

WARHAMMER ARMIES

Vampire Counts



WARHAMMER
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An Undead horde of Skeletons and Wight cavalry attack a High Elf force.



Massed ranks of Skeletons charge!

WARHAMMER ARMIES

Vampire Counts



A True Description
of the ancient and dreaded
Vampire Counts

and their evil intentions against the righteous



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Games Designers: Tuomas Pirinen & Alessio Cavatore

Cover Art: Geoff Taylor

Internal Art: John Blanche, Alex Boyd, Wayne England, Des Hanley, Neil Hodgson, Nuala Kennedy, Paul Smith, John Wigley

Miniatures Designers: Mark Bedford, Colin Dixon, Gary Morley, Aly Morrison, Trish Morrison, Paul Muller, Alan Perry, Michael Perry, Norman Swales

Additional Text: Bill King

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US
GAMES WORKSHOP INC.
5721 BAYMEADOW DRIVE,
GLEN BURNIE,
MARYLAND, 21061-8481

AUSTRALIA
GAMES WORKSHOP
83 LIVERPOOL ST,
INGLEDURK,
NSW 2160

CANADA
GAMES WORKSHOP
1545 BURNELL RD,
UNIT 5-11, MISSISSAUGA,
TORONTO L5T 1R2

HONG KONG
GAMES WORKSHOP
20th FLOOR,
LEADER CENTRE,
37 WONG CHUK
HANG ROAD

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THE LAND OF NIGHT



*C*ome with me now to Sylvania, to the land where the shadow of horror holds sway over humanity. It is the place of darkness. It is the place of fear. It is the place of the Dead.

Listen.

*H*ere cold wind blows over grim moors, and the howls of great wolves can be heard in the distance. In the chilling air one can make out the desperate wailing of long-dead Banshees. If you are silent you can hear the beat of leathery wings somewhere close.

Watch.

*R*iders roam the night. They gallop through the darkness on steeds with eyes of fire, and they hunt those who foolishly venture forth after dusk. For them, the blood of mortals is sweet wine, which alone can slake their thirst. Ivory-faced men who shun the light of day play the game of intrigue with the nobles and lords of the Old World and weave a web of deception, betrayal and insanity.

Observe.

*T*he ruined castles and abandoned mansions are not empty. Something dark stirs in the charnel houses and crypts. Armies gather under black banners, summoned by a call to arms that the living cannot hear. The Vampire Lords are calling them to battle once more.

And the restless dead walk the land..... (end)

INTRODUCTION



"Say farewell to light, for the Darkness beckons..."

In the dark forests of the Old World, ruined castles are inhabited by the immortal aristocracy of the night. For centuries these evil creatures remain bidden within, biding their time until the world has forgotten that they even existed. Then, when the power of dark magic is at its strongest they call forth great armies of the dead from their graves and unleash them upon the mortal world.

This book tells you how to collect a Vampire Counts army and gives rules for using the forces of Undeath in battle, from mighty Vampires to the shambling hordes of Zombies. It explores the background of the aristocracy of the night and their shadowy plans and purposes, their madness and their dark glory.

Inside this book you will find the following:

The chilling story of the Vampires and the secrets of the Dark Arts.

Special rules you will need to use the various forms of the Undead in battle.

A bestiary of all the Undead creatures that are at the command of the Vampire Lords.

The complete army list for the hosts of the Vampire Counts.

The background and rules for some of the most infamous lords of the Undead.

With these rules you can control the most terrifying of all the armies of the Warhammer world. You can assume the title of a Vampire Lord and go to war against the weak nations of mortals. Your choice of troops includes hordes of Zombies, ethereal Spirits, Wights and terrifying Ghouls. With the army of the dead under your command you will be able to challenge any Warhammer army to battle.

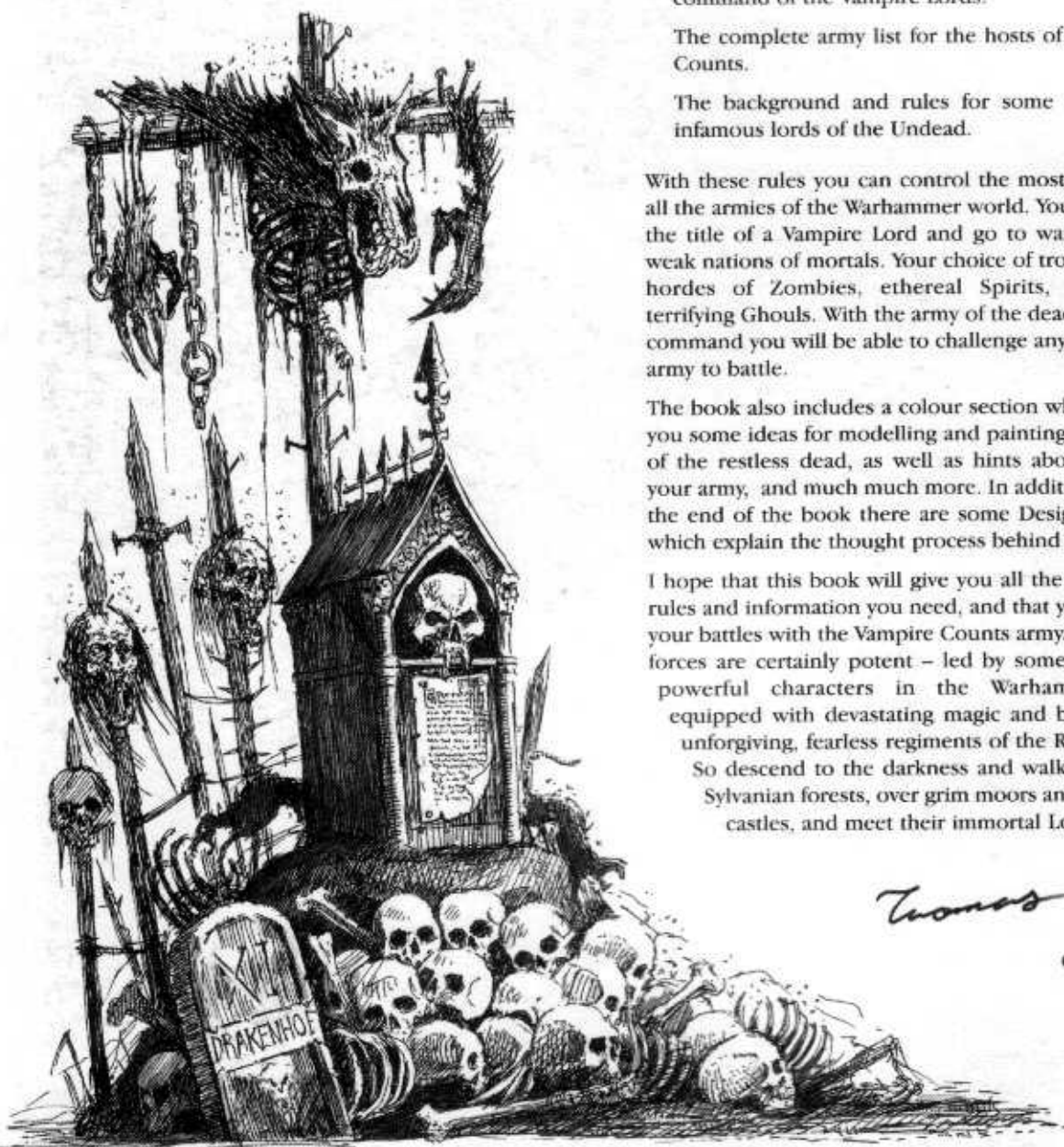
The book also includes a colour section which will give you some ideas for modelling and painting your hordes of the restless dead, as well as hints about collecting your army, and much much more. In addition to this, at the end of the book there are some Designer's Notes, which explain the thought process behind this tome.

I hope that this book will give you all the background, rules and information you need, and that you will enjoy your battles with the Vampire Counts army. The Undead forces are certainly potent – led by some of the most powerful characters in the Warhammer game, equipped with devastating magic and backed up by unforgiving, fearless regiments of the Restless Dead.

So descend to the darkness and walk through the Sylvanian forests, over grim moors and into ruined castles, and meet their immortal Lords.....

Thomas

October 1998





WORLD OF DEATH AND HORROR



In the known world, the dead do not rest easy. Vampires lurk in haunted castles in the sinister forests of Sylvania. Necromancers seek immortality and summon the dead to do their bidding. Ghouls infest the abandoned cemeteries of Moussillon. Fear of the walking dead and loathing of the necromantic arts is almost universal, and yet the dark art and its practitioners persist in hidden places and remote ruins. The roots of the dark art of necromancy and the curse of Undeath are buried deep within the history of the Old World. Often unseen and very subtle, the cold hand of Undeath nevertheless rests heavily over the Old World.

To understand the nature of the restless dead, one must understand the nature of magic in the known world. The winds of magic emerge from the Chaos Gate in the north and blow across the world. But there is one strand of magic which is darker and more sinister than all the others. This is Dark Magic, and Dark Elf sorcerers, Chaos worshippers and Necromancers draw upon this corrupt power to cast their spells. This is the force that allows the masters of necromancy to animate the dead.

Necromancy is the magic of the dead. It allows a Necromancer to summon and command Undead creatures, and to manipulate the winds of magic so that they can age or kill mortals in mere seconds. Their spells summon back the spirits of the dead to animate corpses, and also provide the power for the Undead to move and sense the world of the living, albeit dimly.



The great masters of the Undead have a host of lesser servants: rotting Zombies, Wight warriors, insubstantial Wraiths and wailing Banshees. All can be bent to the will of those who have studied the art of necromancy. The mightiest practitioners can summon servants in vast numbers and command armies of dead equal to the greatest military forces of the Old World.

The chronicles of the Old World recall the many wars and desperate battles fought against the restless dead. Few foes are more terrible than them, for the price of defeat is not just losing your life, but a ghastly eternity as an unliving automaton, because the lords of Undeath replenish their ranks after each battle from amongst their fallen victims.

There are many ill-famed places in the world. From the wind-swept plains of Kislev and the forests of Bretonnia to the far lands of Lustria there are areas where necromancy prevails over the living. Here the masters of the Undead rule over their servants. Most often these individuals are Necromancers, humans who have learned the secrets of necromantic magic, but sometimes great Vampire Lords muster their armies in the desolation of the east, and come to reclaim the lands they ruled aeons ago.

“As you know, the hordes of death have invaded once again,” said the king. “I have called this council of war to decide where to make our stand. Now has anyone any opinions?”

Baron de Guerre stood up. “Yes, sire, we must send troops to hold them at Lapocqs.”

“Why should we spare troops to defend that place? It is just a rough port full of ruffians!” asked the king.

“Indeed sire, but there has been a recent outbreak of plague,” replied the Baron.

“What of it?” said the king. “I am not in the least bit surprised.”

“Indeed sire,” the Baron continued, “...but the cemeteries are full and our enemy shall be seeking reinforcements.”

NECROMANCERS AND THE DARK ART



Men fear death above all other things. Most people are content to raise sons and daughters to ensure that their lineage will continue after their death. Kings and emperors erect monuments so that generations to come will remember them – this way something of them will remain even after their death. But some individuals resort to darker, more desperate measures. They turn to the dark art of necromancy.

There is an ultimate source of power in the Warhammer world: the winds of magic. Magic energy permeates everything and as they move across the world the winds of magic separate into several strands, giving power to the spells of wizards. Some, however, remain as a roiling mass of pure dark magic. This is drawn to places of

death and evil, sites of murder and disease. Battlefields, cemeteries and tombs, charnel houses and plague pits attract this dire force. It is this energy that is used for necromantic spells.

Necromancy is the magic of the world of the dead. A Necromancer is able to communicate with the dead and summon spirits with it and it also enables him to extend his life for centuries and to raise corpses, creating legions of Zombies to fight on his behalf.

Those who practise this most dire of forbidden arts face many terrible dangers. Some try to extend their lives for decades or even centuries beyond their natural span. Sometimes they succeed, and these individuals retain their physical body and what is left of their sanity, but usually the result is far more horrible than death itself. Continual use of dark magic drains the soul and distorts the body and as time passes, a Necromancer becomes more and more cadaverous in appearance.

Not all those who study necromancy begin as evil men. The loss of loved ones, dire need of power for a worthy cause, or simply the natural fear of death are all things that can drive a man to seek the forbidden lore. But necromantic magic corrupts everything it touches and the constant dealing with the living dead and fear of persecution soon drive even the most strong-willed to paranoia and insanity.

Necromancers shield themselves from the deadly effects of dark magic by channelling their power through dead creatures or into their spirits. Despite this, human Necromancers will slowly be corrupted by their contact with the dark energy. In the end, death will claim them in a particularly horrible way. Their keen intellect will be eroded, their bodies reduced to reeking, walking corpses and their sanity will be lost in the sea of terrors that it faces in the world of the dead.

Necromancers are universally abhorred. The men of the Old World respect the dead, and the priests of M  r and Witch Hunters tirelessly track down any who would defile the rest of the departed. Many an aspiring Necromancer has perished in the cleansing flames of the Witch Hunters.



“You are all my servants from now on. Whether you want to serve me alive or dead is immaterial to me.”

Vlad von Carstein to the citizens of Altdorf

THE BOOKS OF THE FORBIDDEN ARTS

Mystery shrouds the study of necromancy. To learn the dark art, an aspirant must either seek a Necromancer and become an apprentice, or acquire one of the forbidden tomes such as the *Liber Mortis* or one of the *Nine Books of Nagash*.

Finding a tutor has its obvious difficulties. Necromancers shun the company of the living, to avoid discovery. Also, given their morbid reputation and unavoidable insanity, it is perhaps safer to seek the books. Many would-be Necromancers have ended up serving their mentors in eternal, living hell as animated corpses.

Forbidden books have their own perils. The lore of necromancy is to be found in these books, written in ink distilled from human blood and bound with the skins of mortals. Only the most strong-willed can read these tomes and retain their sanity. They tell of the horrible secrets of the beyond and the dark insane nightmares that the dead dream in their eternal rest.

Many spells for waking the dead, summoning magic power and controlling the lesser Undead are recorded in these books. They also tell of rites that attract dark magic, list the days when evil magic is at its strongest, and the places that attract the highest concentration of dark magic.

First and most famous of these evil tomes are the *Nine Books of Nagash*. In the unimaginably distant past Nagash, the supreme lord of the Undead, the Great Necromancer himself, wrote these dreadful volumes. In them is recorded the entire lore of the art. All other books of necromancy are based in some way upon these blasphemous tomes.



Many of the greatest spells of the *Nine Books of Nagash* are too demanding for mere mortals, for at his peak Nagash could rival the power of the gods themselves. But for a diligent student they hold all the information needed to become a Necromancer. Summoning and controlling the dead and the sacrifices needed to summon spirits are also described in the pages of the *Liber Mortis*, as well as the secret of prolonging life by stealing the vigour of the living.

The *Book of the Dead* was written by the mad Arab prince Abdul ben Raschid. He travelled to the Land of the Dead in the far south and, driven mad by his experience, wrote his blasphemous masterpiece. He did not live to see the widespread public revulsion for his work, or the great pyre where the Caliph of Ka-Sabar burned all the copies of it he could lay his hands on. Unfortunately, many of them survived and were carried to the Old World by the victorious knights during the Crusades.

The *Book of the Dead* speaks of a great desert to the east of Araby, from which rise the necropolises – tomb cities of the unquiet dead. On dark nights, corpses of the dead stir, locked in a dance of death until the end of eternity, and within the pyramids, built aeons ago, the unholy aristocracy sit on gilded thrones amid faded grandeur and numberless corpses. They dream long, dark dreams of their former glory, stirring occasionally to issue commands to their rotting courtiers. Then the armies of the dead march to war against the other kings of the Land of the Dead, or sometimes attack the Arabians and other humans unwise enough to live too close.

The *Liber Mortis* is the best source of knowledge on necromancy available to the scholars of the Old World. It was written by the Necromancer, Frederick van Hel, better known to later generations as Vanhel. The one complete surviving copy of this book is kept under lock and key in the vaults of the Great Cathedral of Sigmar in Aldorf and can only be studied by the purest-hearted scholars, and even then only after special dispensation from the Grand Theogonist himself. Vanhel was a Necromancer at the time of the Great Plague and compiled his masterpiece from translations of the *Books of Nagash*. It is this book and its copies that have caused so much horror and death in the lands of the Old World.

The *Grimoire Necronum* was written by Wsoran, known as the father of Vampires. Apart from necromantic spells, it is filled with doom-laden prophecies of the future: telling of the world that is to come, where the Empire is in ruins and only the dead walk under the sunless skies and where immortal Vampires rule over pitiful slaves and hunt them for sport. It is said that any who read this book succumb to a dark pit of insanity from which there is no return. Perhaps the *Grimoire Necronum* holds indisputable proof that Wsoran's predictions are true. Perhaps we are already doomed to eternal slavery.

VAMPIRES



Since time began, there have been many legends of undying predators of the night who walk in the guise of men. As long as anyone can remember, people have spoken in hushed tones of beasts that hunt the unwary and because of them men have shunned the darkness. For untold centuries the word Vampire has haunted the Old World.

Vampires are known by many names. Bretonnians call them *Nosferatu*, while in Kislev these evil creatures are known as *Uppyr*. The folk of Estalia know them, however, as *Wamphyri*.

Of all the Undead, Vampires are the most abhorred. They are immortals who were once human, but now carry the curse of vampirism in their veins. Vampires are human in appearance, but their blood is tainted with supernatural energy. They must feed on the blood of the living to sustain themselves, or else they will fade into nothing.

Vampires are denizens of the dark and sunlight weakens them. They often rest during the hours of sunlight, dreaming long, dark dreams that only the dead dream. At

such times they are vulnerable and a stake driven through their heart can end their unlife.

Though their outward appearance can fool all but the wisest, Vampires are wholly unnatural. They are stronger than any living man, capable of wrestling down a bear or cleaving a fully armoured man in two with one blow. A wound that would leave a man dead on the battlefield has little effect on a Vampire. They can see the dark wind of necromantic magic and bend it to their will. Spirits and animated dead are theirs to command. Beasts naturally attuned to darkness are slaves to their merest whim and packs of bats and wolves follow them wherever they go.....

From atop the ruined tower of the keep Walach, Grand Master of the Order of the Blood Dragons, gazed into the night. He stood alone, deep in thought, his iron will turned inwards, his mind travelling the dark paths of the distant past.

Memories flickered past him like corpse-candles. He still recalled the dimness of his human senses. He wondered what it would be like to breathe again, to feel the blood flow through his veins. What the world would look like if observed through the limited senses of a living man. How much more he could see and hear now. The night was full of sounds and shapes. He saw how the swirling mists of dark magic enveloped the Blood Keep like a shroud, forming nightmarish images. He could hear the howls of the wolves in the mountains, a hundred miles from the point where he was standing. Yes, he could hear and see everything.

As his fingers touched the blade of his ancient sword, memories flowed back. So many had died by that sword. He remembered the glory of the great wars of old. Blood had flowed like wine then. He had slain innumerable foes: Dwarf lords, Elven princes, Counts of the Empire, all had fallen before the might of his sword. 'Good times', he thought.

But other memories were not so pleasant. He also remembered the day when the Templars of the White Wolf had broke down the gates of the Blood Keep. Mikael, his favourite son, was impaled by a fanatical warrior-priest of Sigmar. Aurora, his chosen bride, had been beheaded by the Reiksmarshall during the battle before he could intervene. His mailed fingers curled round the hilt of his crimson sword. 'One day', he thought, 'vengeance will be mine. I have all eternity to wait'. And indeed he had. He was immortal. There would be time enough.

