster. Needless to say, if you manage to manoeuvre them into position on the enemies' flanks, you can probably roll up their entire line.

Fell Bats.

Your fastest and most flexible unit, they don't hit very hard and are best suited to go war machine hunting. The other units they can tackle are missile-armed skirmishers in the open, other flying units and enemy Wizards who insist on staying outside the protection of their units.

Spirit Hosts.

Being Ethereal, these are great to hold up large monsters and chariots in desperate fights they cannot win without help. You need at least two bases to make sure you are not outnumbered by such enemies. Secondly, they are excellent to place a flank charge (again, you need at least two of them), but I think they are best used against armies with lots of missile fire. Your normal troops can comfortably advance behind this invulnerable screen which will block enemy units' line of sight before moving out of the way at the last minute to allow those behind to enter close combat.

RARE TROOPS

Banshees.

Banshees are difficult to use because they are expensive and very frail, but they can be a mighty deterrent against heavy cavalry and other expensive troops which rely on lots of armour.

The Black Coach.

Watch out for cannon balls! Strength 7+ hits are the bane of this necromantic construct, which is otherwise very resistant to missile attacks. Like all chariots, it's best used charging (especially in conjunction with another unit), but won't last long if you allow the enemy to charge it.

OVERALL VIEW

The most elementary tactic with an Undead army consists of letting the enemy charge your large unbreakable units of infantry in the centre. This should hold the enemy long enough for your hard hitting cavalry (Black Knights, the Black Coach, even Dire Wolves) to wipe out the less powerful enemy on the flanks. That done, your fast units should turn and hit the flanks and rear of the enemy who, hopefully, is still engaged against your infantry in the centre. There are many variations on this tactic, such as the 'refused flank' where all your fast and nasty units are concentrated on one flank and ignore the other flank altogether (it is wise to deploy at least a pack of Ghouls or some Bats on the empty flank, just to slow down enemy flankers).

The Vampire Counts army list allows you to field very different armies. For example, a Blood Dragons army could consist entirely of Black Knights and Dire Wolves: a cavalry army! On the other hand, a Necrarch army could be made entirely of a shambling horde of Skeletons and Zombies. These characterful armies lack flexibility, so can be very powerful against some armies but suffer horribly against others.

Whatever tactics you choose, remember to keep your General in the centre of your army as much as possible so that your troops can march, at least for the first turn of the game. Keep him with the bulk of your infantry, so that your army advances at a good pace of 8" a turn. Remember that your cavalry can keep pace with the marching infantry without marching, and therefore can be out of the General's area of effect. Sending the cavalry in alone without the support of the infantry, is a risky tactic. If your Knights don't break through the enemy line, they will rapidly succumb to the enemy's rank bonus (at 25 points a model... ouch!). Even worse, if your General is part of the first wave, the infantry behind will be left advancing at an appalling speed of 4" a turn... and will never make it in time.

So, my final advice is: Keep your army compact around your General and, of course, always roll well on your dice!

Alamo

LEGIONS OF THE DEAD

This appendix offers players some interesting alternatives to the basic army list. It must be clear that the lists presented here are intended to be fun and are in no way as balanced as the main list. Players should therefore agree with their opponent before the game whether or not they can make use of these lists. Of course, should you wish to field a Blood Dragon army, you can always field an army based on the main list in the book and use the units you feel are most appropriate to a Blood Dragon army; you don't have to use this appendix.

VON CARSTEIN

Von Carstein armies are unique because the peasants of Sylvania still consider them as their legitimate rulers and gladly fight for them. This creates a strange mixture of living and Undead troops in the core of their armies. The eldritch powers of the von Carsteins attract large numbers of Bats and Dire Wolves to their hosts and it is also rumoured that more than one Black Coach has been seen following their armies.

LORDS

0-1 Vampire Lord, Vampire Counts.

HEROES

Vampire Thralls, Wight Lords, Wraiths, Necromancers.

CORE UNITS

Skeletons, Zombies.

0-2 Bat Swarms, Dire Wolves, Fell Bats.

Sylvanian Levy (*Crossbowmen, Free Companies, Archers, 0-1 Huntsmen*). All Alive! See below for statistics.

