

Vampire Hunters of Sylvania

Death comes for each man. Nowheres is this more evident than the lands of Sylvania. The tyrannical reign of the Von Carsteins has held sway for generations, keeping man and beast cowering indoors once darkness falls. It is a dismal life that is lead in Sylvania, however it is often not over when death comes calling. Too often are loved ones laid to rest, only to have nothing but open graves remaining come morning. The dead do not sleep easily in the cursed soil, and oft are the times when ones weary bones are called into dark service. The dead stalk the living as horrors wander the streets at night. Even the short and bleak days do not provide solace as the more desperate of Sylvanian stock raid for what they can take with strength of arms. Several have tried to escape, and very few have succeeded. Fewer still are those that return with hopes of liberating their countrymen from the iron-grasp of the von Carsteins and their court of nightmares. These determined men of iron bring with them those trained in the arts of dealing with the undead. Even priests of the god Morr come to Sylvania, hoping to cleanse the tainted hand that rules her. Here is what sends ghouls scampering back into their filthy holes. They are the ones who leave nothing but smoldering piles of ash in their wake. Here is what causes vampires to pause. These are the Slayers, the Vampire Hunters of Sylvania.

Choice of Warriors

A Slayer Warband must include a minimum of 3 models. You have 500 gold crowns which you can use to recruit your initial warband. The maximum number of warriors in the warband may never exceed 12.

Vampire Hunter: Each Slayer Warband must have one Vampire Hunter.

Priest of Morr: Your Warband may include a single Priest of Morr.

Slayers: Your Warband may include up to three Slayers.

Villagers: Any number of models may be Villagers.

Pilgrims: Your Warband may include up to four Pilgrims.

Wolfhounds: Your Warband may include up to four Wolfhounds.

Starting Experience

Vampire Hunters start with 20 experience

A **Priest of Morr** starts with 12 experience

Slayers start with 8 experience.

Henchmen start with 0 experience.

Special Skills

Vampire Hunters and Slayers may use the following skill list instead of the standard skill lists.

Iron Will: Such is the work of Slayers that there is little room for hesitation. When the opportunity arises, one must be able to strike! As such, the warrior is hardened and immune to *Fear*.

Righteous Aura: Carrying many talismans from various gods, the warrior heads into battle assured of victory. Possessed or Undead opponents lose their first attack against the warrior in the first round of hand-to-hand combat (down to a minimum of 1).

Thirst for Vengeance: The warrior *Hates* all undead. In his quest for revenge, he gains +1 attack in a turn where he has charged.

Blessing of Moor: The warrior has the Death gods blessing in his work. Add +1 to all injury rolls against the undead.

Touch of Darkness: Long has the Slayer been dealing in death. Perhaps too long. Due to his heightened intuition, he ignores darkness penalties

Vampire Hunter Skill Tables

	Combat	Shooting	Academic	Strength	Speed
Vampire Hunter	✓	✓	✓	✓	✓
Priest of Morr			✓		✓
Slayer	✓	✓		✓	✓

Vampire Hunter Equipment List

Hand to Hand Combat Weapons

Dagger	1st free/2 gc
Mace	3 gc
Hammer	3 gc
Axe	5 gc
Sword	10 gc
Scythe	10 gc*
Silver-tip Stake	10 gc*
Double-handed weapon	15 gc

Missile Weapons

Crossbow	.25 gc
Pistol	15 gc
(30 for brace)	
Crossbow Pistol	.35 gc

Armor:

Light Armor	20 gc
Heavy Armor	.50 gc
Shield	5 gc
Buckler	5 gc
Helmet	10 gc

Pilgrim Equipment List

This list is for Pilgrims only

Mace/Hammer/Club	3 gc
Silver-tip Stake	10 gc

Villager Equipment List

This list is for Villagers only

Hand to Hand Combat Weapons

Dagger	1st free/2 gc
Mace	3 gc
Axe	5 gc
Sword	10 gc
Spear	10 gc
(Pitch Fork)	

Missile Weapons

Bow	10 gc
Short Bow	.5 gc

Armor:

Light Armor	20 gc
Shield	5 gc
Helmet	10 gc

Miscellaneous Equipment

(Heroes Only)

Holy Water	10 gc
Blessed Bolts	.25 gc
Garlic	5 gc
Holy Relic	15 gc
Throat-guard	10 gc*

The baying of the wolves did little to ease his nerves as he squatted beneath the bows of the dying evergreen. Praise be that the moon was dull this eve, or surely his location would have been visible to all. He remained motionless, watching the ghouls tear at their grisly feast. The villagers had merely been a diversion, sent to draw out these twisted mockeries of life and their master. It wouldn't be long now...

Suddenly, he appeared. The doors to the crypt burst open with a cloud of dust as the blood-thirster emerged from its protective embrace. He seemed pleased with the carnage, and after a few moments of scurrying, the ghouls went back to their meals. Palming the vials in his right hand, and gripping his stake with his left, Bergeron breathed in deeply, and

let his anger tear from his throat in a thunderous cry. Leaping from cover, he whipped the vials of blessed water at the monstrosities and grabbed the vampire by the neck, forcing it to the ground. Hissing through clenched teeth, the abomination promised pain and suffering in its ancient tongue as the holy water ate through its flesh like acid.