Walach turned back to the balcony door, and stepped into the dim, reddish glow of the torches. The great feasting hall of the Order was full. Wight warriors stood on guard, while the sixteen undying immortals, the last of his Vampire knights and

their unearthly-beautiful brides sat around the great table. In the dim light of the ruined hall their eyes glittered with an unspeakable hunger. For tonight was the night of the Blood Feast. As one they turned to face him and bowed. Walach motioned them to continue their revelries and took his place at the head of the feasting table.

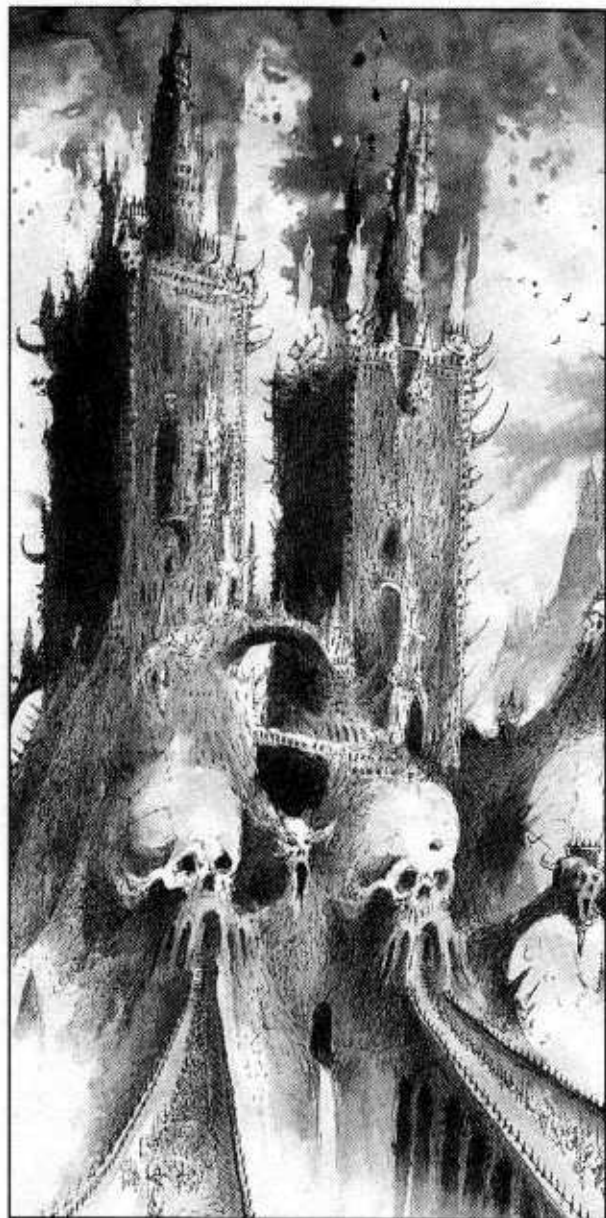
The hall was filled with eerie sounds as the wail of Banshees carried from the dungeons. While their howls would bring death instantly to any living man, for an immortal Vampire their cries were sweet music, filled with the lonely beauty of the cold grave. At a single word from Walach, the room fell silent. The Blood Chalice, the great relic of the Vampire Order, was brought to him by his loyal servants. He grasped the ancient cup with both hands, and drank deep. An overwhelming sensation, pain more severe than a swordblade, ecstasy more potent than anything human senses could endure, flowed through his body. He felt power and exultation fill him. He was god-like, invincible, deadly. As he passed the Blood Chalice on, he studied his Undead knights as they drank. The ancient vows of Brotherhood were exchanged as the chalice passed from one hand to another. The splendour of the armour and the coats of arms of his knights echoed their past glories, strengthening his belief that there was no power in the world to oppose him.

His warriors had gathered. The standard of the Blood Dragon would fly above his armies once more. He would break the backs of the mortal lords of this world. For who could stand against him? There were no more true warriors left on this world. He had fought and defeated the greatest of them during times past, when being a warrior meant something. Now the world was old and there were no heroes left. The old races of Dwarfs and Elves had grown weak, while the humans had become soft, decadent, and lazy. And Walach's strength had but grown over the years. Now was the time of reckoning. Now was the time of war.

THE CITY OF THE VAMPIRES

Only the most ancient scrolls locked away in the Forbidden Library at the Colleges of Magic and the Great Cathedral of Sigmar hint at the origins of the Vampires. These age-old texts, brought to the Old World by crusading knights returning from Araby, tell of a land far away, in the delta of the great river, Mortis. In the tongue of the people who lived there long ago this kingdom was known as Nehekbara, or the Land of the Dead.

In the hieroglyphs and reliefs one can see how the aristocracy of that land once hunted men at night and drained their blood. The oldest and most obscure scrolls mention the cursed name, Nagash. His story is told elsewhere, but here it is sufficient to say that this evil Necromancer found an alchemical substance that granted immortality. This hideous liquid was called the Elixir of Life. Distilled from human blood, it provided the secret of eternal life, but the price was terrible. After many long years the Great Necromancer became more and more cadaverous and corpse-like, until his evil was evident to all.



Other kings of Nehekbara gathered their armies and sent them against the Great Necromancer. Nagash was defeated in this ancient war and forced to flee from the Land of the Dead, but the secret of the Elixir of Life was stolen by the nobles of Lahmia, one of the great cities of Nehekbara. They took it back to their city, and started experimenting with it. Their life-spans grew ever longer, but after centuries its use caused strange changes in the Lahmian nobles. Their teeth changed into great fangs, their skins became as white as alabaster and their eyes glowed red in the darkness. Those who drank the elixir could no longer be nourished by food or drink, but began to prey upon living men and drank their warm blood. Sunshine burned them, so they had to live in darkness and rest during the day. And worst of all, they could pass this curse on to others. By allowing a mortal to drink their blood, the taint would pass on to the victim. These were the first true Vampires.

The Vampires had eternal life and great powers, but it seems that this curse was eventually their downfall. The hieroglyphs tell how their fellow men turned against the blood-drinkers. Once more there was war in Nehekbara. The rulers of the other cities, alarmed by the tidings from Lahmia, mustered their armies. The Lahmian Vampires fought against the grand alliance of Nehekbara led by King Alcadizaar, but in the end they were defeated and forced to flee. Most of them were killed in the bitter siege of Lahmia, or hunted down by the victorious armies of Khemri and Numas and slain in their tombs, during the hours of daylight.

But the eroded scrolls of Lahmia describe how seven great Vampire Lords and their closest followers escaped the sacking of the City of the Vampires. Chief amongst them were Ushoran, the Lord of Masks, Abhorash of the Blood, Vashanesh, the king of Lahmia and Neferata, Queen of Shadows.

The remaining Vampires held council. Their defeat was a bitter blow to the arrogant immortals. They had tasted power and found it to their liking, but now they had lost everything. In the end they decided to part company and conquer domains of their own. Once they became powerful enough they would return and reclaim their thrones. So the Vampires went their separate ways. Four of them went north to the kingdoms of men in the Old World, and have haunted the dark places there ever since.

Of the remaining Vampires little is known. Perhaps they went to other corners of the known world, or perished in ancient battles. If any still exist, they are ancient indeed, and surely powerful beyond mortal comprehension. Perhaps they travelled to Nagashizzar and entered the service of the Great Necromancer, Nagash the Black.

THE BEAST WITHIN



Whilst Vampires have the same physical appearance, they are nothing like the humans amongst whom they hide. Behind their masks of grace and beauty lives a predator, a hunter of the living. Even if the Vampires were good and honest souls during their mortal lives, the use of necromantic powers and the unnatural hunger for human blood would soon corrupt them. Continuous life amongst the dead will slowly drive them to morbidity and insanity and the dark magic, which they have to use, will drive them into evil.

A Vampire has to keep his tainted blood and raging dark energy checked. Often this becomes too much, and an angry Vampire can kill a man in a fit of rage. An enraged Vampire is terrible to behold – he transforms from his mortal likeness into a fiend with razor-sharp fangs, long talons and bestial features. His eyes gleam with unnatural light and the mere glance of a Vampire can cause the bravest mortal warrior to flee in panic.

After a time, a Vampire becomes so soaked in blood that he no longer cares about the death of a mortal. He may still have his human appearance, but no pity, compassion or mercy lives in his cold, unbeating heart. Vampiric blood flows through his veins and he is so unnatural that he casts no reflection on mirrored surfaces. He is now truly of the Undead.

To a Vampire, human society is a blur of change, for they do not age or change as men do. Such a life puts a terrible pressure on the minds of these beings and madness is their constant companion. If one considers the differences between these immortals and mere humans, it is easy to see why Vampires feel no pity or kinship with men. Their terrible hunger forces them into acts of murder and violence and their physical and mental superiority is vast. It is little wonder that Vampires view all of humanity as mere cattle.

Many Vampires grow weary of their eternal existence, but they fear their final death more than the horror of living forever as an Undead. It is said that their evil deeds condemn them to eternal torture in the realm of the dead and thus they cling to their bodily lives, hating their unlife but fearing the final judgement which will be passed on them in the afterlife.....



Ilie in my casket, dreaming. Oh what dreams! When I was born I cannot remember. It was so long, long ago now. When I was born again to my immortality, I can bring it back to my mind, but it is dim. It was in the castle. The same castle that rises above me now. My castle. I can feel the weight of the stone and the darkness. The cool, moist dampness that is so good for my complexion. Has it not preserved me for so many centuries here in my tomb? In my casket of lead.

For long years have I waited. Why do I awake now? What is it that has stirred me. I returned to my crypt for the last time long ago. There was strife in the castle then. Everybody perished. There was fire. I do not like fire! So I descended into the cool of my tomb.

Now I have awoken. What sounds can I perceive echoing through these ancient halls? Is it laughter and music? The castle is occupied again! There are living, breathing, heaving, red-blooded beings here again. Knights! I always did love knights. Such strength, such good red blood, nurtured on the venison and the good red wine of our land. Ah, the blood of the brave...

Yes, I shall arise this night. I shall be arrayed in all my beauty. I shall take for myself a new lover. I tire of the old one, he is nothing but skin and bone!

THE SHADOW OF THE VAMPIRE



Humanity has always both feared and been fascinated by Vampires. Many humans, especially Necromancers, seek out Vampires and offer their services to these lords of the Undeath. For the Vampires have something that Necromancers crave: they are immortal and capable of granting this gift to others. But Vampires choose new recruits with great care: they want companions for their long, lonely existence and thus choose only the most intelligent, most beautiful and the most powerful to join their ranks. This is a great tragedy indeed, for at least the usual victims of Vampires lose only their lives and can rest in peace, but those that the Vampires choose as their companions lose their souls as well.

The unholy ritual that the Vampires use to create more of their kind is called the Blood Kiss. When granting the Blood Kiss, the Vampire passes part of his own cursed blood to his victim instead of draining the unlucky mortal of his life's blood. The doomed man or woman will fall ill, grow weak and eventually die from what look like natural causes.

I say you can find out the servants of Death by their mark. No man is born so unnatural that his body does not revolt at the foul pollution of Undead blood.

And by these marks can you tell them. By the fangs of the predator, for their thirst of blood is the thirst of a fanged fiend. From their porcelain white skin, cold to the touch and unnatural to the eye. From the glow of their eyes behind which lives the Hunger.

These are the marks of the blackest evil. These are the marks of the Vampire.

Johann Van Hal, the Witch Hunter General



It is said by some scholars that the potency of each new generation is less than the last, so that the most powerful Vampires are always the oldest. The older Vampires can also choose to grant the Blood Kiss to more than one victim, while most of the younger Vampires can grant only a single Blood Kiss during their long and lonely existence.

The threat that Vampires represent to mankind cannot be underestimated. More than once the lords of the Undead have summoned their legions of the walking dead and waged war against the current masters of the known world. Only at great cost have they been repelled and each time the lords of the Undead have waged war they have come closer to a total victory.

Over three hundred years have passed since the last time that the dreaded Vampire Counts of Sylvania marched to war with their Undead legions. Their defeat at the hands of the Empire has taught them that while Vampires may be immeasurably more powerful than mere mortals, they can still be defeated. Though immortal, they have weaknesses that their enemies can exploit: sunlight renders them almost powerless and will eventually destroy them. A stake driven through the heart will end their unnatural life. Holy men have power over them. They cannot cross running water except over a bridge. They can conjure a multitude of mindless Undead slaves to serve them, but will only have a few intelligent allies. They must feast on human blood or wither away into nothing, and because of this, Vampires are always few in number. Large groups of these unnatural lords would require huge numbers of mortals to feed upon and would quickly attract the attention of the rulers of the kingdoms of the Old World. To enslave mortals to their will once and for all, Vampires must be cunning as well as brutal.

So the lords of the night patiently bide their time in their castles and crypts waiting for an opportunity to gain control of human society. Vampires are immortal, so they can afford the luxury of time. Their enemies grow weary and die, but Vampires become more powerful as each year passes. They seek a chance to defeat the human nations utterly and of making all mortals their slaves. One day all the Vampires will rise again and then the earth will shake under the tread of Zombies, skies will darken under the wings of Vampire bats, and the spirits of the dead will rise from their graves. Then once more the men of the Old World will be forced to muster their armies to ward off the most terrible of all their enemies.

VAMPIRE FAMILIES



There are several great families of Vampires in the Old World, each of which owes its origin and allegiance to one extremely powerful and ancient Vampire.

From the city of Labmia come many great Vampire Lords and four of these are named in the annals of the Old World. All Vampires assume the name of their ancestor when they join the ranks of the Undead. They may not always use this name openly, but amongst their own kind, Vampires always use their family name.

VON CARSTEIN

"We are the lords of the night and you humans are our cattle.

While we walk tall you are on your knees.".....Attributed to Mannfred von Carstein.

Of all the Vampires that have ever been known to man, the cursed bloodline of the von Carsteins is the most infamous. Handsome, arrogant, charismatic and proud, the von Carsteins are the true aristocracy of the night. It was Vlad von Carstein, the first of their line, who brought vampirism to the unhappy land of Sylvania. He inflicted the dread curse on all the greatest and most powerful nobles of the land, bound them to his will, and became the undisputed ruler and master of an Undead kingdom at the very heart of the Empire.

Three hundred years ago Vlad and his Undead cohorts openly challenged the rule of man in the Empire and during a hundred years of unrelenting warfare they almost brought the Empire to its knees. Only by combining their efforts did the Elector Counts of the Empire defeat him, but although Vlad was dead, this was not the end of the von Carsteins – his successors continued the Vampire wars for many years to come.

In the legends of the Empire the names of the Vampire Counts are still remembered and abhorred: Vlad and Isabella, the first undying rulers of Sylvania. Pieter and Emmanuelle von Carstein, who slaughtered a hundred maidens in a single night to slake their thirst. Fritz von Carstein, the One Without Pity. Konrad, the insane Count of Blood, and Mannfred von Carstein, the wisest and most cunning, a twisted genius and the greatest of the Vampires in his mastery of the art of necromancy.

The end of the von Carsteins' reign finally came in the terrible and bloody battle of Hel Fenn, where Mannfred von Carstein, the last of the Vampire Counts of Sylvania, met his doom at the hands of the Elector Count of Stirland. The last of his kin were slain in battle as well and thus ended the Vampire wars of the Empire.

This, however, was still not the end of the von Carsteins in the Empire. Who can tell how many eccentric men still carry the curse in their veins, or how many Vampires hide in the haunted castles or dark woods of Sylvania. It is only too likely that one day the Empire will tremble once again at the name of von Carstein.....

A Vampire will flinch from the holy sign of Sigmar. Also he makes no reflection in a mirror or in water. He shuns the heat of a fire and hides from the sun. He will rarely open his mouth to speak or eat before strangers. By these signs may you know the Vampire.



LAHMIA

"Remain in darkness and be silent, sisters. Our time is almost here."

All the Vampires of the Lahmian sisterhood are said to be descended from the Queen of Lahmia, one of the seven Vampire nobles who escaped the destruction of that vile city. 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. For a human the shape of one of these Vampires attacking seems like a blurred image, as if gazing at its form through a mist.

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 and erratic 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 undead. They have a great talent for art and statesmanship and their powerful personalities hold an almost 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. In such places Zombies guard the gates so that 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 Undead servants.

The Lahmians, unlike other Vampires of the Old World, keep in contact with each other and with their mysterious queen, Neferata, who is said to live in a secret haven high in the Worlds Edge Mountains. What the Lahmians' motives and purposes are few can fathom, but it is said that they are preparing to fight a terrible war against the other Vampires – perhaps their aim is to become the supreme overlords of all the immortals.....



"I have travelled to distant Araby and I have walked amongst the ruined palaces of Lahmia in the land beyond the River of Death. And here was found the source of the curse. For in the time-eroded statue I could read out the mark.
The mark of a Vampire."

Liber Mortis

NECRARCH

"Wisdom is not without price. Ours is the greatest wisdom and thus we pay the greatest price."

Necrarchs are perhaps the most terrifying of all the lords of the night. Most Vampires retain their human features when they join the ranks of the Undead, but something in the blood of the Necrarchs is tainted and foul. Their physical corruption begins as soon as they enter the ranks of the Undead. Skeletal and reeking with the stench of charnel houses, the Necrarch Vampires are truly a horrifying sight.

Vampires of the Necrarch bloodline are not much concerned with the petty world of men. They walk the paths of the realm of death. They are wise beyond mortal reckoning and imbued with the horrifying secrets of necromancy. The knowledge they hold would be enough to drive mortal men to their death through sheer terror.

Necrarchs live in high towers where they study the heavens and the darkest of the winds of magic. From time to time they summon the dead that sleep in the catacombs and tombs around their dwellings and go to conquer the lands of the mortals.

Necrarchs are masters of alchemy and the mystic arts. In their dusty chambers they make potions to halt the decay of their bodies and to enhance their minds. No other Undead can match their knowledge and the power of their magic.

Of all the Vampires, Necrarchs are the most powerful in the art of necromancy. In their inner sanctums, lit by candles made from human fat, Necrarchs pour over grimoires and moulded scrolls to reveal the secrets of long-dead wizards.

Necrarch Vampires summon Undead servants and study the darkest of necromantic magic ceaselessly, though for what purpose can only be guessed. Witch Hunters who have dedicated their lives to studying and hunting them down fall silent when questioned about these things and just swear to eradicate these monsters or to die in the attempt.

All Vampires of the Necrarch bloodline are insane, for the secrets they study would be better left alone and completely forgotten. The eyes of a Necrarch Vampire see the world of the living as a blurred image, but to them the world of the dead, the bodies in their graves, the bloated corpses of the drowned and the rotting carcasses in the charnel houses are crystal clear and far more real than the blossoming life of the mortal world. Indeed, they draw their power from man's darkest dreams and anyone unfortunate to merely glance at a Necrarch Vampire will find that he is confronted by his worst nightmares.....

"Mathter, mathter, see what I haf brought thee!" The servant hobbled to his master, the only one who had ever shown him any kindness or consideration. He did not care about his lord's horrible appearance, or the stench. Anyway, the master always hid himself behind his cloak. Furthermore, he was a scholar, but languished in exile, unrecognised. "Bring it to me, faithful one," said his master. "Yeth mathter," he replied, and handed him the scroll. "Ah! It is from Khemri. Where did you find it my most loyal servant?" "I stole it mathter. From the merchant." "Oh what a shame. Did you harm him?" "Alath mathter, hith head came off." The master wagged his wizened finger. "I hope you hid the evidence?" "Yeth mathter, But I kept the head, I thought thee might want it for somephink."