	M	WS	BS	S	T	W	I	A	Ld
Sylvanian Levy	4	3	3	3	3	1	3	1	7
Sergeant	4	3	3	3	3	1	3	2	7
Marksman	4	3	4	3	3	1	3	1	7

Crossbowmen – 8 pts/model. Unit size: 10+.

Equipment: Crossbow & hand weapon.

Upgrade one model to a: Marksman (+5 pts);

Standard Bearer (+10 pts); Musician (+5 pts).

Free Companies – 5 pts/model. Unit size: 10+.

Equipment: Two hand weapons.

Equip unit with light armour (+1 pt/model).

Upgrade one model to a: Sergeant (+10 pts);

Standard Bearer (+10 pts); Musician (+5 pts).

Archers – 8 pts/model. Unit size: 10-20.

Equipment: bow & hand weapon.

Upgrade one model to a: Marksman (+5 pts).

Special rule: Skirmishers.

Huntsmen – 10 pts/model. Unit size: 5-10.

Equipment: longbow & hand weapon.

Upgrade one model to a: Marksman (+5 pts).

Special rules: Skirmishers; Scouts.

SPECIAL UNITS

Black Knights, Grave Guard, 0-1 Spirit Host.

RARE UNITS

0-2 Black Coaches, Banshees, Dogs of War.

NECRARCHS

Necrarch armies always include major necromantic constructs, such as Winged Nightmares and Zombie Dragons. So great is their power over their unliving minions that these huge beasts can fight on their own, without the need of a rider to directly control them.

LORDS

0-1 Vampire Lord, Vampire Count.

HEROES

Vampire Thralls, Wight Lords, Wraiths, Necromancers.

(All Heroes can ride Winged Nightmares).

CORE UNITS

Skeletons, Zombies.

SPECIAL UNITS

Dire Wolves, Fell Bats.

Black Knights, Grave Guard, 0-1 Spirit Host.

RARE UNITS

0-1 Black Coach, Banshees.

Unridden Zombie Dragons (no need to test on the Monster Reaction table, do not count as Hero choices).

NECROMANCER'S ARMY

The absence of Vampires from Necromancers' armies reduces this army's edge in close quarters. They compensate for this with the sheer weight of numbers of the Undead that the Necromancers can raise with ease.

LORDS

0-1 Master Necromancer.

HEROES

Necromancers.

Wight Lords (50 pts/model), Wraiths (75 pts/model).

CORE UNITS

Skeletons (7 pts/model), Zombies (5 pts/model).

SPECIAL UNITS

Dire Wolves (9 pts/model), Fell Bats (17 pts/model).

Black Knights (20 pts/model), Grave Guard (10 pts/model).

0-1 Spirit Host (55 pts/model).

RARE UNITS

Banshees (75 pts/model).

LAHMIANS

The armies of the Lahmian Vampires are similar to those of ancient Khemri, being based on vast hordes of skeleton warriors, but the greatest surprise for their enemies is having to face living heroes fighting alongside the Undead. These naive fools strive to prove their loyalty to their beloved one by exhibiting daring feats of arms, eager to receive the Blood Kiss and join the Vampiress in eternal life.

LORDS

0-1 Vampire Lady, Vampire Countesses.

HEROES

Vampire Thralls, Wight Lords, Wraiths, Necromancers, Swains (*Heroes from any other Warhammer Armies book, or Ravening Hordes if the book is not out yet.*

Swains are equipped exactly as normal for their army list, including any mount and magic item they could normally take from their own list.

If the Lahmian General, the immortal object of their desire, is destroyed, then the Swains will be subject to the rules for hatred for the rest of the game, even if normally Immune to Psychology).

CORE UNITS

Skeletons, 0-1 Bat Swarms, Dire Wolves.

SPECIAL UNITS

Black Knights, Grave Guard, 0-1 Spirit Host, Banshees.

RARE UNITS

0-1 Black Coach, Dogs of War.

BLOOD DRAGONS

Using a small, tactically flexible force of elite troops is the Blood Dragon way of waging war, because this leaves plenty of scope for individual feats of arms. If the Black Knights were of Bretonnian origin during their lives, they will still fight in their renowned lance formation.