"Know this, vile one, that it is Bergeron DesAnge that sends you back to the pit from whence you were spawned!" With a mighty blow, he pierced the chest of the creature with a silver-tipped stake, and watched as all about it turned to ash.

Standing, Bergeron wiped himself off, and retrieved his weapons. A grim smile crossed his face as he surveyed the cemetery. Another night complete, another blood-thirster slept the sleep of the dead.

New Equipment

Silver-tip Stake	Common	15 gold crowns
Range	Strength	Special Rules
Close Combat	As User	Heart-seeker

Special Rules:

Heart-seeker: Such is the destructive power of silver over a Vampires form that the silver-tip stake adds +1 to the injury roll when it causes a wound.

Scythe	Common	10 gold crowns
Range	Strength	Special Rules
Close Combat	As User +1	two handed

Special Rules:

Two Handed: As a scythe requires two hands to use, a model using one may not use a shield buckler or additional weapon in close combat.



Heroes



Throat-Guard	Rare 9	10 gold crowns
Range	Strength	Special Rules
n/a	n/a	Life saver

Special Rules:

Life saver: As the vampires of Sylvania rely upon hapless human victims to sate their thirst for blood, it is only prudent to protect vulnerable areas. As such, the Throat-Guard allows a Slayer the peace of mind knowing that their blood shall remain in their veins. All injury rolls caused by a Vampire have a 5+ save while this equipment is worn. It does not add any armor-save modifiers, and can be worn on it's own, or combined with light or heavy armor.

1 Vampire Hunter

60 gold crowns to hire

Driven by a need to cleanse the night, a Vampire Hunter gathers a group of solemn and battle-ready men to combat the most evil and powerful of those that dwell in the darkness. Blood-thirsters beware...

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

Weapons/Armor: A Vampire Hunter may be armed with weapons and armor chosen from the Vampire Hunter Equipment list.

Special Rules:

Leader: Any models in the warband within 6" of the Vampire Hunter may use his Leadership instead of their own.

Stake the Vampire!: A Vampire Hunter *Hates* Vampires. They must always move towards a Vampire on the field (if he can see them) unless he can shoot (in which case he may choose).



0-1 Priest of Morr

35 gold crowns to hire

Only a Priest of Morr can truly put to rest the reign of undeath. While sword and club may curtail them, a devotee of Morr can truly free the tortured souls of the dead.

Profile	M	WS	BS	S	T	W	I	A	Ld
	4	2	2	3	3	1	4	1	9

Weapons/Armor: As priests of Morr seldom engage in martial activities, they may only be armed with a Dagger and a Scythe as weapons. Priests of Morr may never wear armor.

Special Rules:

Loner: Few people care to spend any length of time in the company of a priest of Morr - even when it is their duty to do so. As such, a priest of Morr is used to being alone and probably prefers it that way. Priests of Morr do not suffer from the All Alone rules.

Funerary Rites: Priests of Morr are not wizards, however they do have numerous Funerary Rites which they may perform. As such, priests of Morr may randomly choose a Funerary Rite listed on the following page.

0-3 Slayers

25 gold crowns to hire

While not yet fully accredited Vampire Hunters, these Slayers prowl the night in search of a great kill that will propel them into the esteemed order. They often band together with famous (or infamous) Vampire Hunters in the hopes of finding honor and glory.

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

Weapons/Armor: A Slayer may be armed with weapons and armor chosen from the Vampire Hunter Equipment list.

Special Rules:

Stake the Vampire!: A Slayer *Hates* Vampires. They must always move towards a Vampire on the field (if he can see them) unless he can shoot (in which case he may choose).

The only sounds that Bergeron could hear were the gurgled death-cries of Phillipe and his heartbeat echoing off of the stone walls. 'Curse you, Phillipe!' thought Bergeron of the Slayer as he ran as quietly as possible down the dank passageway. The oaf insisted on opening the sepulture before preparing for what may lie within. Granted, no great blood-thirster emerged, but the loaded trap launched several stakes of rotting wood into the young Slayers torso. 'A macabre twist,' thought Bergeron, 'for what awaits thee, dread lord Ruggar.' Pausing to catch his breath, Beregon leaned against the cold wall, calming himself and attempted to find his center. It was then that the laughter started.

"Come to me, child." goaded the deep and husky voice. "I shall see to it that you feel no pain. Let me release you from your sorrow. I can teach you what it tastes like to be immortal!"

Not pausing to witness the horror that was sure to be the Lord Ruggar, Bergeron turned and fled. His forces had proven to be insufficient this time. 'A mistake that I shall not repeat, Ruggar.' he thought to himself. There were other Slayers, and perhaps a Priest of Morr would be called for. 'When next we



meet, blood-thirster, I shall show you what it tastes like to die.' swore the Vampire Hunter. He escaped into the chill of night, bypassing the zombie sentries as easily as he and Phillipe had upon their entering of Ruggars lair.



Henchmen.