BLOOD DRAGON

"We are the swords of the night.

We are the warriors of the dark. Fear us, for we are your death."

Once the knights of the Order of the Blood Dragon were the noblest of the Knightly Orders of the Empire, respected by all as its defenders. Their great fortress-monastery, the Blood Keep, guarded the passes to Bretonnia and was famed for the strength of its walls and valour of its defenders.

But as the *Tome of Lamentations* tells, one night a man of great stature and noble bearing appeared at their gates and demanded to join the Order. He announced that he was Walach of the Harkon family and when he was admitted inside the doom of the Order was at hand.

In one single terrible night Walach infected the knights with the curse of Undeath and became the new Grand Master of the Blood Knights. The strongest, noblest, and most handsome he made Vampires, while the rest were slain and served in as Wight men-at-arms. Soon the Undead knights ruled a kingdom of terror.

Instead of protecting the men entrusted to them, the Vampire knights preyed upon them like a pack of voracious wolves. The Vampire maidens, the brides of the Knights, bathed in blood to keep their eternal youth. The Order became the most terrible and the most powerful warriors the Old World has ever known.

For many long years the Blood Knights kept their true nature a secret from human society, but finally the Church of Sigmar, attracted by reports of people going missing during the night, discovered the terrible truth.

Four entire Empire Templar Orders mustered to destroy the Vampire knights, eager to prove their prowess and virtue. The Blood Keep was besieged. For three long years the Vampire Order held out until their gates were finally breached and their keep was set on fire. Faced with overwhelming force, the Vampire knights were

forced to abandon their ancestral home. They were hunted by Templars and Witch Hunters alike and it was believed that all of them had perished. The Blood Keep fell into ruin and its evil legacy was all but forgotten.

The truth was different. When their fortress-monastery was razed, the Knights of the Blood Dragon became separated from each other. They fled their pursuers and went to the lands of Bretonnia, Estalia, Tilea and beyond to establish domains of their own. They can now be found in abandoned castles commanding their own armies of the dead, or hiding amongst humans in the corrupt cities of the Old World. They can live as mercenaries, assassins, or soldiers, and only the glow of their eyes hints at the hunger that rages in their blood.

The blood of Harkon Vampires makes them swordsmen without equal, for their sire was the greatest of the warriors of ancient Nehekara. But this power does not come without a price – it also makes them obsessed with their prowess at arms. Their entire being is devoted to war and death. Their way is the way of the sword, each one striving to become the perfect warrior. Each competes against the others and every word uttered carries a hidden challenge. Without their iron discipline the Blood Dragons would soon succumb to anarchy. Indeed many of them become so obsessed with perfecting the craft of death that they leave their stronghold and wander the world, seeking challenges to test their martial prowess.

Now, centuries after the demise of their Order, men whisper that the Blood Keep is inhabited again and that immortal knights feast on human blood in its halls. Once more the old legends of the knights that hunt for blood are told in hushed voices. In the cold catacombs beneath the Keep, the tombs of the heroes of the past are now once more resting places for Vampires.

Served by the Undead knights, the Vampires of the Harkon bloodline are a mighty force. Bound by the brotherhood of a hundred wars, these immortals have a loyal bond that goes far beyond that of any living knight. They still gather from all over the Old World in their great feasting hall once every hundred years, to perform the rites of the Brotherhood in a hideous parody of the holy feasts of the Templar Orders of the Old World. They drink blood from silver chalices and recite their ancient oaths of loyalty. They are proud, and rightly so: for there are no mightier warriors in the known world.

It is said that their lord Walach still commands them as the Grand Master of Ordo Draconis – the order of the Blood Dragon. Wherever the standard of the twin-headed blood dragon is seen, men grow desperate, for it is followed by a legion of Undead knights, commanded by immortal Vampires.



DOMAINS OF THE UNDEAD



From the vast tundras of Kislev to the meadows of Bretonnia, from the dark woods of Sylvania to the grim Grey Mountains there are many ill-famed places of the world which are associated with the Undead and where the forces of necromancy prevail. Some of the most infamous are described below.....

MOUSSILLON, THE CITY OF THE DAMNED

The Bretonnian city of Moussillon has an evil reputation. It is commonly known as the City of the Damned and is shunned by all sensible people. Built in a very inauspicious location on the banks of the River Grismerie the city is flooded every spring, sweeping away the hovels of the poor and leaving the streets under a foot of foul, murky water. Outbreaks of disease are common and the cadavers of victims lie side by side in long ranks on the city streets. With all this death the city attracts Necromancers and other practitioners of the dark arts, and the wardens of the cemeteries and tombs are often prosecuted for selling the corpses to the highest bidders.

The aura of doom is all-pervasive, so that even the finery of the rich folk of Moussillon is ragged, dirty and disgusting. Those few that live here roam the quagmire streets like zombies, soulless and unseeing. In the markets they haggle for rotten fruit and mildewed meat – some of which may even have come from the city's overflowing plague pits. It is said that the cemeteries and charnel houses are infested with clans of Ghouls and those unwary enough to walk the streets of Moussillon after dark are never seen again.

In the middle of all this corruption stands the ruined and sealed palace of Duke Maldred, a corrupt pretender to the throne of Bretonnia, whose reign of evil two centuries ago is a reviled memory. When Maldred's claim to the throne was dismissed by the Fay Enchantress, he and his sorcerous wife Malfleur retreated to Moussillon. They defended the city for three years as the knights of Bretonnia laid siege to it and during this time an extremely virulent outbreak of the Red Pox scythed through the city.

Maldred vowed that he would cheat death and summoned all the noble families of the city to a great party which was to last until the Pox ended. All food and wine in the city was confiscated and all the doors of the palace were locked. The minstrels played quadrilles and

dance tunes and the nobles made merry while the poor of the city starved and died outside.

On Winter's Eve the Duke celebrated with the traditional masked ball. The nobles of his court immersed themselves in an orgy of self-indulgence. Dressed in red silks and satins and wearing fantastic masks they danced and drank sparkling wine. But it is told that a visitor, wearing red and carrying a huge scythe was seen amongst the guests. Maldred thought that this was a poor joke and ordered the guest to be thrown out of the palace. But as his guards rushed to grab the eerie figure, they collapsed, and the marks of the Red Pox could be seen on their hands and faces. One by one the torches of the palace flickered and died, as the red-garbed stranger stalked the banquet hall. Next day the siege ended, for the Duke and all his guests were found dead inside the palace, killed by the Red Pox.

It is said that every year on Winter's Eve the eerie strains of phantom bards can be heard within the palace and anyone bold enough to venture inside will meet the re-animated corpses of the Duke and his guests re-enacting their final dreadful night. Corpses cavort around the banquet hall, Zombie minstrels play haunting tunes and the silk-wrapped bodies of Maldred and Malfleur are locked in an eternal embrace of damnation.....



THE CURSED LAND OF SYLVANIA

Sylvania is the most ill-famed region of the Empire. It is a land of dark forests, lonely moors and ruined castles. It is also the source of the darkest legends of all the Old World.

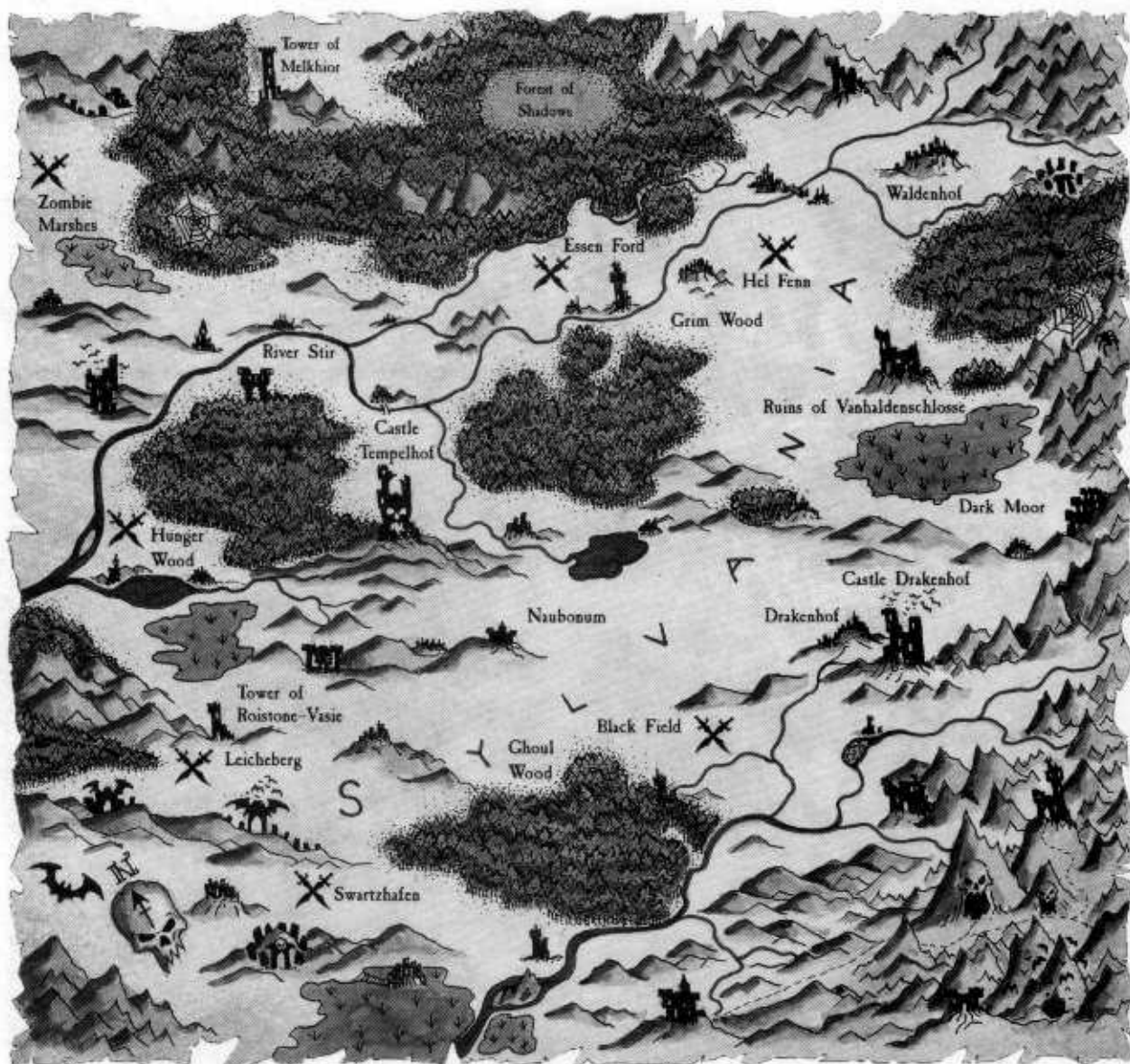
In the midst of the wretched land of Sylvania stands Drakenhof Castle. From here, Vlad von Carstein began his reign of terror and summoned his Undead army. This was the centre of the web, from where Mannfred von Carstein plotted his conquest.

The castle is huge, built on top of a massive clifftop, from where it dominates the surrounding forest. Wizards of the Empire claim that nowhere else does dark magic rest as heavily and concentrated as over this infamous castle. It has four massive towers and a gigantic central keep, beneath which is a huge number of crypts, dungeons and abandoned torture chambers where unspeakable horrors were once inflicted on the prisoners of the mad von Draks. All are now empty save for a few skeletons which are said to stir from time to

time to relive the horrors of their torture and seek revenge on the living. In the dining hall, obsidian goblets, from which the Vampires used to drink blood, still stand undisturbed on the banqueting table.

The walls of the great hall are hung with portraits of the Vampire Counts. Tall, gaunt, red-eyed men, it is said that since they could not see themselves in mirrors, the Vampires required pictures to remind them of their physical likeness.

In recent years, it seems that some Undead evil has returned to the castle. Peasants in near-by villages claim their young people are mysteriously vanishing. Huge red-eyed wolves prowl the forest and keep the trespassers away and the name von Carstein is whispered once again.....



BLOOD KEEP

South of Nuln, high in the Grey Mountains, stands the long forgotten fortress-monastery called the Blood Keep. It is a ruined fortress of immense size and rests on top of a mountain, with only one lonely path leading up to its gate. Once it was home to the most noble of the Knightly Orders of the Empire, but hundreds of years ago they were infected by the dread curse of vampirism and turned against the humans they were sworn to protect. The crypts below the Keep became resting places for immortal Vampires and Wights, dressed in the garb of the men-at-arms of the Order, patrolled the walls of the Blood Keep. From here the Vampires launched attacks against the countryside. Garbed in armour, they could have passed for any of the numerous robber knights plaguing the Empire at that time and none could guess their true nature. In secret, they dragged their screaming victims back to the Blood Keep and feasted on their living essence.

The Vampires' reign of terror lasted for decades until their true nature was revealed by the famous Witch Hunter, Gunther van Hel. The Blood Keep was besieged for three years and finally taken after an epic struggle. Its Undead inhabitants were destroyed one by one and stakes were driven through their hearts. Walach, the Grand Master of the Vampire Knights, led a desperate break-out with his most powerful knights, but they were pursued by the Knights of the White Wolf and merciless Witch Hunters.

The great siege which broke the power of the Blood Knights left the fortress ruined and blackened by flames, and its walls cast down. The great bastions were

shattered by siege engines, but the Blood Keep has retained its grim reputation. Men shun the place and only the most desperate treasure hunters dare to explore its ruins.

It is said that during moonless nights the warriors whose remains still lay unburied in and around the Blood Keep stir and slay any who dare to venture near. The catacombs provide nesting places for huge bats which range far and wide to hunt for blood. Some say that lonely figures can be seen standing guard on top of the ruined battlements and the men of the Empire whisper that perhaps some of the Vampire knights survived the siege.....

SILVER PINNACLE

High in the most inaccessible part of the Worlds Edge Mountains stands a desolate mountain top, called the Silver Pinnacle. A long time ago, the Dwarf race built a huge stronghold here, for the Silver Pinnacle was an incredibly rich source of gemstones. But as the Great Book of Grudges remembers, the Silver Pinnacle was invaded by an army of Zombies and Wights, led by a female Vampire called Neferata. Her Undead armies forced the Dwarfs to abandon the Silver Pinnacle, and they have not been able to reclaim it since.

None, save for a few crazed Dwarf Troll Slayers, dare to approach the Silver Pinnacle any more, for it is home to the living dead. If a man were ever to get through the trap-laden passages and fight his way past the chambers filled with Undead warriors, he would come to the heart of the mountain, where the secret chambers of Neferata are located.

Walking into the inner halls of the Silver Pinnacle is like stepping into another world or time. Garbed in ancient costumes the Undead courtiers of the Vampire Queen keep alive the ancient rites and traditions of Nehekharans. The sickly-sweet scent of incense and luxurious oils hangs over the opulent chambers where the statues of gods with heads of eagles and jackals stand guarding the doors. Gold and lapis lazuli gleam in the darkness, illuminated only by the blood-red glow of torches.

It is a weird and disturbing place, filled with the spirits of the dead and the mighty Vampires who rule over them. Giant winged creatures fly to the Silver Pinnacle during the night and sometimes black coaches travel there, bringing cloaked women who enter through the Zombie-guarded doors. No one knows what tangled plots are weaved during these visits but they are sure to bring great woe and misery to any who have come to the attention of the Lahmian Vampires.....



VAMPIRE COUNTS OF SYLVANIA



On the eastern border of Stirland, in the cold shadow of the Worlds Edge Mountains, lies the land of Sylvania. No sane man would dare venture forth after dark there and no questing knight or weary pilgrim would ever accept shelter within the brooding, rotting castles that tower over the land. By night, the brutish peasants of the squalid villages lock and bar their doors and hang bundles of witchbane and daemons' root over their shuttered windows, in the vain hope that these protective herbs will ward them against the terrors that haunt the night.

Wizards claim that the wind of dark magic blows strong in Sylvania and that the keeps of the nobility are built over particularly ill-omened sites. Even the notoriously brutal and fearless tax-collectors of the Elector of Stirland wear amulets blessed by the priests of Mórr and Sigmar, and go about in companies fifty strong when their lord compels them to seek his dues there.

For as long as any man can remember, evil tales have been told of Sylvania. The odds are good that if ever a tavern bard recites a grisly ballad, or a court poet inscribes a story of horror, then the setting will be this dire place. There are more dark legends concerning Sylvania than all of the other Imperial provinces put together and most of these tales contain a solid kernel of truth. This is indeed a land where unquiet spirits, thirsty Vampires and evil sorcerers still walk beneath the moons' pale light. Only the bravest or the most foolhardy would wander there and then only with the most compelling of purposes.



The oldest recorded incidence of the evil nature of the place dates back to the Great Plague of 1111, when it is said that even the rat-like Skaven feared to venture into the Sylvanian forests, for fear of the Undead armies that stalked the land. It is told that on the night of Geheimnisnacht, 1111, Mórrsleb pulsed with emerald witchlight and a hail of incandescent meteors rained down on Sylvania. Astrologers and soothsayers prophesied catastrophe. This starfall was indeed an ill omen and it was in this year that the dead first walked in Sylvania. Rotting corpses, marked with the black blotches of the plague, refused to stay in their graves. Dead fathers came back to claim their children. Even the Ghouls fled from overflowing graveyards and vaults, whose inhabitants would not stay at peace.

Soon armies of decomposing corpses shambled about the land needing only a will to guide them. They found it in the form of Frederick van Hel, whose name would become corrupted by later generations to Vanhel. He bound the great Undead host to his will and conquered the land that would later become known as Sylvania, building his keep at Vanhaldenschlosse, the ruined site of which is still shunned to this day.

During the Black Death, the Empire writhed under the claws of Skaven oppression and only the evil ratmen contained the expansion of Vanhel's necromantic domain. The Skaven and Undead expended their strength in a long and futile war that was eventually to cause their downfall. Vanhel was assassinated by his ambitious apprentice Lothar von Diehl, who was himself driven out of Vanhaldenschlosse by a band of knights apparently led by his master's ghost. After von Diehl's disappearance, lacking a guiding intelligence, the Undead armies wandered the land aimlessly, slaughtering the living, but also being destroyed piecemeal by their human, Skaven and Orc opponents.

It took many centuries for the Empire to recover from the ravages of the Black Plague; Sylvania never really did. The population was reduced to a tenth of what it once had been and the incidence of mutation and disease was many times greater than anywhere else in the Empire. In addition, since the Great Plague, the dead of Sylvania have shown an uncomfortable tendency not to stay buried. This problem accounts for the infamous Sylvanian custom of burying corpses face down in their

coffins so that if they try to dig their way out, they simply burrow downward.

In the years following the Great Plague, Sylvania acquired a terrible reputation. The peasants became a byword for close-mouthed sullenness and stupidity. The thin soil of its fields produced fewer crops than anywhere else in the Empire. Famine and blight were common. Few merchants traded in the area, for there was little money to be made. Only the most desperate outlaws made their lairs in its profitless and haunted forests.

The ruling house of von Drak was thin-blooded, decadent and lazy, half-hearted in the pursuit of their feudal duties, and had a history of congenital idiocy and insanity. It is said that they were the only noble house in the Empire not to send at least one son to the Crusades in Araby. The rest of the nobles of the region were little better. Many were evil-hearted, oppressive and thoroughly corrupt men, little better than bandits, who

fought and raided each other with no respect for higher authority. The remainder were ineffectual cowards with no taste for war or other noble pursuits.