LORDS

0-1 Vampire Lord, Vampire Counts.

HEROES

Vampire Thralls, Wight Lords.

CORE UNITS

Black Knights (*Their Nightmares must have barding. If you decide that your force is from Bretonnia, all Black Knights in the army will fight in Lance formation.*)

Grave Guard, Skeleton Bowmen (*Skeletons equipped with hand weapon and bow, 10 points per model.*)

SPECIAL UNITS

Skeletons.

RARE UNITS

0-1 Black Coach, Banshees, Dogs of War (only if you are not using the Lance formation).

STRIGOI

Normally an Undead army is a wall of rotten corpses slowly shambling forward in numberless ranks. Completely different, the armies of the Strigoi Vampires are more like a huge pack of howling hunters rushing towards the enemy with cannibalistic intentions.

LORDS

0-1 Vampire Lord, Vampire Count.

HEROES

Vampire Thralls.

CORE UNITS

Ghouls, 0-1 Bat Swarms.

0-1 unit of Charnel Guard

(*Ghouls with WS4, S4, I4, Ld7, 10 pts/model.*)

0-1 unit of Strigany (*see below for statistics.*)

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

Strigany – 5 pts/model. Unit size: 10+, Alive!

Equipment: Two hand weapons. Equip unit with light armour (+1 pt/model). Upgrade one model to a Domnu (+10 pts); Standard Bearer (+10 pts); Musician (+5 pts).

SPECIAL UNITS

Skeletons, Dire Wolves, Fell Bats, 0-1 Spirit Host.

RARE UNITS

Banshees, Dogs of War.

THE LIVING DEAD

Lords	M	WS	BS	S	T	W	I	A	Ld	Special Rules
Vampire Lord	6	8	6	5	5	4	8	5	10	-
Vampire Count	6	7	5	5	5	3	7	4	9	-
Master Necromancer	4	3	3	3	4	3	3	1	8	-
Heroes	M	WS	BS	S	T	W	I	A	Ld	Special Rules
Vampire Thrall	6	6	4	5	4	2	6	3	7	-
Wight Lord	4	4	3	4	4	2	4	3	9	Wight Blades
Wraith	6	3	0	3	3	2	2	2	7	Ethereal; Terror
Necromancer	4	3	3	3	3	2	3	1	7	-
Core units	M	WS	BS	S	T	W	I	A	Ld	Special Rules
Skeleton	4	2	2	3	3	1	2	1	3	-
Zombie	4	2	0	3	3	1	0	1	2	Braindead
Ghoul	4	3	0	3	4	1	3	2	6	Alive!; Poisoned Attacks; Scavengers; Fear
Bat Swarm	1	3	0	2	2	5	1	5	10	Alive!; Flying Unit (10'); Swarm; Fear
Dire Wolves	9	3	0	3	3	1	3	1	6	Fast Cavalry; Slaughtering Charge
Special units	M	WS	BS	S	T	W	I	A	Ld	Special Rules
Grave Guard	4	3	3	4	4	1	3	1	8	Wight Blades
Black Knights	4	3	3	4	4	1	3	1	8	Wight Blades
Fell Bats	1	3	0	3	3	2	3	2	6	Flying Unit
Spirit Host	6	2	0	3	3	4	1	4	6	Ethereal; Swarm
Rare units	M	WS	BS	S	T	W	I	A	Ld	Special Rules
Banshee	6	3	0	3	3	2	4	2	8	Ethereal; Ghostly Howl; Single Model
Black Coach	-	-	-	5	6	5	-	-	9	Ward Save 5+; Chariot; Terror;
Wraith	-	3	-	3	-	-	2	2	-	Unit Strength 5; Large Target;
Nightmares	8	2	-	3	-	-	2	1	-	Evocation of Death
Champions	M	WS	BS	S	T	W	I	A	Ld	Champion's unit
Skeleton Captain	4	2	2	3	3	1	2	2	3	Skeletons
Ghast	4	3	0	3	4	1	3	3	6	Ghouls
Crypt Keeper	4	3	3	4	4	1	3	2	8	Grave Guard
Hell Knight	4	3	3	4	4	1	3	2	8	Black Knights
Doom Wolf	9	3	0	3	3	1	3	2	6	Dire Wolves
Steeds	M	WS	BS	S	T	W	I	A	Ld	Special Rules
Nightmare	8	2	0	3	3	1	2	1	5	-
Winged Nightmare	6	4	0	5	5	4	2	3	5	Large Target; Terror; Fly; Impale
Zombie Dragon	6	3	0	6	6	6	1	4	4	Large Target; Terror; Fly; Cloud of Flies; Pestilential Breath; Scaly Skin 5+; (Counts as Hero)