Villagers

20 gold crowns to hire

Roused by grand speeches given to them by the Hunters and Slayers, these common men and women pick up what weapons they can to help reclaim their lives from the night. More often than not, they do not return, but that does not stop others from following in their footsteps.

Profile	M	WS	BS	S	T	W	I	A	Ld
	4	2	2	3	3	1	3	1	8

Weapons/Armor: A Villager may be equipped with weapons and armor chosen from the Villager Equipment list.

0-4 Pilgrims

40 gold crowns to hire

Through incredible pain and suffering a new cult was borne. The members of the Dark Shroud call to those who have lost all to the overlords of the night. These pilgrims of pain, also known as fanatics or zealous madmen, flock to the Slayers in hopes of bringing about an end to the reign of the Undead.

Profile	M	WS	BS	S	T	W	I	A	Ld
	4	3	3	4	4	1	3	1	10

Weapons/Armor: A Pilgrim may be equipped with weapons and armor chosen from the Pilgrim Equipment list.

Special Rules:

Fanatical: A Pilgrim of Pain believes that the end of the world is nigh should the undead threat not be stopped. As such, nothing holds any terror for them in the mortal world. Pilgrims automatically pass any leadership-based tests they are required to take. A Pilgrim may never become a Warband leader.

Blunt: Due to bludgeoning weapons having a much more profound effect upon the undead, Pilgrims ignore all bladed and ranged weapons in favor of maces, hammers

and staffs. The only exception to this is the silver-tip stake, for it's incredible desctructive powers against Vampires.

0-4 Wolfhounds

15 gold crowns to hire

Bred to help in the hunt, these wolfhounds are perfect for rending rotting flesh from dusting bone.

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

Weapons/Armor: Jaws and brutality. A Wolfhound never use nor need weapons or armor.

Special Rules:

Animals: Wolfhounds are animals and thus do not gain experience.



Funerary Rites

1 - Morr's Protection

Difficulty: 6

The Priest of Morr calls out to his god when confronted by an abomination and asks that he be shielded from the corrupted magic of the tainted. Any Magical attacks made by a Necromancer, a Magister or Daemons, which would be considered a direct attack on the priest, will be negated if this rite is successful. This effect remains until the priests next shooting phase.

2 - Death Holds No Fear

Difficulty: Auto

Priests of Morr must be steadfast in their resolution and as such must, above all else, have no fear of death. The priest of Morr is now Fearless for the remainder of the game.

3 - Sanctity of the Fallen

Difficulty: 5

'Those who fall shall be sanctified and their soul freed, in the name of Morr, god of death'. The priest of Morr may attempt to perform the Rite of Sanctity on a model (friend or foe) who has been taken Out of Action. The priest of Morr must be within 6" of the model in question. If successful, the model may not be raised up by a Necromancer.

4 - Hand of Morr

Difficulty: 9

'By his the hand of Morr, the Undead shall become as dust and ashes'. The priest of Morr must be in base-to-base contact with the Undead model. Before Hand-to-Hand combat occurs, the priest of Morr may attempt to use the Hand of Morr rite. If successful the foe immediately goes Out of Action (this affects Zombies, Dire Wolves and Vampires). Ghouls, Possessed, Daemons and creatures of chaos affected by this rite will immediately flee their full Move away from the priest of Morr.

5 - Do you know who I am?

Difficulty: 9

'Gaze upon me, abomination, for I am a priest of Morr'. This rite has a range of 6" and must be directed at the closest Undead model first, or if no Undead are within range, at the next closest human servant of the Undead (Dregs, Ghouls, Necromancers), or finally at any model. If successful, that model is immediately Stunned. If the model cannot be Stunned, then it is Knocked Down instead.

6 - I am death!

Difficulty: 8

'I am a priest of Morr, god of death!' It is a well-known fact that the priests of Morr are not martially inclined. Their divine duties involve the dead, not the taking of life. However, there are times when a priest of Morr will be called to engage in combat and who would be more feared than a representative of the god of Death? This spell gives the priest of Morr a 6+ armor save and increases their WS by either +1 or makes it 4, whichever is the greater. A Ld test is required to maintain this spell in subsequent rounds.

"Back foul abominations!" shouted Vilhelm. His black robes swirled about in a ballet of death as his scythe cut a path through the horde of zombies that blocked their entrance to Ruggar's chamber. It was noon when they had arrived here, and already the sun was beginning to dip behind the horizon.

"We must hurry!" called Bergeron. "Do not let them slow you down! We must breach Ruggar's lair before nightfall!" The Pilgrims stood at Vilhelm's back, safe-guarding him from the slaving ghouls that had slunk behind their lines. The Slayers that

Bergeron had recruited worked furiously to disperse the shambling zombies ahead of them.

Scanning the darker recesses of the anti-chamber, Bergeron spotted him. Letting loose with his crossbow, the bolt struck true and the Necromancer slumped against the wall. Immediately, the Zombies fell to dust, and a great cheer rose from his men. His signature grim smile crossed his face for a fleeting moment, when the last words he'd ever hear were whispered over his shoulder.

"You are too late, child."

Vampire Hunters count as Human Mercenaries when recruiting Hired Swords.