Sylvania became a backwater shunned by the rest of mankind and in its shadowy corners dreadful things went about their business unhindered. Like a magnet, it drew evil sorcerers who could pursue their study of dark magic undisturbed. Occasionally, word of dark deeds drew the attention of Witch Hunters or one of the ferocious Templar Orders and the woods were scoured, a process which the local nobility neither helped nor hindered. Otherwise the slow growth of the powers of evil in the land went unchecked. This eventually caused Grand Theogonist Jurgen VI to call for a crusade against Sylvania. Unfortunately, this was during the time of the three Emperors, when there were three claimants to the Imperial throne, so the Empire was too fragmented to respond. Thus the von Draks maintained their ineffectual rule of this blighted land.

VLAD VON CARSTEIN

The nadir of this dark period came centuries later when Vlad von Carstein took over the rulership of Sylvania. The tale of how the first of the infamous Vampire Counts came to power is a cruel one. It began on a storm-lashed night when Otto, last of the mad von Drak counts, lay on his death bed, cursing all the gods that he was without a male heir. Otto swore that he would marry his daughter Isabella to a daemon of Chaos itself rather than let his hated brother Leopold inherit. He had already refused the hand of every noble in Sylvania, for he despised them all, and no one of high blood from outside the region wanted to marry an betrass from that land.

Otto was an evil man, given to putting the heads of peasants on a spike at the slightest provocation, and when mad with drink, he was convinced that he was Sigmar re-incarnated. The nobles who should have been his liegemen had no respect for his authority and paid no attention to his commands. All of Sylvania seethed with civil strife. On his deathbed, the dying man lay unrepentant, and cursed all the gods.

Outside the thunder rumbled and lightning split the storm-black darkness. Victor Guttman, the aged priest of Sigmar who had been called to shrieve the old Count, fainted dead away. Then, from out of the storm came the sound of wheels. A great black coach drew up outside the keep, a heavy hand smote the door a ringing blow and a cold arrogant voice demanded entry.

The castle gate swung open on its hinges before any man-at-arms could touch it and the dogs ceased to howl and slunk away. The stranger was tall, dark and proud, of noble bearing and aspect. No one prevented his entry into the castle as he marched to the Count's chamber. His accent was foreign, perhaps from Kislev, and he recited his noble antecedents to the Count, claiming Isabella's hand. Looking into the stranger's coldly glowing eyes the Count perhaps regretted his rash oath but he could deny the stranger nothing. The priest was roused and performed the marriage ceremony before the dying man's bed. Then Otto expired, leaving his daughter in the charge of Vlad von Carstein. The new Count's first act was to heave the protesting Leopold through the window of the highest tower of Castle Drakenhof.

Vlad seemed as eccentric as old Otto. He never ate in his servants' presence or walked abroad by day. He dismissed the priest and sent him from the village. No-one ever saw Victor Guttman again. Soon, many of the old servants at the keep were dismissed and mysterious swarthy strangers from the east took their place. However, the new Count seemed less oppressive than the old one and so the folk got on with their daily business, ignoring the hooded and cloaked foreigners that often visited the castle. Years of von Drak rule had taught them not to question the deeds of their betters. At least the new Count didn't order senseless executions for his pleasure or demand the exorbitant taxes the old one had.

No-one doubted the Count's prowess in battle either. When the company of Bernhoff the Butcher rode into town and demanded tribute, the Count cut the mercenary down as if he were a mere stripling, although Bernhoff was a famed warrior. Vlad then proceeded to slaughter the entire mercenary band while his bodyguard watched, taking no part in the bloodbath. The Count's popularity was assured. Within his realm the laws were kept, the guilty were punished, and bandits were kept at bay.

Word reached the village that Isabella had fallen sick with an incurable illness, and was slowly wasting away. One of the physicians who tended her claimed her heart had stopped and that she'd died. The new Count said this was not so. He dismissed the learned doctors, claiming he would care for her with his own hands. Three days later she appeared in front of her folk, saying

she was fully recovered and it appeared to be true, although she was ever afterwards pale and wan and never left her chambers save by night.

At first none of the feuding nobles of Sylvania paid any heed to the commands of the new Count; they were too wrapped up in their own bloody rivalries to listen to the edicts of one they saw as a usurper. If this bothered Vlad von Carstein he gave no sign of it. He calmly proceeded to rebuild estates which had suffered from centuries of neglect. A farmer who had newly inherited a herd of cattle could not have paid more attention to the running of his lands. He cherished his tenants as a peasant family cherishes a beast they are fattening for the Midsummer feast. After decades of rule by mad Otto this was all welcomed. Soon, however, dark things began to happen.

Young girls and lads from the villages began to disappear and armies of the Undead gathered. These were small forces at first and they did not attack any of the Count's possessions but harried those who disobeyed his authority. If the Undead did not overcome the rebellious Sylvanians then they fell victim to strange accidents.

Baron Heinz Rothermeyer was eaten by wolves. Baron Pieter Kaplin was found dead in his rooms, his eyes open wide, his hair pure white. He had died of sheer terror. His wife went mad, and passed away soon afterward. The handit lord Boris Earbiter was found hanging upside down from a tree, his body entirely drained of blood. Only those who had sworn fealty to Vlad von Carstein seemed immune to these depredations. Soon, the renegade nobles were clamoring to swear their allegiance. Within ten years, with no apparent application of military force, von Carstein was more firmly in control of unruly Sylvania than many Electors were of their states.

Years passed in a blur. Generations of peasants were born and died in Drakenhof and still Vlad and Isabella von Carstein ruled, apparently unchanged by the years. At first, few paid any attention to their longevity. The lives of peasants had always been nasty, brutish and short and nobles often enjoyed vastly longer lifespans. However, when the oldest woman of Drakenhof claimed that her grandmother had been a girl when von Carstein came to the throne even the dim-witted and illiterate peasantry of Sylvania began to surmise that all was not as it seemed.

More and more, Witch Hunters were drawn to Sylvania. Those who investigated von Carstein were never seen again. However, worse was to come. The disease that had first laid Isabella von Carstein low began to strike other noble families allied with the Count. Soon every castle in Sylvania was home to long-lived, nocturnal folk. The number of the living who went missing became increasingly noticeable. The temples to Sigmar were closed. Watchposts were set up along the border and few were allowed to pass. More than any other state in the divided Empire, Sylvania became a land in turmoil.

On Geheimnisnacht in the year 2010 after the birth of Sigmar, the nightmarish truth about Vlad von Carstein was revealed as he stood on the battlements of Drakenhof Keep and intoned a terrible incantation from

the pages of the Nine Books of Nagash. Across the land the Undead stirred. Zombies clawed their way through the soft Sylvanian soil, Wights stirred in their crypts, Ghouls raced to join their new master. Von Carstein had thrown down the gauntlet to the three Emperors. The Wars of the Vampire Counts had begun.

The Sylvanian armies headed northwest, driving for Talabheim, capital of the Ottilia, one of the three claimants for the Imperial throne. The Undead force was huge. The Vampire aristocracy of Sylvania led hordes of Wights and Zombies as the peasant levies marched alongside their masters, fighting for them, as they would for any other overlord. These degenerates were accompanied by Ghouls and Wraiths and other darker things. At the Battle of Essen Ford, they crushed Ottilia's armies, routing the human force. Before the battle von Carstein had promised the humans clemency if they surrendered, but no mercy if they opposed him. He was as good as his word. His followers executed every captive and von Carstein re-animated their bodies.

As he watched his men slaughtered, the Ottilia's general, Hans Schliffen, became so incensed that he broke free from his captors in a berserker rage, seized the Count's enchanted sword and struck off his head. For his pains he was torn limb from limb by the Count's followers.

The remaining Vampires took to squabbling among themselves to see who would take over. Herman Posner finally prevailed on the others. However that very night, as Posner strutted at the head of the army, von Carstein returned. Posner claimed it was a trick and von Carstein cut him down. This was not the last time this elusive Count would come back from the dead.

At the Battle of Schwartzhafen, Vlad was cut down by Jerek Kruger, leader of the Knights of the White Wolf, and the army of Sylvania was defeated by the forces of the Elector of Middenheim. Yet within a year Vlad von Carstein was leading another army and Kruger's smashed and bloodless body was found at the base of the Middenheim spire. At the Field of Bluthof, von Carstein fell with five lances through his body and the Count of Ostland's Runefang blade lodged in his heart. Three days later he was seen ordering the crucifixion of prisoners outside the town gates. At Bogenhafen Bridge a lucky cannon shot took von Carstein's head off. Within the hour the cannon crew were dead and the village was being overrun. The soldiers of the Empire were gripped with terror in the face of such a seemingly invincible foe.

By the winter of 2051 the Sylvanians laid siege to Altdorf itself. The city had been surrounded by a ditch edged with sharpened stakes outside the city wall and the Reik had been redirected into the ditch to give the city a moat of fast-flowing water. None of the precautions taken by the defenders worked. They did not stop the Sylvanians.

Screaming skulls lobbed by catapults built of bone terrified the citizens. Great siege engines built of fused human remains lumbered forward animated by dark magic. Carrion birds flapped slowly overhead. Von Carstein gave his usual ultimatum: open the gates and serve him while living or fight on and serve him in death.



The entire population, including Ludwig, the claimant to the Imperial throne, wanted to surrender, but the Grand Theogonist Wilhelm III convinced Ludwig not to. He ventured into the Great Temple of Sigmar and after three days of fasting and prayer emerged claiming that Sigmar had revealed the salvation of the Empire to him. He knew the source of von Carstein's immortality.

That day he dispatched an agent to the Vampire Count's camp. His name was Felix Mann and he was the greatest thief of the age. He had been offered a pardon and sent on a quest by the Grand Theogonist to steal the Vampire Count's ring. By stealth and trickery, Mann made his way to the heart of the Sylvanian camp. Heart in mouth he entered the great black silk pavilion where the Undead aristocrats lay sleeping in their open coffins. Such was their confidence that no-one stood guard. Mann slipped the ring from von Carstein's finger and fled, not returning to Altdorf. No-one knows what became of him and the Carstein Ring.



When he awoke, Vlad was enraged. He ordered an immediate attack on the city. The Undead army surged forward. Great siege-towers of bone wheeled to the walls. On the battlements of Altdorf the defenders stood ready. Halberdiers pushed the siege ladders away and dozens of Undead fell, limbs flailing slowly, to the ground. Wights and swordsmen hacked at each other across the battlements. Imperial heroes armed with formidable magical weapons cut down the Vampire aristocrats but were themselves in turn cut down.

At the centre of this vast struggle, high above the city, the Grand Theogonist clashed with the Vampire Count. It

was such a battle as few had ever seen. The two mighty champions exchanged blows. After an hour of constant combat Vlad gained the upper hand. Sensing that the end was near Wilhelm charged his foe, bearing him over the battlements. The two fell locked in an embrace of death. First Vlad was impaled on a wooden spike at the wall's foot and then Wilhelm landed on top, driving him still further down. With an awful scream the Count expired for the final time, for without the unholy power of his ring to resurrect him he at last had proven mortal.

With von Carstein 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. Grand Theogonist Wilhelm was interred within the walls of the Temple of Sigmar and to this day men pray to his spirit when threatened by the legions of the Undead. Within an iron-bound ebony treasure chest, in the tattered remains of the black pavilion, was 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, fearing that he might use his popularity as the surviving victor of the siege of Altdorf to press his own claim to the throne. So the pernicious lords of Sylvania were granted an interval to regather their strength....

KONRAD VON CARSTEIN

Among the Vampires there was dispute as to who was Vlad von Carstein's heir. There were five surviving claimants to the title: Fritz, Hans, Pieter, Konrad and Mannfred. All could claim to be von Carstein's heir, since he had spread his curse to all of them. No single Vampire had any better claim than the others. A vicious power struggle erupted as all of them claimed to be the true Count von Carstein. All came to bad ends. Fritz was killed whilst attempting to besiege Middenheim. Hans was killed by Konrad after a quarrel over who was the tougher and Pieter was captured in his coffin by the Witch Hunter, Helmut van Hal, a distant descendant of the infamous Vanbel, who sought to atone for his predecessor's crimes. Mannfred's story is dealt with in more detail later.

Konrad von Carstein was completely mad even when compared to the rest of his family. When he had walked among the living he even then had the reputation of being a blood-mad butcher, cruel, merciless and insanely ruthless. For his pleasure he had once ordered every cat in his domain to be used as sport for his crossbowmen. On at least two occasions he had peasant villages put to the torch because he didn't like the smell. He tried his own mother for the crime of having given birth to him without his consent and then had her bricked up alive in her own tower. Acquiring power and longevity by becoming one of the Undead did nothing to strengthen his already shaky grasp on reality. His reign of terror lasted nearly a century and caused his name to be used to frighten children to this very day.

Lacking any skill in the art of necromancy himself, he enslaved any magicians that his forces captured and

forced them to do his evil will. Soon he headed a huge army that ravaged the length and breadth of the Empire. Where his brother, Vlad had always offered his opponents a choice between life and death, Konrad offered them a choice between dying immediately or dying painfully. Where Vlad von Carstein had looked upon humans as mere cattle to be husbanded as a farmer would husband his livestock, Konrad looked on humans the way a cruel sportsman would look upon a herd of deer.

Konrad was so vicious that he forced the three claimants to the Imperial throne to combine forces against him on two separate occasions. The first time was at the Battle of Four Armies, an inconclusive draw fought outside Middenheim in 2100. This battle was most noticeable for the infamous scene when Ludwig's son Lutwik and the Ottilia of Talabecland treacherously ordered each

other's assassination. The only thing that stopped Helmut of Marienburg becoming Emperor was the fact that Konrad killed him. Even Helmut's son Helmar refused to accept his father's claim to the throne once he was a Zombie under Konrad's control. The second time

the forces fought together was at Grim Moor where a combined army of humans and Dwarfs finally defeated Konrad in the spring of 2121. The Dwarf hero Grufbad held Konrad down while Helmar impaled his father's killer with his Runefang.....

MANNFRED VON CARSTEIN

The last and most dangerous of the Vampire Counts was Mannfred, a subtle, devious and treacherous individual. Some say he was awake when the von Carstein ring was stolen and laid a glamour on the sentries to prevent them from noticing it. While Konrad ravaged the Empire, Mannfred lay 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 the castle at Drakenhof with a fund of dark lore and biding his time 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 the Sylvanian threat was over and 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 that attempted to block his path. Victory followed victory and dark rumours of Mannfred's coming 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 all 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 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 the battle in his chariot. 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 at the time.

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 his 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, died at Hel Fenn. Long may he rest.....



BLOODLINES

VAMPIRE BLOODLINES

Vampires originate from the ancient land of Lahmia, where the first of them actually reigned as kings and queens. Here they followed a corrupted form of the death cult of Khemri. When Lahmia was overthrown and destroyed and its necropolis was ransacked, only seven of the blood drinking nobility escaped. They fled to different parts of the known world and hid among mortal society.

Of these seven original Vampires, four are known to the men of the Old World. All the Vampires recorded in history are their descendants and so have inherited common family traits. The oldest Vampires have the purest blood and the most direct line of descent. Their powers are greater and therefore their influence and standing among the Vampire kind is also greater.

To represent this, first choose which bloodline *all* the Vampires in your army belong to: the notorious Carsteins, the vile Necrarchs, the knightly Blood Dragons or the seductive Lahmians, who are descended directly from the last queen of Lahmia. Then choose how ancient and powerful the Vampires are. A Vampire Lord is the oldest and most powerful, below him is the Vampire Count, while the youngest and least powerful is simply a Vampire Thrall. Finally choose the Vampires'

powers from the following charts according to their age and bloodline.

A Vampire Thrall must choose one of the powers from his own family's choices.

A Vampire Count must choose one of the powers from his own family's choices. In addition, he can choose a second power from his own family.

A Vampire Lord must choose one power from his own family's choices. In addition, he can choose up to two other powers from his own family.

Vampires	Number of powers	
	Minimum	Maximum
Vampire Lord	1	3
Vampire Count	1	2
Vampire Thrall	1	1

VAMPIRE POWERS

CARSTEIN

Pure Blood	5
Wolf Form	5
Honour or Death	10
Unbending Willpower	10
Transfix	20
Summon Wolves	30
Bat Form	40
Summon Bats (Lords only)	50
Call Winds (Lords only)	60

NECRARCH

Dark Acolyte	5
Unbending Willpower	10
The Awakening	20
Master of the Black Arts	25
Supernatural Horror	30
Forbidden Lore	40
Curse of the Revenant	50
Death Incarnate (Lords only)	50
Nehekhar's Noble Blood (Lords only)	50

BLOOD DRAGON

Doomrider	5
Honour or Death	10
Might of Arms	10
The Strength of Steel	10
Blademaster	20
Warrior Pride	20
Red Fury	25
Killing Blow (Lords only)	30
Heart Piercing (Lords only)	35

LAHMIA

Lightning Reflexes	5
The Dead Walk Fast	5
Swiftess	10
Transfix	20
Quickblood	25
Innocence Lost	30
Mist Form	40
Seduction (Lords only)	50
Night Creature (Lords only)	60

POWERS DESCRIPTION

VON CARSTEIN

Pure Blood

The ring of Vlad von Carstein is the ancient inheritance of the noblest of the Vampire bloodlines. Only they have the right to wear this holy relic, which is charged with the power to restore reserect a destroyed Vampire's body.

The Vampire can use the *Carstein Ring*. A Vampire without this power is not allowed to use the *Carstein Ring*.

Points value: 5.....

Wolf Form

Some Vampires can change their shape to that of a wolf, a great bat or a whirl of mist. In doing so, they gain all the advantages of the new form and become extremely fast.

This ability only works in the Vampire's own movement phase and only for a normal move, it cannot be used to charge, flee, pursue, etc. Note that a Vampire moving in wolf form has Movement 9", can march and is affected by terrain as normal. If the Vampire is in a unit with a Movement value higher than his normal move of 6", the unit can still charge with him, but it will be limited to the Vampire's charge distance of 12". This ability can be used only by Vampires on foot.

Points value: 5.....

Honour or Death

Many mortal champions have quickly changed their attitude after the proud challenge they issued was accepted by a dark creature whose eyes were the eyes of death.

The Vampire must always accept a challenge from an enemy character. He can issue challenges as normal. In addition, before the challengers are moved into contact, the enemy character must take a Psychology test against his basic Leadership value (it can't be modified in any way, not even by the General, but 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. Then the combat will proceed as normal, with no challenges fought and the Vampire will be free to fight against any model he is in contact with.

Points value: 10.....

Unbending Willpower

Some of these immortal hunters have crossed the oceans of time, commanded armies and ruled kingdoms in their everlasting undeath. There are few creatures that can avoid being overcome with awe and falling on their knees before them and the obedience they obtain from their servants is absolute.

The Vampire has an implacable inner strength, allowing him to reduce by -1 the number of wounds suffered by his unit when it loses a combat. If the General dies, the unit lead by this Vampire suffers D6-1 wounds.

Points value: 10.....

Transfix

The eyes of the Vampire are two deep pits where a mortal can find his doom. The unfortunate victim can do nothing but stare entranced and helpless at the deadly hunter preparing to strike.

One model in base contact (chosen by the Vampire) must take a Leadership test against his basic Leadership value (it can't be modified in any way, not even by the General, but a character immune to Psychology is also immune to this effect). This test is taken at the beginning of the close combat phase in order to avoid the Vampire's gaze. If the test is failed, the victim won't attack in that turn and all attacks directed against the victim will hit automatically.

Points value: 20.....

Summon Wolves

The Vampire produces a loud spine-chilling wail that pierces the darkness and calls for help from the creatures of the night. These beasts are slaves to the implacable will of the Carstein blood.