THE LAWS OF UNDEATH

All models in the Vampire Counts book (except Ghouls and Bat Swarms which are Alive!) are Undead and have the following special rules:

THE GENERAL

The army must include at least one Wizard who will be the army's General.

If the General is destroyed, at the end of the phase when the General is killed and at the beginning of every Undead turn thereafter all Undead units on the battlefield must take a Leadership test. If the test is failed, the unit suffers a number of wounds equal to the number they failed the Leadership test by. No saves of any kind are allowed against such wounds. Note that Characters never suffer wounds because of a destroyed General and units can use the Leadership value of a character leading the unit for this test, as normal. Ridden Winged Nightmares and Zombie Dragons do have to take this test, but can use their rider's Leadership value.

BREAK TESTS

Undead cannot be broken. Undead units beaten in combat suffer one wound for every point they lost the combat by (no saves allowed).

BATTLE STANDARD

Undead within 12" of their Battle Standard suffer one less wound when defeated in combat.

IMMUNE TO PSYCHOLOGY

Undead are Immune to Psychology.

CHARGE REACTIONS

Undead can only react by holding their ground.

MARCHING

Undead cannot march move unless they are characters or are within 12" of their General at the start of their Movement phase.

CAUSE FEAR

Undead cause fear.

BLOODLINES

VON CARSTEIN

- No additional special Bloodline rules.

BLOOD DRAGONS

- +2 to their Weapon Skill.
- Lords and Counts wear full plate armour (4+ armour save) and can cast spells wearing armour, but generate one less Power dice than their Magic level.
- The Blood Dragon with the highest Leadership in a unit must issue challenges and must accept enemy challenges.

NECRARCH

- +1 to the total rolled to cast a spell.
- Thralls can use Arcane items.
- Can't choose mundane weapons or armour.
- 2 to their Weapon Skill.

STRIGOI

- Lords and Counts have +1 Attack, *batred* and a 5+ Ward save.
- Thralls have +1 Attack, *batred* and a 6+ Ward save.
- Can't choose mundane weapons or armour.
- Can't use any magic item.
- Always fight on foot.
- Thralls can't be given the Battle Standard.

LAHMIA

- +2 to their Initiative.
- All models in base contact with one or more Lahmia Vampires suffer a -1 to their Leadership. Work out which Leadership value the model would normally use and then reduce that number by one.
- Can't choose mundane weapons or armour.
- 1 to their Weapon Skill.

NECROMANCY

1 - INVOCATION OF NEHEK 3+/7+/11+

Cast Val.	Models created	Wounds restored
3+	D6 Skeletons D6+1 Zombies	1 Wound
7+	2D6 Skeletons 2D6+2 Zombies	2 Wounds
11+	3D6 Skeletons 3D6+3 Zombies	3 Wounds

2 - HAND OF DUST 7+

Caster has 1 Attack. If hits, enemy killed, with no armour saves allowed. Remains in play.

3 - HELLISH VIGOUR 7+

Range 18". All models in affected unit attack first and can re-roll missed To Hit rolls.

4 - GAZE OF NAGASH 8+

Range 24". 2D6 Strength 4 hits.

5 - VANHEI'S DANSE MACABRE 9+

Range 18". Unit not in combat can move 8".

6 - CURSE OF YEARS 10+

Range 24". Models in affected unit suffer a wound on a 6+. Remains in play.



WARHAMMER

VAMPIRE COUNTS

"And they will rise from their graves to march upon the world of the living. Each and every mortal that falls will swell their numbers until only a world of darkness remains. Only then will the world know of the eternal order that lies within the peace of Undeath."

Taken from The Grimoire Necronium, chapter XII, The book of Wsoran

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