Once per game, the Vampire can use this power at the start of one of his turns to summon D3+1 Dire Wolves. Roll a dice to determine where the creatures will come from: 1: his own table edge; 2-3: left table edge (from the Undead player's point of view!); 4-5: right table edge; 6: opponent's table edge. The unit comes in from the centre of the edge and can move normally, but cannot charge in the turn it arrives.

Points value: 30 (D3+1 Dire Wolves).....

Bat Form

Some Vampires can change their shape to that of a wolf, a great bat or a whirl of mist. In doing so, they gain all the advantages of the new form and become extremely fast.

This ability only works in the Vampire's own movement phase and only for a normal move, it cannot be used to charge, flee, pursue, etc. Note that a Vampire moving in bat form always moves up to 24", ignoring penalties for terrain. If the Vampire is in a unit with a Movement value higher than his own, the unit can still charge with him, but as normal they will be limited to the charge distance of the slowest model, the Vampire. This ability can be used only by Vampires on foot.

Points value: 40.....

The von Carsteins were true rulers of the Undead. They had great powers of persuasion, and an uncanny ability to cheat death. More than once the dreaded counts of Sylvania have risen from their graves and returned to seek vengeance. The Witch Hunters believe that the dark woods of Sylvania still harbour the last of the von Carsteins.

Summon Bats

The Vampire produces a spine-chilling wail that pierces the darkness and summons the creatures of the night. They are slaves to the iron will of the Carstein blood.

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 or D3 Vampire Bats. Roll a dice to determine where the creatures come from: 1: his own table edge; 2-3: left table edge (from the Undead player's point of view!); 4-5: right table edge; 6: opponent's table edge. The unit appears from the centre of the edge and can move normally, but cannot charge in the turn it arrives.

Points value: 50. Lords Only

(1 Bat Swarm or D3 Vampire Bats)..... 

Call Winds

The anger of a von Carstein is so powerful that even the sky reflects it, in the form of exceptionally strong winds and storms, that bit enemy units with all their strength and power.

If the Vampire doesn't move at all in the movement phase, in the following shooting phase he can summon a wild storm that will last until he moves or is engaged in hand-to-hand combat, wounded or killed (he can cast spells as normal). The ferocious storm has a range of 24" around the Vampire. Shooting into, out of, or through the area is at -2 to hit. All flying into, out of, or through the area is impossible and creatures that are already flying high cannot land within it.

Points value: 60. Lords only..... 

NECRARCH**Dark Acolyte**

The Necrarch bloodline carries with it the lust for knowledge and even the lowliest in its ranks follow the long and difficult path of the Necromancer.

The Vampire can use Dispel scrolls and can retain one magic card at the end of the magic phase, exactly like a wizard, but doesn't count as a wizard for any other purpose.

Points value: 5..... 

Unbending Willpower®

Some of these immortal hunters have crossed the oceans of time, commanded armies and ruled kingdoms in their everlasting undeath. There are few creatures who can avoid being overcome by awe and falling under their will and the obedience they obtain from their servants is absolute.

The Vampire has an implacable inner strength, allowing him to reduce by -1 the number of wounds suffered by his unit or himself when they lose a combat. If the General dies, the unit lead by this Vampire suffers D6-1 wounds.

Points value: 10..... 

The Awakening

Dark magic flows strong in this Vampire of the ancient Necrarch family.

Whenever the Vampire casts *Summon Skeletons*, *Raise the Dead*, or *Summon Undead Horde*, he can add +D3 to the total number of Skeletons/Zombies created. For example, if he casts *Raise the Dead*, he can raise 2D6+D3 Skeletons/Zombies, for a total of between 3-15 models.

Points value: 20..... 

Master of the Black Arts

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

The Vampire has a +1 bonus to his rolls to recast Necromancy spells.

Points value: 25..... 

Supernatural Horror

So corrupted are Necrarchs' souls that their bodies reveal on the outside all the evil hidden in their veins.

The model causes terror.

Points value: 30..... 

Forbidden Lore

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

The Vampire can choose one more spell than he's normally allowed. This does not increase his magic level. For example, a Vampire Count with this ability would be a second level wizard with two spells (instead of the normal one).

Points value: 40..... 

Curse of the Revenant

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 is extremely difficult to destroy and therefore has +1 wound on his profile.

Points value: 50..... 

Death Incarnate

The mere presence of such an unnatural creature as a Necrarch Lord is enough to stop the heart of weak beings and to cast despair in the strongest of souls.

Any living creature within a 6" radius of the Vampire suffers a modifier of -1 to its Leadership value. This power has no effect on Undead and Daemons.

Points value: 50. Lords only..... 

Nehekhar's Noble Blood

The only thing the Necrarchs could take from their land was their necromantic lore. These dark secrets can now be found in the cursed scrolls bidden in the lairs of the oldest Vampire Lords of the Necrarch family.

The Vampire is a level four wizard with three spells. There is no change to his ability to reuse spells (he may recast Necromancy spells on a roll of 5+).

Points value: 50. Lords only..... 

BLOOD DRAGON

Doomrider

A knight and his horse share a very strong bond – so strong that sometimes it can continue even after death.

If the Vampire is mounted on a Nightmare, they do not suffer the movement penalty for armour and barding. They may move and charge at their full movement allowance.

Points value: 5.....

Honour or Death

Many mortal champions quickly changed their attitude after the proud challenge they issued was accepted by a dark creature whose eyes were the eyes of death.

The Vampire must always accept a challenge from an enemy character. He can issue challenges as normal. In addition, before the challengers are moved into contact, the enemy character must take a Psychology test against his basic Leadership value (it can't be modified in any way, not even by the General, but 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. Then the combat will proceed as normal, with no challenges fought and the Vampire will be free to fight against any model he is in contact with.

Points value: 10.....

Might of Arms

The Vampire has trained for centuries in the use of his favourite weapons, acquiring a skill that is rarely matched, even by the best of mortals.

The Vampire has +1 WS on his profile.

Points value: 10.....

The Strength of Steel

A true knight will never abandon his armour and sometimes the steel skin becomes part of his own body.

The Vampire can wear normal armour and still maintain his spellcasting abilities.

Points value: 10.....

Blademaster

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 (from a riding beast, bite attacks, etc).

Points value: 20.....

Warrior Pride

A Blood Dragon High Lord will be buried with his finest and most precious suit of armour.

The Vampire can wear normal and magic armour and still maintain his spellcasting abilities.

Points value: 20.....

Red Fury

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

The Vampire has +1 Attack.

Points value: 25.....

Killing Blow

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

Every time the Vampire rolls a 6 to wound, the wound is multiplied to D3 wounds. If used in combination with a weapon that already causes multiple wounds, add the extra D3 wounds to the total wounds caused. For example, if the Vampire rolls a 6 to wound with a Bone Blade and the opponent doesn't save the wound, the unfortunate victim will suffer 2D3 wounds!

Points value: 30. Lords only.....

Heart Piercing

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

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

Points value: 35. Lords only.....



LAHMIA

Lightning Reflexes

The body of a Vampire looks human, but is capable of reactions so fast that even the quickest swordsman would look clumsy in comparison.

The Vampire has an Initiative of 10.

Points value: 5.....

The Dead Walk Fast

This Sylvanian proverb could not be more true, especially for the swift and nimble Labmian Vampires.

The Vampire has +1 Movement.

Points value: 5.....

Swiftness

How swift and sure is the tread of these beautiful and arrogant maidens of Undeath!

When the Vampire is not in a unit, she can always march, even if there is an enemy within 8". This ability can be used only by Vampires on foot.

Points value: 10.....

Transfix

The eyes of the Vampire are two deep pits where a mortal can find his doom. The victim can do nothing but stare at the deadly hunter preparing to strike.

One model in base contact (chosen by the Vampire) must take a Leadership test against his basic Leadership value (it can't be modified in any way, not even by the General, but a character immune to Psychology is immune to this effect). This test is taken at the beginning of the close combat phase in order to avoid the Vampire's gaze. If the test is failed, the victim won't attack that turn and all attacks directed against the victim will hit automatically.

Points value: 20.....

Quickblood

Is it possible to dart aside and avoid a cannon ball? Is it possible to grab an arrow in flight with one's hand? It certainly is for a Labmian Vampire.

The Vampire has a special dodge save of 5+ on every wound suffered (this works exactly as a Ward save). Take this save before any other save the model may have and remember that you must roll to save before multiplying any wounds.

Points value: 25.....

Innocence Lost

One defence of these deceptive creatures is to look so inoffensive and vulnerable that the enemy lowers his own defence. That is when they strike with all their supernatural strength, ripping apart armour and bodies with their seemingly innocent hands.

The Vampire always attacks first in hand-to-hand combat. If an enemy has the same power because of a magic item or spell, hits are resolved in order of Initiative. If they have the same Initiative, roll a dice to decide who attacks first.

Points value: 30.....

Mist Form

Some Vampires can change their shape to that of a wolf, a great bat or a whirl of mist. In doing so, they gain all the advantages of the new form and become exceedingly fast.

This ability only works in the Vampire's own movement phase and only for a normal move, it cannot be used to charge, flee, pursue, etc. Note that a Vampire moving in mist form always moves up to 24", ignoring penalties for terrain. If the Vampire is in a unit with a Movement value higher than her own, the unit can still charge with her, but as normal they will be limited to the charge distance of the slowest model, the Vampire. This ability can be used only by Vampires on foot.

Points value: 40.....

Seduction

How can a mortal resist the lure of a creature who has preyed on warm-blooded males since the dawn of time? Who can refuse to become her willing slave?

One model in base contact (chosen by the Vampire) must take a Leadership test at the beginning of the close combat phase against his basic Leadership value (it can't be modified in any way, not even by the General, but a character immune to Psychology is also immune to this effect). If the test is failed, the victim from now on is controlled by the Vampire player. If the model is inside a unit, move the model to the side of the Vampire, into the Vampire's unit if necessary. At the beginning of each of his turns, the opponent will attempt to regain control of his model by repeating the Leadership test, but if the model ends the game under Undead control, he will count as dead. Note that the Vampire can still decide to attack the seduced model, but if she does so, the control is immediately switched back to the opponent. Note also that the Vampire can control more than one model in this way, because she can attempt to seduce one model per turn. Affected models cannot attack each other.

Points value: 50. Lords only.....

Night Creature

Sometimes, in the uncertain light of the forest, a hunter can see a beautiful pale girl, but in the blink of an eye she disappears. If he is wise, he should realise that he is now the prey.

Each enemy unit that wants to charge, shoot or cast a spell against the Vampire must roll a 5+ to spot her. If they fail to do so, they can either choose another target or decide to change their action (move instead of charging or choose another spell). Note that a Vampire cannot use this ability when she joins a unit or is engaged in close combat.

Points value: 60. Lords only.....

"Fight you? I think not. Can you not see what I hold in my hand? Don't you recognise your own beating heart?"

Isodora of the Lahmian Sisterhood to Baron Rochefort at the
Battle of Chalons



NECROMANCERS

Vampires and Necromancers are able to use Necromantic, Dark Magic and Battle Magic spells. The table below summarises the magic level and number of spells for each wizard. Note that, unlike most other types of wizard, a Vampire's magic level is not equal to the number of spell cards that they may have.

Wizard	Magic level	Spell cards
Vampire Lord	3	2
Vampire Count	2	1
Necromancer Lord	4	4
Master Necromancer	3	3
Necromancer Champion	2	2
Necromancer	1	1

NECROMANTIC SPELLS

A wizard with Necromantic spells is allowed to choose his spells. This is quite different from other wizards who are dealt spells randomly.

If both sides have Necromancy spells, the highest level wizard chooses his spells first, and then the lower levels. Roll to decide who chooses first among those of an equal magic level.

RECASTING SPELLS

Necromantic spells are used slightly differently from other spells. Normally a spell can only be cast once per magic phase. However a Necromancer/Vampire with

Necromantic spells can cast the same spell more than once during his magic phase. This is a special ability of Undead wizards and applies only to Necromantic spells.

The first time a spell is cast during the magic phase it works in the normal way. The Undead player may then attempt to cast the same spell again regardless of whether it worked or was dispelled. He does not necessarily recast the spell automatically, but must roll a dice to determine if he can. The chart below shows the D6 score needed for a wizard to recast the spell.

Undead Wizard	D6 roll required
Vampire Lord	5+
Vampire Count	6
Necromancer Lord	Automatic
Master Necromancer	2+
Necromancer Champion	3+
Necromancer	4+

The wizard must use further power cards to cast the spell a second time and his opponent may try to counter it as normal. The wizard may continue to recast the same spell again and again as long as he has the power cards to do so, but he cannot cast the same spell successfully against the same target more than once. He cannot cast *Vanhel's Danse Macabre* twice on the same unit, for example. A spell which is dispelled when first cast can be recast onto the same target, but only because it was not successful the first time around.

A player wishing to recast must recast the spell immediately after a failed attempt.

NECROMANTIC SPELL COMMENTARIES

SUMMON SKELETONS, RAISE THE DEAD, SUMMON UNDEAD HORDE

Extra models added to an existing unit are equipped in the same way as the rest of the unit. If a new unit of Skeletons is formed, it will be armed with hand weapons and shields.

Models added to existing units do not count for victory points purposes and don't increase the points value of the unit they are added to. New units formed from raised models are worth 1 victory point to the enemy if they are destroyed before the end of the game.

THE DARK MIST

A wizard protected by the *Dark Mist* moves during the movement phase of his turn, not during the magic phase. Although the wizard can only be hit by magical

weapons or spells, he may still be engaged and beaten in hand-to-hand combat, even if the opposing models cannot harm him. This is because the result of a round of combat is not only dependent on casualties, but includes rank bonuses, etc. *Dark Mist* is dispelled instantly if the wizard flees for any reason (such as a failed Panic or Break test). This means that a character protected by *Dark Mist* who fails a Break test and is caught by pursuing enemy troops will be cut down and killed.

VANHEL'S DANSE MACABRE

The *Danse Macabre* is a vital spell for Undead armies because it overcomes their inability to make march moves and allows them to seize the initiative at vital points in the game. Note that the spell may only be cast on regiments of Skeletons, Zombies, Wights (Grave Guard, mounted Wights, Wight Lords) and Wraiths. It may not be used on any other Undead model.

Undead characters such as Necromancers, Vampires or Undead Champions that are with a unit animated by the spell are allowed to move along with the unit, but may not make any other type of action. This means, for example, that an Undead character leading a unit of Zombies could move with them if *Vanbel's Danse Macabre* was used to allow the unit to march move or charge, but would not be allowed to fight if the spell was used to allow the unit to fight an extra round of close combat. The extra actions work as follows:

1. **Charge.** All the standard rules for charging apply, so foes can hold, flee or stand & fire and must take the appropriate Fear tests as necessary. Hand-to-hand combat is not worked out at this stage, but is resolved in the following hand-to-hand combat phase. The Undead unit counts as charging in the first round of combat following its charge. Note that this could well be during the opposing side's turn and that the enemy may have the opportunity to charge with fresh units, resulting in a situation where both sides have charged. When you get a situation like this the charger with the highest Initiative goes first, or if this is equal roll a dice and the highest score goes first.
2. **Hand-to-hand.** Hand-to-hand combat is fought immediately and only the Undead unit fights; their opponents do not fight and can strike no blows. Hand-to-hand combat results are not worked out, instead the casualties are carried over and added to the results for the following round of hand-to-hand combat.
3. **March Move.** Undead units cannot normally make march moves, but this spell allows them to do so, making up for their usual lack of vitality with supernatural vigour. All the usual restrictions regarding march moves apply: ie, the unit may make no manoeuvres other than wheeling. If unable to march move due to the proximity of the enemy, the need to manoeuvre, or simply because the player does not wish to march, then the unit may make a normal move instead of a march move by means of this spell.
4. **Shoot.** The unit does not count as moving, regardless of whether it moved in its last movement phase. All other modifiers apply as usual. Work out casualties and apply any Panic tests due to 25% casualties as normal.

Because it is a Necromantic spell, it is possible for a Necromancer or Vampire to cast *Vanbel's Danse Macabre* several times during the magic phase. However, a unit can only be affected by it once per magic phase. This means that the spell can be cast on several different units, but not over and over again on the same unit.

The *Staff of Damnation* can also be used to animate Undead units in the same way. However, a unit may not be animated by *Vanbel's Danse Macabre* and the *Staff of Damnation* during the same magic phase. All of the comments above also apply to the *Staff of Damnation*.

HAND OF DUST

This spell will work on any living creature but does not affect Undead or Daemons. Only man-sized, man-shaped creatures will be turned into Wights or Wraiths, so monsters, Dragons, Giants, Ogres, etc, may be killed by the spell but will not be turned into an Undead creature.

A Wight or Wraith created by this spell must be represented by an appropriate model – this can be a model previously removed as a casualty or a spare model not yet in use. If no model is available then the Wight or Wraith is not created. If the new Undead model is inside an enemy unit, move it to the side of the Undead wizard, in his unit if necessary. If this spell is used to kill a character riding a monster, roll on the Monster Reaction table to find out what the monster does as normal, but re-roll results of a 6. If the model was mounted on a steed, the newly created Wight or Wraith will be mounted on a Nightmare.

A newly created Wight is armed with a Wight weapon as normal. In addition, any magic items the slain model was carrying still belong to the Wight or Wraith and can be used by it. This may mean that the Wight or Wraith is carrying more magic items than it would normally be allowed. If a Wight has two magic swords (ie, a Wight weapon and another magic weapon) as a result, then he may use either but not both in any hand-to-hand combat.

DRAIN LIFE

This spell only affects living things. All Undead creatures, Daemons and war engines are completely unaffected.

THE CURSE OF YEARS

Models affected by this spell die no matter how many wounds they have, with no saving throw allowed. Characters who are part of a unit will carry on being affected by this spell even if they subsequently leave the unit. The spell only affects living things. Undead creatures, Daemons and war engines are immune to it.

WIND OF DEATH

This spell uses the Wind of Death template from Warhammer Magic. The template moves 2D10" per turn in the direction indicated by the arrow. If any part of a model (including its base) is moved over or covered by the template then the model will be affected by the spell on a D6 roll of 4+. Models that move into or through the Wind of Death template for any reason must test to see if they are affected by the spell in the same way.

SPELLS AND MAGIC ITEMS VS. UNDEAD

Some spells and magic items (such as the *Banishment* spell from the High Magic deck) affect Undead. In this case all troops, characters and monsters in the Undead army are considered to be Undead. The only exceptions are Necromancers, Ghouls, Swarms and Manticores, who are living creatures. Note: these troops do not gain the immunities of the Undead either, so Necromancers can be affected by a Banshee's Ghostly Howl, for example.

"Please come in and join me for dinner. I can see from the way you dress, you are a man of exquisite... taste."

COLLECTING A VAMPIRE COUNTS ARMY



Whether you are a seasoned gamer or new to collecting Warhammer armies, a Vampire Counts army is great fun and easy to put together. To help you along the way, we've provided a few hints and guidelines to get you started on building up your first army of Vampire Counts.

The armies of restless dead that the Vampire Counts command are an interesting mix of very powerful individuals in the form of the Vampire Counts themselves and shambling hordes of lesser Undead warriors such as Zombies and Skeletons. These must be used in combination with each other if you are to triumph over your opponents.

The most important model in any army is the General. A mighty Vampire Lord or a slightly less powerful (but much cheaper) Vampire Count, can be equipped with magic items and given vampiric powers, which will make him more than a match for almost any opponent in the Warhammer world. Alongside your General you could choose a Vampire Thrall to boost your fighting abilities, or you could opt for a Necromancer to give your army additional magical powers.

Most Undead commanders agree that the army needs to be based round a good, solid block of Undead infantry, such as Zombies or Skeletons.

Led by Undead Champions or Vampires, such units will benefit from a large rank bonus and provide protection from missile fire for the characters who command the unit.

Once you have the core regiments for your army, you can pick some more exotic troops. Wight cavalry and Dire Wolves along with Vampire Bats will give your army some fast troops with good hitting power. They are expensive in points, but can protect your flanks, destroy enemy war machine crews and chase away skirmishers. Banshees are a good choice when faced with heavily armoured troops such as knights, as their howling can literally frighten to death even the most well-protected warrior! They can also fight as individual miniatures.

By collecting a much larger army, you will be able to fight bigger battles, and you can add more variety. You'll be able to tailor your force to fight a particular opponent. Trying out new combinations of troops and characters in battle is after all part of the fun of Warhammer!





Wraith



Skeleton regiment with spears



Skeleton regiment with hand weapons



Spirit Host



Wight Lord leading a regiment of Wight cavalry



Skeleton regiment in heavy armour



Banshee



Wight



Ghoul regiment



Zombie regiment

PAINTING THE UNDEAD

The backbone of a Vampire Counts army is large regiments of Skeletons, Zombies and Ghouls. These make up the main bulk of the troops, in fact undoubtedly you'll be painting quite a lot of them! This also means that you will be painting a pile of bones and withered flesh most of the time, so here's how...



*Black undercoat
drybrushed with
Skull White*

then very lightly brush over the raised areas. The colour in the brush will come off onto the bone, highlighting it. The more you drybrush over the model, the lighter the model will look, so you can easily vary the look of all your Skeletons within a unit. Painting Skeletons this



*Rust brown
drybrushed with
Bleached Bone*

DRYBRUSHING

Painting Skeletons is really easy and you can paint them in many different ways. One way, and by far the easiest, is to paint Chaos Black all over the model and then roughly paint over the top in Skull White. Roughly painting a light colour over a darker one is called drybrushing: wipe away most of the Skull White paint on a tissue and

then very lightly brush over the raised areas. The colour in the brush will come off onto the bone, highlighting it. The more you drybrush over the model, the lighter the model will look, so you can easily vary the look of all your Skeletons within a unit. Painting Skeletons this way can look slightly rough or blotchy, but once your regiment is ranked up they'll be just fine.

You can use lots of different colours to paint and drybrush your models, not just Skull White over Chaos Black. For a change paint your model Rust Brown and drybrush the bones with Bleached Bone.

INK WASHES

Another way to quickly paint your Skeletons is to undercoat your Skeleton White instead of Chaos Black, you can use White undercoat spray if you like. Once the Skull White is dry liberally paint brown ink all over the Skeleton. The ink dries in all the crevasses and your model will suddenly look really old and dusty.



*White undercoat
with brown ink*

Both these ways of painting Skeletons are perfect for painting large regiments – you could paint twenty in an hour! This Skeleton is painted with a combination of Elf Flesh mixed with Chaos Black to create a green-grey colour. Use any earthy colours you like to paint your Skeletons.



PAINTING UNDEAD FLESH



Zombie

Zombie flesh is pallid, leathery and bloodless. The best combination of colours to use are base colours of Shadow Grey and Rotting Flesh highlighting the base colour mixed with pale flesh colours. For instance Shadow Grey mixed with Elf Grey produces a blackened complexion whilst

Rotting Flesh will be much more green in appearance. It's fine to experiment with a variety of flesh tones, there really are no right and wrong colours. Mixing the colours of your troops within the same unit looks particularly effective.

SHIELDS

The shields that come with the Skeleton regiments are really easy to paint. Some modellers prefer to paint the shield background and rim first without the Undead icon in place. They then paint the icon separately and glue it onto the shield afterwards. The raised detail on the bones and the skull can be easily shaded and highlighted. The skull and crossbones are painted in Bleached Bone, Codex Grey or metallic colours over Chaos Black. The shield background itself can be painted in dark, brooding colours or even a light bone colour.



STANDARD BEARERS

A banner carried by a standard bearer can be made from lots of different things, or can be an icon, such as a skull. You can get ready-made banners in the Skeleton regiment box or you can draw and paint a paper flag with a skull on it. Banners make your army look terrific. If you use the same colour scheme for your army, it makes it look like a unified force. Black is a good choice for an Undead army!



Some standard bearer models come supplied with a paper banner, but you can always draw your own. As you can see, once glued to the standard pole, banners can be given a battle-worn look by cutting and curling.



You can photocopy these banners to use on your own units. For instance, we used this dragon skull banner on our Zombie Dragon model.

VON CARSTEIN



Vlad von Carstein



Isabella von Carstein

It's worth while taking the time to paint your Vampire as well as possible. He (or she) is the centre-piece of the army, after all. As well as the liberal use of Blood Red on the model's clothes and armour, the main features of Vampire models are the faces. Use Bronzed Flesh mixed with either Shadow Grey or Rotting Flesh to make a gruesome flesh colour. Lighten the colour with Skull White to really give the Vampire a death-like look. Picking out the eyes in Blood Red, as well as emphasising the fangs in Skull White, really finishes the model off.



BLOOD DRAGON



Blood Dragons are Vampire knights and wear ornate suits of armour. The Blood Dragon on foot wears armour covered in skulls and dragon motifs, the wings picked out in Blood Red. The mounted Vampire has Blood Red armour with decorative metal work painted in Burnished Gold.



Blood Dragon Vampire



The Red Duke, Blood Dragon Vampire

NECRARCH



Melkbior mounted on a winged nightmare



Necromancer



Necromancer



*Heinrich Kemmler,
The Lichemaster*



Krell



Mounted Wight Lord



ZOMBIE DRAGON

The Zombie Dragon's base has been built up and modelled with gravestones, rocks and static grass. A model this size benefits from a decorative base.



NECRARCH VAMPIRE COUNTS ARMY
IN COMBAT AGAINST BRETONNIANS



BLOOD DRAGON VAMPIRE COUNTS ARMY

*The **Black Coach** is perfect for charging small elite units; large units will slowly destroy it thanks to their rank bonus so avoid them if possible.*

***Wight cavalry.** Use them as fast cavalry or equip them to become heavy Undead knights (very appropriate for a Blood Dragon army!).*



***Bat Swarms** are perfect to stop the best enemy units for at least one turn, to protect the flanks of your battle line and to take care of small enemy units, like the crew of war machines.*

***Vampire Counts** are more suitable as Generals in small armies (up to 2,000 points) and are a good choice if you don't want to spend 500 points on a single model.*

***Banshee.** This ethereal spirit is one of the most powerful creatures in the Vampire Counts army, and its howl can easily devastate units of weak-willed troops.*

Ghouls are an awesome blocking unit, capable of holding powerful enemies long enough for a decisive charge in the flank by another Undead unit.

Skeletons never flee and a Necromancer can raise new Skeletons to bolster their unit strength, engaging the enemy in a war of attrition where he is at a big disadvantage. Units come with a variety of weapons and armour and this unit is commanded by a Wight, a heavily armoured leader.

An enemy unit that is surrounded by a regiment of **Zombies**, which fight in the magic phase and rise again to attack in greater numbers, risks eventually losing the combat.



When choosing magic for a **Vampire Lord** go for attack spells (Hand of Dust is great!) because they are likely to get close to the enemy very quickly.

Necromancers. This mortal wizard is useful to keep your army moving with Vanbel's Dance Macabre and other spells to replenish your ranks.

This unit of Skeletons is led by a **Wraith**, one of the best unit champions in the army. It is ethereal, causes terror and is armed with double-banded weapons.

Small five-strong units of **Dire Wolves** can outflank the enemy and take away rank bonuses from opposing regiments engaged in combat, while larger packs can rush over and attack the enemy head-on.

WIGHT CAVALRY



Mounted Wight Standard Bearer



Mounted Wight Trumpeter



Mounted Wight Champion



Wight cavalry charge a horde of Night Goblins.


Bat Swarm

Spirit Host


DIRE WOLVES

Painting fur couldn't be simpler. Paint the Dire Wolf black.

Then mix some grey and black together.

Wipe away some of the paint on a tissue and then very lightly brush over the raised fur. The colour in the brush will come off onto the fur, highlighting it. You can highlight the model further by drybrushing it with a lighter shade of grey if you want to.


Doom Wolf

Painting a Dire Wolf

A pack of Dire Wolves attack a unit of Bretonnian Men-at-arms

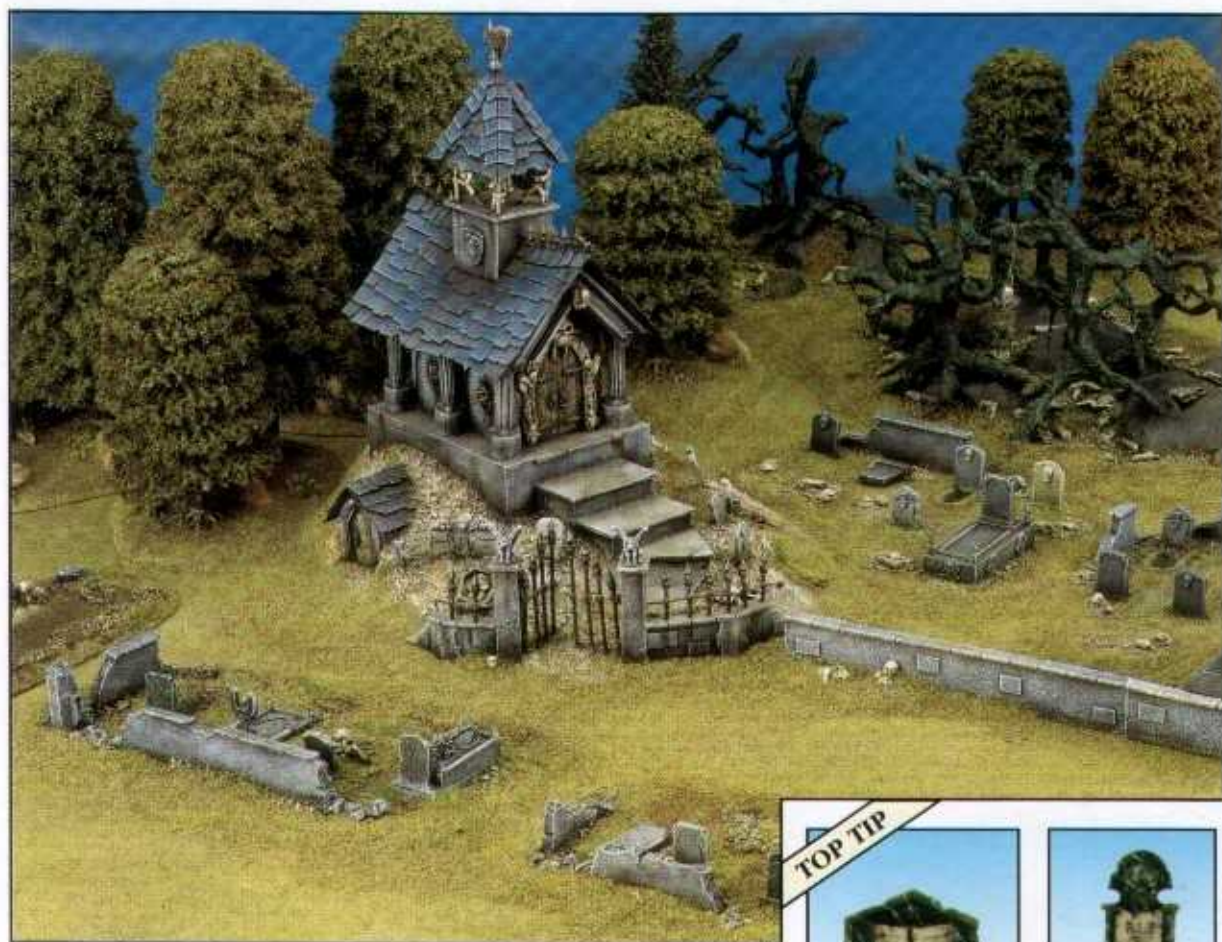
BLACK COACH



The Black Coach is a superb centrepiece model for any Vampire Counts army. The main body of the coach is undercoated with Chaos Black and the metal work painted Shining Gold. We used a wash of Brown ink to give the metal an aged look. The plumes on the horses and the curtains can be painted with Crimson Gore and the torches with Blazing Orange highlighted with Golden Yellow. We decided to paint the Vampire and his coffin separately before putting him into the Black Coach.



TERRAIN MODELLING



Themed Terrain is a brilliant addition to your Vampire Counts army. We used gravestones from the Skeleton Regiment sprue to make our own graveyard. You can make gnarled, ancient trees like the one shown below by twisting wire together. Wrap kitchen towel soaked in PVA glue around it to form branches and roots.



TOP TIP



Combine your gravestones together with skeleton shield icons and you can make an ornate sarcophagus.



UNDEAD SHOWCASE

► This Vampiress was converted by Andy Foster, who wanted a seductive female Vampire called Lady Elysabêt to lead his Vampire Counts army. Andy decided to use Lucrezia Belladonna as the basis for the model, carrying a sword from a Vampire model. The Lady Elysabêt was originally a Bretonnian duchess so Andy used the Green Knight's horse as a mount, replacing the horse's head with the head from the Blood Dragon horse. Andy gave Elysabêt a Vampire Bat familiar on the end of a piece of fine chain. He used superglue to make the chain stand vertically.



▲ These Skeletons are by Mark Bedford. A nice idea that works well on regimental bases is the Skeleton rising from the grave. Note that Mark has used the shield icon from the Skeleton shield sprue on his scratch-built shields.

◀ Leigh Carpenter's Black Grail Knight Standard Bearer was the Australian Golden Demon winner for 1998. Note the huge banner, and the intricate heraldry all over the model.



◀ This Skeleton horseman and the Zombies are by Colin Dixon. They were converted using parts from the Empire Soldier sprue, some metal Empire soldier bits and the Skeleton Warrior sprue.



LIBER MORTIS

The Book of the Dead



*Awake 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 upon the earth.*

From the Spell of Doom

When the forces of the Vampire Lords march to war, the world trembles. The armies that these Undead lords muster are terrible to behold – hordes of dead 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: powerful Wraiths, insubstantial Ghosts, wailing Banshees and Wights plucked from their cold tombs. At the core of the

army stands the 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.

All men dread the time when the forces of the Vampire Counts go to war. 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.

UNDEAD SPECIAL RULES

An Undead force is wholly different to any mortal army. To represent this, the following rules apply. Unless otherwise noted, all the creatures described in this section are subject to the following rules.



Immune to Psychology

The Undead are immune to *fear*, *terror*, *panic*, and all other Psychology tests. They are animated dead bodies so do not have living hearts or minds that can feel emotions. Note that Necromancers and Ghouls have slightly different rules. See their entries for details.

Immune to Poison

The Undead are not affected by poison and any bonus from its effects does not apply when fighting the Undead. Note that Skaven warpstone-based weapons count as magical and **will** affect Undead, even Ethereals.

Cause Fear

As they are unnatural creatures, the Undead cause *fear*. Note, however, that Necromancers do not do this. See the Warhammer rulebook for details.

Cannot March

Undead troops other than Vampires, Necromancers and Ghouls cannot march. They move forward in a slow, shambling manner, driven by the will of their master.

Charge Responses

As they are so slow to react, Undead troops other than Vampires, Necromancers and Ghouls may not stand & fire or flee if they are charged.

Break Tests

The Undead cannot be broken in hand-to-hand combat and never need to take a Break test if beaten. When they lose in hand-to-hand combat the magical link between them and the world of the dead is weakened and as a result, some of them are damaged or destroyed. Any Undead units or independently working Undead characters will suffer 1 extra wound for every point by which they lost the combat by. No saves of any kind are allowed (eg, if a unit of Skeletons loses a combat by two points remove two models). This means that Undead units will quickly dissolve if beaten, although they can never be broken as such. In a combat where several Undead units are involved, each unit suffers an extra wound for each point they lost the combat by.

If a unit of Undead includes several different types of creatures (such as Wight Champions leading units of Zombies), or is a model with multiple stat lines (ie, the Black Coach) the Undead player may decide which models/parts lose the wounds if the unit is beaten in hand-to-hand combat.

Note that Vampires, Necromancers and Ghouls have slightly different rules.

Slain General

An Undead force is wholly dependent upon its leader, whose will binds it together. If the General is destroyed, the Undead creatures collapse as the spells that bind them start to unravel.

If the army General is killed, all Undead units and monsters operating independently, including the Black Coach, are immediately destroyed (no save allowed). Note that Ghouls (and Necromancers not with a unit) will have to take a Panic test when the General is slain.

Characters such as Vampires and Undead Champions (and Necromancers with a unit) are not affected by this; their will is strong enough to keep them alive even without the General. Also, any unit led by a character can draw upon the power of these individuals. These units suffer D6 wounds with no save possible if the General is killed (in the same way as wounds suffered for a lost combat), but otherwise may fight on as normal.

VAMPIRES

Vampires are the lords of the dead and all the Vampires in the Old World are descendants of one of the great Vampire lords. 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 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 bind Undead things to their will.....



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

SPECIAL RULES

Bloodlines: All the Vampires in your army come from the *same* family (Von Carstein, Necrarch, Blood Dragon or Lahmia) and have one power chosen from the list for their own family. Vampire Counts and Lords can choose more powers, as explained in the Bloodlines section (see page 26).

March Moves & Charge Reactions: Vampires are Undead, but their bodies are filled with supernatural energy. They may make march moves and declare charge reactions unless they are part of a unit.

Break Tests: Vampires are immune to psychology, but they have a higher level of self-consciousness and if left to fight alone, they will sometimes flee from a hopeless combat. They take Break tests like living creatures, but do not have to do so as long as they are part of an Undead unit. If the unit he is in is destroyed and the Vampire is left alone at the end of the hand-to-hand combat phase, he will not suffer extra wounds but will have to take a Break test with all the normal modifiers (ranks, standards, casualties etc).

NECROMANCERS

Necromancers are mortal wizards who have turned to the dark arts to seek escape from death. They are extremely dangerous individuals who possess a great knowledge of necromantic magic.

Necromancers study magic that grants them power over the dead, communing with spirits and raising 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.....

Profile	M	WS	BS	S	T	W	I	A	Ld
Necromancer Lord	4	4	4	4	4	4	6	3	9
Necromancer Master	4	3	3	4	4	3	5	2	8
Necromancer Champion	4	3	3	4	4	2	4	1	8
Necromancer	4	3	3	3	4	1	4	1	7

SPECIAL RULES

Psychology, March Moves & Charge Reactions:

Though often cadaverous and ancient, Necromancers are still alive and are therefore not subject to the special Undead rules. This means that Necromancers are not immune to *fear*, *terror*, *panic*, etc, and they may make march moves and declare charge reactions. However, if the Necromancer is leading a unit of Undead models, he can draw upon the power of the world of the dead. This means that he is subject to all of the special rules the Undead are subject to (ie, immune to psychology, do not have to take Break tests). Note that the model is not immune to poison. If an Undead unit is destroyed and the Necromancer is left alone at the end of the hand-to-



hand combat phase, he will have to take a Break test with all the normal modifiers (ie, ranks, standards, casualties).

WIGHTS

Wights are long dead warriors 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, leaving only bones and tattered flesh, 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 bronze or steel weapons inlaid with evil runes and glistening with gold and silver. In their rusted wargear, Wights are a grim reminder to the nobility of the Old World that they too are mortal.

Some of the Vampires rule over entire legions of Wights, warriors who served them in life and now serve them in death.....

Profile	M	WS	BS	S	T	W	I	A	Ld
Wight Lord	4	4	0	4	4	2	4	2	9
Wight	4	3	0	3	4	1	3	1	8

SPECIAL RULES

Wight Weapons: Wights are armed with ancient swords or other evilly enchanted weapons. Any weapon that is carried by a Wight will drain the life from its victim, causing not 1 wound but D3 (roll a D6: 1-2=1, 3-4=2, 5-6=3). Note that this affects any normal weapon that the Wight is carrying, including spears, halberds, etc, but does not affect any magic item that the Wight is allowed to take.



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, 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 long since rotted away. Hating all life, but fearing death more, they cling to their mortal existence, hovering between life and death as miserable spirits, who hunger for the warmth and spirit of mortals.

Profile	M	WS	BS	S	T	W	I	A	Ld
Wraith	4	3	0	3	4	3	3	2	5

SPECIAL RULES

Ethereal: Wraiths are insubstantial creatures whose bodies are *ethereal*. They can move through solid objects and therefore suffer no movement penalties for moving over difficult terrain or obstacles, or from other reductions to movement (such as Chaos Dwarf Earthshaker cannons).

They can move through buildings just as easily, but not through living creatures.

Because they are insubstantial, they cannot be harmed in combat by their opponent except by attacks from magical weapons or Daemons, though they are affected by spells as normal. Wraiths can still be beaten in hand-to-hand fighting and suffer extra wounds as a consequence, because combat results are not wholly dependent upon casualties.

Terror: Wraiths are evil, supernatural creatures of great power. They cause *terror* as described in the Warhammer rulebook.

Chill Attack: The touch of a Wraith drains life from living creatures and armour is no protection against them. No armour saving throws are allowed against wounds inflicted by a Wraith.

ZOMBIES

Zombies are corpses brought back to unlife by foul necromancy. Animated by the will of the dark sorcerer, they are slaves to his slightest whim. 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 will 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 in strips from their bodies, revealing unbeating hearts and veins through which no blood flows because it is cold and clotted. Only terrible balefires burn in their putrefying eyes and they are gripped by an urge to kill all living things.

Some Zombies are decayed and rotten to the point where they are little more than skeletons, while others have a terrifying resemblance to the recently deceased, as if they were walking corpses stolen from fresh graves.

Profile	M	WS	BS	S	T	W	I	A	Ld
Zombie	4	2	0	3	3	1	1	1	5

SPECIAL RULES

Horde: Zombies fight in huge, unstoppable hordes. The more there are, the more dangerous is the mass. To represent this, a unit fighting Zombies can never lap round them, while Zombies will always lap around their enemies, even if they lose a round of hand-to-hand combat. If their opponents are always allowed to lap around as well, roll a dice to see who gets to do it. If the Zombies are charged whilst lapping round, they have to return to their normal formation, though they will then lap round their enemies again at the end of the combat phase.



"They buried the Baron with his sword, armour, warhorse, and favourite dogs. I told them not to do it, but they said it was the custom in this land. I knew that his bones would not be left to rest, but they would not listen. 'It is the custom,' they said. But I knew that the sword which had once upheld the right would soon be tarnished. But they understood me not."

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 basty resting place, or simply 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 these once-dead warriors can recall of their mortal life are faint memories of battles fought long ago. All they feel is the compulsion to fight, march, wage war and obey their masters as they did when they were alive.

A mortal fighting against an army of Skeletons is confronted by a gastly apparition: for who could remain

unafraid when faced with the remains of long dead warriors lurching toward him intent on taking his life.....

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

GHOULS

Ghouls are the descendants of evil, insane men who ate the flesh of the dead. 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. Something in the flesh of the dead causes a horrifying taint which reduces the wit and makes men bestial and repulsive to look at.

Driven by an unspeakable craving for the flesh of their fellow man, these creatures have given up their normal life. They now dwell near graveyards, crypts and tombs, digging up the rotting corpses of the recently buried and consuming the cold flesh with their bare teeth and claws.

Ghouls are stooped and disgustingly ugly creatures. Their skin is blotched, blackened and filthy, their eyes bestial and insane, and their snarling lips reveal sharpened teeth and slavering tongues.

When the tides of dark magic whirl across the land and the armies of Undeath gather, Ghouls scuttle from their hiding places to join them. Something in their cold, tainted blood calls them and they must go.....

Profile	M	WS	BS	S	T	W	I	A	Ld
Ghoul	4	2	0	3	4	1	3	2	5

SPECIAL RULES

Fear: Ghouls are repulsive and disgusting creatures and cause *fear* as detailed on page 48 of the Warhammer rulebook.

Psychology: Ghouls are not Undead and therefore are not immune to psychology and so have to take any relevant tests as normal.

March Moves & Charge Reactions: As they are not Undead, Ghouls can march and choose to voluntarily flee from a charging enemy.

Command Group: Ghouls cannot have banners or musicians. They fight in undisciplined packs and have no hierarchy save the rule of the strongest.

Because of this, Ghouls cannot be led or joined by characters. They can still use the General's Leadership within 12", however. The General is their lord and master, and they fear his wrath enough to obey his commands.

Break Tests: Ghouls are cowardly creatures that put their faith in numbers. As long as they outnumber their enemies, they don't need to take Break tests.

If their enemies outnumber them though and the Ghouls are beaten in hand-to-hand combat, they automatically break. You may rally them as normal in the following rally phase.



SPIRIT HOSTS

The dead do not rest easy in the known world. Ethereal creatures and spirits, shades and spectres of dead men return to haunt the land of the living. On certain nights, ghosts, spectres and spirits 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. When needed they can summon these miserable shades and unleash them upon their enemies.



Spirits gather together into vast hosts when summoned by necromantic magic, silent but no less frightening for being so.

Profile	M	WS	BS	S	T	W	I	A	Ld
Spirit Host	4	2	0	3	3	4	1	4	5

SPECIAL RULES

Bases: Spirits gather into groups on the battlefield, so they are modelled in multiples on a single 40x40mm base. This base is treated as if it were a single large monster with several wounds and attacks. A Spirit Host base fights at full effect until it has taken 4 wounds, then it is removed.

Ethereal: Spirits are insubstantial creatures whose bodies are *ethereal*. They can move through solid objects and therefore suffer no movement penalties for moving over difficult terrain or obstacles. They can move through buildings just as easily, but not through living creatures.

Spirits are insubstantial creatures and so cannot be harmed in combat except by attacks from magical weapons or Daemons, but are affected by spells as normal. They can still be beaten in hand-to-hand combat and suffer extra wounds as a consequence, because combat results are not wholly dependent upon casualties.

VAMPIRE BATS

Also known as Fell Bats, the vampire 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 and can only exist on the blood of the living, that of Humans 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.



Vampires have the power to command such creatures and the wings of these gigantic Bats darken the skies when the armies of the Undead aristocracy go to war.

Profile	M	WS	BS	S	T	W	I	A	Ld
Vampire Bat	2	3	0	3	3	2	3	2	5

SPECIAL RULES

Fly: Vampire Bats have wings and may fly as described in the Warhammer rulebook. Unlike normal flyers, these Bats may not be driven off due to losing a combat.

Command Group: Vampire Bats cannot have banners or musicians.

Formation: As flyers, Vampire Bat units always operate as skirmishers. See the rules for skirmishers in the Warhammer rulebook.

DIRE WOLVES

The land of Sylvania is plagued by giant wolves that sometimes emerge from their haunts high in the Worlds Edge Mountains and destroy entire villages. Men of the Empire hunt these beasts mercilessly, but unfortunately that is not always enough. Even from beyond the grave these awful creatures come back 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. Their howls from beyond the world of the living are frightening in the extreme.

These Undead wolves are the hunting packs of Vampires. They gather around the castles of the Vampire Lords and 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.

Profile	M	WS	BS	S	T	W	I	A	Ld
Dire Wolf	9	3	0	4	3	1	2	1	4
Doom Wolf	9	4	0	5	3	1	3	2	4

Command Group: Dire Wolves cannot have banners or musicians. Every pack can be led by a Doom Wolf, who is treated as a Champion, but cannot fight in challenges, does not benefit from the 'Look out, Sir' rule and cannot carry magic items.

Charge: Dire Wolves and Doom Wolves overpower their enemies as they charge. They therefore have one extra attack during the turn that they charge in.

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 and it was here that the dragons of old came once their long lives were coming to an end.

This continued until the time of the great Chaos incursion when dark power entered the corpses of the Dragons. The frames of the dead Dragons have stirred once more, their empty skulls are now filled with glowing ghostlights as their rotting carcasses prowl the night of the Plain of Bones, insane and insatiably hungry.

Only the greatest of the princes of Undead are able to tame one of these huge and terrifying creatures, but those that succeed will gain a creature that has the power to break an army's back.

Profile	M	WS	BS	S	T	W	I	A	Ld
Zombie Dragon	4	4	0	7	6	7	3	6	8

SPECIAL RULES

Fly: Zombie Dragons have tattered wings and may fly as described in the Warhammer rulebook. Note that unlike normal flyers, Zombie Dragons may not be driven off due to lost combat.

Scaly Skin: Zombie Dragons still have the remains of their hard dragon scales which act like armour, protecting them from attacks. A Zombie Dragon has an armour saving throw of 5+. Note that this save is never reduced due to Strength modifiers.

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 special teardrop-shaped template from Warhammer to represent the area covered by the Zombie Dragon's breath attack. Place it with the broad end over the target and the narrow end at the Dragon's mouth. Any model lying under the

template area suffers 1 wound on a D6 score of 4 or more. No armour save is allowed except for that given by magical armour. *Pestilential Breath* can be used in hand-to-hand combat like any other Dragon's breath. See the Warhammer Battle Book for details.

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 any opponents, clogging their ears and crawling up their nostrils. This terrible distraction means that any enemy fighting a Zombie Dragon or its rider must deduct -1 from their To Hit rolls in hand-to-hand combat.

Terror: Zombie Dragons are such huge and frightening creatures that they cause *terror* as described in the Warhammer rulebook.



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 slain, 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 in particular strengthen the resting 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, as if pushed by some kind of supernatural power. The Black Coach is an awe-inspiring, unholy thing, which feeds on the death 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 a thousand mortals can stir the Vampire Lord from his slumber, ready to walk the land of the living once more.

Profile	M	WS	BS	S	T	W	I	A	Ld
Black Coach	6	0	0	7	7	5	1	0	5
Wraith	4	3	0	3	4	3	3	2	5
Nightmare	8	2	0	3	3	1	2	1	5



The lands of Estalia still remember the dark days of the War of Blood when a mass horde of zombies and ghouls swept over the land.

It was in the year 1750 when the Undead hordes of Nourgul the Necrarch, Vampire Lord, razed all the land between the Irrana Mountains and the Southern Sea. The princes of the splintered Estalian kingdoms had banded together in a futile attempt to stem the Undead tide but the proud Condottieri of Estalia were defeated in three battles and driven south until they had to retreat within the walls of the Estalian port Magritta.

Finally, after a month long siege Magritta fell, and the victorious Vampire Lord swept down from the skies on his monstrous Vampire bat, and entered the temple of Myrmidia, the protector goddess of Estalia. With his black spells the Vampire slew the priests who guarded the temple and entered the inner sanctum. For a long while the temple fell silent, until a scream unlike any the men of Estalia had ever heard before pierced the night, shaking the very foundations of the city. When the survivors of the siege dared to emerge from their hiding places, they found that the foul Undead army had collapsed, and in the temple of Myrmidia they only found a pile of ash next to the altar of the goddess where the Great Book of Wisdom, the artefact of the temple, lay open.

ATTACKING THE BLACK COACH

In hand-to-hand combat, the Black Coach is treated exactly like a chariot. Enemy models compare their Weapon Skill to the highest Weapon Skill of the crew.

Troops firing at the Black Coach also get the +1 bonus for firing at a large target. Hits from shooting and hand-to-hand combat are randomly allocated as for a normal chariot (see pages 75-77 of the Warhammer rulebook). Wounds suffered as a result of a lost combat can be distributed by the Undead player in any way he chooses.

The Black Coach may continue to fight and move even if the Wraith driver and the Nightmares pulling it are destroyed. The Black Coach will suffer -1 penalty to its Movement for every Nightmare killed but it will continue to move and will still be able to cause impact hits. Other than this the Coach will not fight in hand-to-hand combat and all enemy attacks in hand-to-hand combat will hit automatically. Unlike normal chariots, there is no chance of the Black Coach rampaging out of control or slowing down if the Wraith or Nightmares are destroyed. Simply remove the destroyed models.

If the Black Coach is destroyed, the Nightmares are destroyed as well, but the Wraith may continue to fight on foot. It may join a unit as a Champion (if the unit does not already have one) or fight on its own.

HAND-TO-HAND COMBAT

If the Black Coach charges into combat, it counts as a chariot, so it automatically causes D6 S7 hits to represent its crushing bulk. On subsequent turns, or if the Black Coach itself is charged, it causes no further automatic hits. The Nightmares can fight against any enemy model in contact with the front of the Coach, whilst the Wraith can fight against any enemy model in contact with the Coach, whether to the front, sides or rear.

WAR MACHINES AND THE BLACK COACH

As with chariots, when you are firing at the Black Coach with a stone thrower, or with any other weapon or attack which uses a template, it is possible to hit the Coach, the Nightmares or the Wraith, depending on where the template is placed. Each part of the Coach is a separate target and may be hit if covered by the template, just like individual models in a unit. Weapons such as cannons and bolt throwers will strike one location on the Black Coach. Roll for the location on the Chariot Hit Location chart (in the Warhammer rulebook) for shooting attacks.



SPECIAL RULES

Wraith Driver: If the general is slain, the Coach will be destroyed. Otherwise, all the special rules that normally apply to a Wraith also apply to the driver. It is *ethereal*, has a Chill Attack and causes *terror* as described in the Warhammer rulebook. You can measure the range for the effects of *terror* from any part of the model.

EVOCATION OF DEATH

The Black Coach is capable of calling upon the raw power of necromantic magic during a battle, provided that the toll of death is great enough. This is what makes the Black Coach a truly awesome opponent.

Add up all the wounds caused (on living creatures only) in hand-to-hand combat by the Black Coach and/or any Undead model within 6" of it. Then consult the table below and apply the effect to the Coach. All effects apply immediately, are cumulative and are received only once. All effects last until the end of the game.

Continue to add to this total the amount of wounds the Coach/Undead models within 6" have caused in subsequent turns. For example, in the first turn it causes 6 wounds and receives the first effect. In the second turn it causes another 3 wounds bringing its total up to 9, therefore receiving the second and third effects on the table.

Number of Wounds	Effect
5-6	Ethereal scythes appear from the framework of the Black Coach. The Coach will cause D6+2 automatic hits when it charges into combat.
7-8	The Wraith driver and Nightmares stir, invigorated by the carnage around them. The Wraith and Nightmares will now fight with double attacks.
9-11	There is an terrible wail from the souls of the dead as the Black Coach steals their strength. The Wraith and Nightmares gain +1 Strength.
12-14	A dark cloud of necromantic magic envelops the Black Coach. The Coach is now at -1 to be hit by shooting and in hand-to-hand combat.
15+	Drawing on the carnage and destruction of life around it, the Black Coach calls upon the dark power of death itself. The entire Black Coach becomes charged with necromantic power. The Coach may make march moves or triple its charge range, the Wraith fights with triple attacks, and any unsaved wounds caused by the Wraith will slay any model on a roll of a 4+. In addition, the entire Black Coach model becomes invulnerable to magic.

BANSHEES

Banshees are the restless spirits of the most evil women who have ever lived. 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 who hear it. Those who do not have a will of iron may die of sheer horror upon hearing them.

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 they murdered during their lives.....

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

SPECIAL RULES

Ethereal: Banshees are insubstantial creatures whose bodies are *etereal*. They can move through solid objects and therefore suffer no movement penalties for moving over difficult terrain or obstacles. They can move through buildings, but not living creatures.

Because they are insubstantial creatures, they cannot be harmed in combat except by attacks from magical weapons or Daemons and are affected by spells as normal. They can still be beaten in hand-to-hand combat and suffer extra wounds as a consequence, as combat results are not wholly dependent upon casualties.

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, but anyone hearing the constant wail of a Banshee will almost certainly die of sheer fright.

The *Ghostly Howl* of a Banshee is used in the shooting phase. A Banshee may use it even if engaged in hand-to-hand combat, but only against the unit it is fighting. The attack has a range of 8". The Banshee can target any unit within this range (remember that individual characters, war machines, etc. are also counted as units) and does not need a line of sight to the unit. 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 rolled 11 and the target unit's Leadership is 8, the unit suffers 3 wounds. There is no saving throw against 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 chariots, ridden Monsters and similar units, use the highest Leadership value of the models involved and randomise wounds as hits from shooting.

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. Balefires glow 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 any living things beneath their sharp hooves.

Profile	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 made from the corpses of several huge and powerful monsters such as manticores, griffons and hippogriffs. The Necromancer has to cast many dark and terrible spells to meld and fuse the remains of these monsters into the nightmarish horror that this Undead creature is.

Winged Nightmares are far more dangerous than any one of the dead 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.

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

SPECIAL RULES

Fly: Winged Nightmares have skeletal wings and may *fly* as described in the Warhammer rulebook.

Charge: When a Winged Nightmare charges, it may use its bony spines and tusks to impale its victims. This gives it a +2 Strength bonus in the turn in which it charges.

THE ARMY OF THE VAMPIRE COUNTS



The army of the Vampire Counts is designed so that players can choose an army to a pre-set points value. There is no upper limit to the size of an army, but 1,000 points is about the smallest size that will allow you to field a battle worthy force. Battles of 2,000 points a side will usually last an entire evening, whilst 3,000 points will give you enough troops to enable battle to rage for most of the day.

Most players prefer to collect their armies in manageable chunks of 500 or 1,000 points, starting with a core force of 1,000 points and adding 500 points or so at a time. This makes it easier to plan future additions and gives the player time to paint models and try out the army on the tabletop before deciding what to add next.

It is usual for both players to begin the game with the same points value of troops – 2,000 points a side for example. Before the game each player picks an army worth up to the agreed points value. The Undead player uses the Vampire Counts army list while his opponent uses the list for his own army. The total value for the army may be less than the total agreed and will often be a few points short simply because there is nothing to spend the last few points on.

The list that follows tells you what proportion of your army's points you may spend on characters, regiments, monsters and allies. All armies are subject to similar restrictions and they are imposed to ensure that armies are reasonably well balanced and don't consist entirely of monsters or war machines.

CHARACTERS

The points allowed for characters include the value of their armour and weapons, any magic items they have, and a steed if they are mounted.

Monster Mounts. If a character rides a monster, then its points value is added to that of the character and is included in the total permitted for characters. The allowance for monsters is specifically for monsters without riders.

Equipment. A character may be equipped with any of the weapons or armour indicated in the Characters' equipment list printed at the end of this section. The points values of these items are the standard values paid by ordinary troops. Note that unlike Champions of other armies, Undead Champions don't have to be equipped in the same way as their regiment.

Magic Items. A character may carry appropriate magic items chosen from the magic item cards in Warhammer Magic. The points value of each item is included on the cards themselves. Characters are permitted no more than the maximum number of magic items shown on the chart below.

Character	Maximum Number of Magic Items
VAMPIRES	
Vampire Lord	3
Vampire Count	2
Vampire Thrall	1
NECROMANCERS	
Necromancer Lord	4
Master Necromancer	3
Necromancer Champion	2
Necromancer	1
UNDEAD CHAMPIONS	
Wraith	1
Wight Lord	1
Skeleton Champion	1

REGIMENTS

Unit Size. Models are organised into units which we refer to as regiments. Regiments must be at least five models strong unless indicated otherwise in the army list. There is no upper limit on the size of a regiment. The minimum of five models includes its leader, standard bearer, musician, and Champion if it has them.





Leaders. All regiments are assumed to include a leader equipped in the same way as the other troops in the regiment and who has identical characteristics. He costs the same points as the ordinary troopers and his inclusion is intended to provide an appropriately brave and determined looking individual to lead the unit.

Standards & Musicians. All regiments may include a standard bearer and/or a musician. The usual cost for these is double the points value of an ordinary trooper. However, there are exceptions, as you will notice from the army list. Standard bearers and musicians are assumed to be equipped with the same weapons and armour as their fellows and fight like ordinary troopers.

Magic Standards. Some regiments are allowed magic standards. These are magic items and are chosen from the magic items in the Warhammer Magic supplement. If a regiment includes a magic standard then its points value is added to that of the regiment.

Champions. Most regiments may include a Champion. He is a character, and may carry one magic item. A Champion may also be the unit's leader, but does not have to be – a unit can have a separate leader and

Champion model if desired. Champions always fight as part of their unit and cannot leave it. The points value of the Champion, including any magic item he has, comes from the army's points allowance for characters as described already.

MONSTERS

Monsters are beasts which have been brought to fight alongside the army. They include trained creatures, captive monsters goaded into fighting and monsters magically bound by spells of obedience. Monsters chosen as mounts for characters are not included in the points allocation for monsters – they are included in the points for characters as described above.

ALLIES

An Undead army may include a proportion of allies up to a quarter of its total points value, chosen from the Warhammer Armies books indicated. You may choose allies from several lists if you wish. Including allies is a good way to expand your collection, allowing you to paint something different and still include it in battles.

When choosing allies you may spend freely within the characters, regiments, and war machines sections of the allied army list. You do not have to divide the points spent between these categories.

SPECIAL CHARACTERS

After the army list you will find a section devoted to special characters. These represent famous individuals from the history of the Undead, some with special rules and magic items unique to them. You can include these special characters in your army if you wish, in which case their points value is included in the Characters allowance as normal.

It has become standard practice amongst Warhammer players to agree with their opponent beforehand whether to use special characters or not. Some players prefer to play games without special characters, or to use them only occasionally, as they are powerful individuals whose presence will give a distinct twist to the game.

LIMITATIONS

The army list presents the player with a choice of characters, regiments, war machines, etc. In most cases there is no limit on the number of characters, regiments or machines of any type that an army can include. For example, you could include as many Zombie regiments as you like within the total points value agreed for the army.

Some characters, regiments and war machines are limited to a maximum number. For example, you can only ever have one General or one Spirit Host. In the case of Banshees and Vampire Bats, these are limited in proportion to other regiments. These limitations are indicated in the lists.

Hatred is a virtue!

Ahron of the Blood Dragons

No one has died of famine in Naubonum. Maybe the villagers are a bit crazy, but that happens in these out of the way places. Even so, the famine has not bitten deep here, though what they have been eating is anyone's guess. Best not to ask!

REPRESENTATION OF PROFILES

Profiles are given in the standard format and include all the characteristic values. They do not take into account movement reductions due to armour, nor do they include armour saving throws as these can vary depending on how players choose to equip their troops. Cavalry are shown with two profiles, one for the rider and a separate one for the mount.

M = Movement

WS = Weapon Skill

BS = Ballistic Skill

S = Strength

T = Toughness

W = Wounds

I = Initiative

A = Attacks

Ld = Leadership

ARMOUR

Armour saving throws are not included in the profiles because they can vary depending on what type of armour players choose to give their troops. The following chart summarises the saving throws for armour.

<i>Armour</i>	<i>Save</i>	<i>Cavalry Save</i>
None	None	6+
Shield or light armour	6+	5+
Shield and light armour		
or heavy armour alone	5+	4+
Shield and heavy armour	4+	3+
Cavalry with barding	Adds further +1	



ARMY SELECTION

Characters 0-50%

Up to half the points value of the army may be spent on characters. This includes the cost of monsters ridden by characters.

Regiments 25%+

At least a quarter of the points value of the army must be spent on regiments. This does not include the cost of Champions, who are paid for out of the Characters allowance.

Monsters 0-25%

Up to a quarter of the points value of the army may be spent on monsters. This does not include the cost of monsters ridden by characters, which are paid for out of the Characters allowance.

Allies 0-25%

Up to a quarter of the points value of the army may be spent on allies chosen from any one or more of the following armies: other Vampire Family armies, Tomb Kings of Khemri, Skaven, Dark Elves and Chaos.

CHARACTERS



Death marshals his armies around us now

Your army may include up to 50% of its points value as characters, including those chosen from the Special Characters section that follows the main army list. You must always include one General, but apart from this you are free to choose as many or as few characters as you wish.

1 VAMPIRE GENERAL

Vampire Lord 350 points

Vampire Count 185 points

At the heart of each Undead army is a mighty Vampire. He commands the lesser Undead with the strength of his will and mastery of the necromantic arts.

Your army must be led by either a Vampire Lord or a Vampire Count.

Profile	M	WS	BS	S	T	W	I	A	Ld
Vampire Lord	6	8	6	7	6	4	9	4	10
Vampire Count	6	7	5	7	6	3	8	3	9
Nightmare	8	2	0	3	3	1	2	1	5

Equipment: Sword or other hand weapon. May have one of the following: double-handed weapon (+2 points), halberd (+2 points), spear (+1 point), or lance (+2 points).

Armour: May carry a shield (+1 point), may wear light armour (+2 points), or heavy armour (+3 points). If the model is mounted on a Nightmare, it may have barding (+4 points).

May Ride: May ride a Nightmare (+2 points), or a monster (see the separate list for monsters).

Magic Items: A Vampire Lord can carry up to three magic items. A Vampire Count may carry up to two magic items. These can be chosen from the cards in Warhammer Magic.

Magic Spells: A Vampire Lord is a level 3 wizard and has two spells. A Vampire Count is a level 2 wizard and has one spell. They use either Necromantic, Battle or Dark Magic.

Bloodlines: Your General is a member of one of the Vampire families and he must choose one of his powers from that family's list. All other Vampires in the army come from that family. A Vampire Lord can choose up to two other powers, while a Vampire Count can choose one other power from his Family's list.

VAMPIRES

Vampire Count 185 points

Vampire Thrall 70 points

Vampires are the Lords of the Undead and it is they who lead the legions of the dead into battle.

Your army can have as many Vampires as you want within the points available to your army. Note that you may have a Vampire Count as your army's General and also include other Vampire Counts as characters.

Profile	M	WS	BS	S	T	W	I	A	Ld
Vampire Count	6	7	5	7	6	3	8	3	9
Vampire Thrall	6	6	4	6	5	2	7	2	8
Nightmare	8	2	0	3	3	1	2	1	5

Equipment: Sword or other hand weapon. May have one of the following: double-handed weapon (+2 points), halberd (+2 points), spear (+1 point), or lance (+2 points).

Armour: May carry shield (+1 point), may wear light armour (+2 points), heavy armour (+3 points). If the model is mounted on a Nightmare, it may have barding (+4 points).

May Ride: May ride a Nightmare (+2 points), or a monster (see separate list for monsters).

Magic Items: A Vampire Count may carry up to two magic items and a Vampire Thrall may carry one magic item. These may be chosen from the cards in Warhammer Magic.

Magic Spells: A Vampire Count is a level 2 wizard and has one spell. Vampires use either Necromantic, Battle or Dark Magic.

Bloodlines: All Vampires in your army will belong to one of the Vampire families. They must all choose one power from their family's list. Vampire Counts can choose a second power from his Family's list.

NECROMANCERS

Necromancer Lord 310 points

Master Necromancer 208 points

Necromancer Champion 129 points

Necromancer 61 points

Necromancers are mortal wizards who have turned to the dark arts to seek immortality and power.

Your army may include as many Necromancers as you wish within the points available to your army.

Profile	M	WS	BS	S	T	W	I	A	Ld
Necromancer Lord	4	4	4	4	4	4	6	3	9
Master									
Necromancer	4	3	3	4	4	3	5	2	8
Necromancer									
Champion	4	3	3	4	4	2	4	1	8
Necromancer	4	3	3	3	4	1	4	1	7
Nightmare	8	2	0	3	3	1	2	1	5

Equipment: Sword or other hand weapon. May have one of the following: double-handed weapon (+2 points), halberd (+2 points).

May Ride: Necromancers may ride a Nightmare (+2 points), or a monster (see the separate list for monsters). The Nightmare may have barding (+4 points).

Magic Spells: A Necromancer Lord is a level 4 wizard and has four spells, a Master Necromancer is a level 3 wizard and has three spells, a Necromancer Champion is a level 2 wizard and has two spells, and a Necromancer is a level 1 wizard and has one spell. Necromancers use either Necromantic, Battle or Dark Magic.

Magic Items: A Necromancer Lord may carry up to four magic items, a Master Necromancer may carry up to three, a Necromancer Champion may carry up to two, and a Necromancer may carry one magic item. These may be chosen from the cards in Warhammer Magic.

0-1 BATTLE STANDARD

Vampire Battle Standard Bearer 100 points

Wight Battle Standard Bearer 66 points

Battle standards are entrusted to a close vassal of the general. Undead battle standards are particularly horrible creations, made from the remains of the dead, animated by necromantic magic.

The Battle Standard Bearer can be either a Vampire Thrall or a Wight Lord.

Profile	M	WS	BS	S	T	W	I	A	Ld
Vampire Thrall	6	6	4	6	5	2	7	2	8
Wight Lord	4	4	0	4	4	2	4	2	9
Nightmare	8	2	0	3	3	1	2	1	5

Equipment: Sword or other hand weapon and a Battle Standard. May have one of the following: double-handed weapon (+2 points), halberd (+2 points), spear (+1 point), or lance (+2 points).

Armour: May carry a shield (+1 point), may wear light armour (+2 points), or heavy armour (+3 points). If the Battle Standard Bearer is mounted on a Nightmare, it may have barding (+4 points).

May Ride: The Battle Standard Bearer may ride a Nightmare (+2 points), or a monster (see separate list for monsters).



Magic Items: A Battle Standard Bearer may carry a single magic item, chosen from Warhammer Magic. This may be a magic standard, effectively turning the army banner into a magic standard.

Special Rules: For details on Wights and Vampires see the Liber Mortis.

Bloodlines: The Vampire Battle Standard Bearer will belong to one of the Vampire families. He must choose one power from his Family's list.

UNDEAD CHAMPIONS

Wraith 70 points

Wight Lord 36 points

Skeleton Champion 20 points

Undead creatures of great power and strength, such as Wraiths or powerful Wights, are chosen to lead the hordes of restless dead to war. These terrifying commanders were once leaders of armies and now they serve the general of the army as masters of lesser Undead.

Any unit of Skeletons may include a Skeleton Champion. Any unit of Wight Cavalry, Zombies, Skeletons or Grave Guard may include a Wraith or a Wight Lord as an Undead Champion.

Profile	M	WS	BS	S	T	W	I	A	Ld
Wraith	4	3	0	3	4	3	3	2	5
Wight Lord	4	4	0	4	4	2	4	2	9
Skeleton Champion	4	3	3	4	3	1	3	2	5

Equipment: Skeleton Champions are armed in the same way as the unit that they are leading (see the equipment list for points values). Unlike other Undead Champions, Wraiths and Wight Lords do not need to be armed and equipped in the same way as the unit they lead.

Weapons: Wraiths are armed with scythes (count as double-handed weapons).

Wight Lords are armed with a hand weapon and may also have one of the following weapons: double-handed weapon (+2 points), halberd (+2 points), spear (+1 point), or lance (+2 points). All weapons that are carried by Wights are counted as Wight weapons and cause D3 wounds.

Armour: Wraiths are the souls of ancient wizards and therefore they never wear armour. Wight Lords may carry a shield (+1 point) and may wear light armour (+2 points), or heavy armour (+3 points).

May Ride: If he is leading a unit of Wight Cavalry, a Wraith or Wight Lord may ride a Nightmare (+2 points). If a Wraith or Wight Lord is mounted on a Nightmare, the steed may have barding (+4 points).

Magic Items: An Undead Champion may carry a single magic item. This may be chosen from the cards in Warhammer Magic.

Special Rules: Wraiths are *ethereal*, cause *terror* and have a special *Chill Attack*. For details see the Liber Mortis.

REGIMENTS



The core of any Vampire Counts army consists of regiments of Undead warriors. Your army must include at least 25% of its total points value as regiments chosen from this section of the army list. It may include more if you wish. Unless otherwise indicated, each regiment must consist of at least five models, including any standard bearer, musician and leader.....

WIGHT CAVALRY 26 points per model

These Undead knights are long-dead warriors who are tied to the land of the living by necromantic magic. In their rusted wargear Wight cavalry are a grim reminder to the proud knightly orders of the Old World that every man is mortal.

Your army may include as many units of Wight cavalry as you wish.

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

Equipment: Wight cavalry are mounted on Nightmares and are armed with a spear and sword. They wear light armour.

Save: 5+

Options: Any regiment may swap their spears for lances (+2 points per model). Any regiment may upgrade their light armour to heavy armour (+2 points per model) and/or may carry shields (+2 points per model). Any regiment may buy barding for their Nightmares (+8 points per model). Any regiment may carry a magic standard. This may be chosen from the appropriate cards in Warhammer Magic and its cost is indicated on the card itself.

Special Rules: Wights are Undead and all the special rules for the Undead apply to them. All weapons carried by Wights are Wight Weapons and cause D3 wounds.

GRAVE GUARD 12 points per model

The Grave Guard are Wights, men who were powerful warriors during their lives; heroes of past ages who were buried with their weapons and armour. They are summoned from their graves by the will of a Necromancer or a Vampire and are amongst the most powerful of the Undead.

Your army may include as many units of Grave Guard as you wish.

Profile	M	WS	BS	S	T	W	I	A	Ld
Wight	4	3	0	3	4	1	3	1	8

Equipment: Grave Guard are armed with hand weapons. They wear light armour and carry shields.

Save: 5+

Options: Any regiment may upgrade their light armour to heavy armour (+1 point per model). Any regiment may be armed with spears (+1 point per model), halberds (+2 points per model), or double-handed weapons (+2 points per model). Any regiment may carry a magic standard. This may be chosen from the appropriate cards in Warhammer Magic and its cost is indicated on the card itself.

Special Rules: Grave Guard are Undead and all the special rules for Undead apply to them. All weapons carried by Wights are Wight weapons and cause D3 wounds.



"Rise, brothers! Remember the days of glory, the echoes of war. We march to battle once more, and the thrones of the Old World shall tremble at our coming. We are a legion, and we shall never grow weary of slaughter. Come, and we shall ride from forever to forever..."

The scouts stealthily worked their way through the pine forest. It was getting dark, but soon they would be in position watching the road. The air was becoming cold and damp. What could those eerie sounds be, and those strange luminous lights up ahead among the trees? They waited. It was not the living. Suddenly they were all around them, wispy, whispering, formless shapes. Swords cleft through vapour and fear chilled their hearts.

SKELETON WARRIORS . . . 8 points per model

Skeletons are the long-dead remains of warriors fallen in ancient battles. A Necromancer who can perform the right rituals can raise them from their graves to fight once more.

Your army may include as many units of Skeleton Warriors as you wish.

Profile	M	WS	BS	S	T	W	I	A	Ld
Skeleton	4	2	2	3	3	1	2	1	5

Equipment: Hand weapon.

Save: None.

Options: Any regiment may wear light armour (+2 points per model) or heavy armour (+3 points per model) and/or may carry shields (+1 point per model). Any regiment may be armed with spears (+1 point per model), halberds (+2 points per model), or double-handed weapons (+2 points per model).

Any regiment may carry a magic standard. This may be chosen from the appropriate cards in Warhammer Magic and its cost is indicated on the card itself.

Special Rules: Skeletons are Undead and all the special rules governing the Undead apply to them. See the Liber Mortis for details.

ZOMBIES . . . 5 points per model

Zombies are the hellish creations of necromantic arts. They are automatons controlled by the will of a Necromancer. Zombies fight in huge, unstoppable masses.

Your army may include as many units of Zombies as you wish.

Profile	M	WS	BS	S	T	W	I	A	Ld
Zombie	4	2	0	3	3	1	1	1	5

Equipment: Zombies don't need weapons to fight, though they often carry a rusted sword, club or other weapon. They may wear straps of armour or carry battered old shields. These have no effect in the game.

Save: None.

Options: None.

Special Rules: Zombies are Undead and all the special rules governing the Undead apply to them. Zombies always lap around their enemies. See the Liber Mortis for details.

0-1 SPIRIT HOST . . . 75 points per base

These are spirits plucked from their graves by the magic of a Necromancer.

All the Spirit Host bases in your army will fight in a single unit. This unit can be as large or as small as you wish, so if you have a single base of spirits, this fights as a unit on its own.

Profile	M	WS	BS	S	T	W	I	A	Ld
Spirits	4	2	0	3	3	4	1	4	5

Equipment: None.

Save: None.

Options: None.

Special Rules: Spirits are Undead and all the special rules governing the Undead apply to them. Spirits are also treated as *ethereal*. See the special rules in the Liber Mortis.

GHOULS . . . 6 points per model

Ghouls are the most repulsive of all living creatures. They are the descendants of depraved, in-bred men who ate the flesh of the dead and were tainted and driven to madness.

Your army may include as many units of Ghouls as you wish.

Profile	M	WS	BS	S	T	W	I	A	Ld
Ghoul	4	2	0	3	4	1	3	2	5

Equipment: Claws.

Save: None.

Options: None.

Special Rules: Ghouls cause *fear*. They never take Break tests as long as they outnumber their opponents. Ghouls cannot be led or joined by characters.

DIRE WOLVES . . . 10 points per model

Dire Wolves are undead creatures, the hunting beasts of Vampires.

Your army may include as many units of Dire Wolves as you wish.

Profile	M	WS	BS	S	T	W	I	A	Ld
Dire Wolf	9	3	0	4	3	1	2	1	4
Doom Wolf	9	4	0	5	3	1	3	2	4

Equipment: Claws.

Save: None.

Options: Any pack may include one Doom Wolf (25 points).

Special Rules: Dire Wolves and Doom Wolves are Undead and all the special rules governing the Undead apply to them. Dire Wolf packs never have standard bearers or musicians.

Dire Wolves have two Attacks when they charge and Doom Wolves have three Attacks. See the Liber Mortis for more details.

VAMPIRE BATS 25 points per model

These unearthly creatures thrive on human blood. They are partly living, partly Undead, and wholly terrifying.

If your army includes up to five Vampire Bats, these form a single unit. For example, you could have just one Vampire Bat in your army and it would count as a unit on its own. If your army includes six to ten Vampire Bats, these may be organised either into one or two units which should be as near as possible to equal size. If your army includes eleven to fifteen Vampire Bats, these may be organised into either one, two or three units which should be as near as possible to equal size, and so on. You may not have more units of Vampire Bats than you have Zombie, Skeleton, Grave Guard, Ghoul and Wight Cavalry units combined.

Profile	M	WS	BS	S	T	W	I	A	Ld
Vampire Bat	2	3	0	3	3	2	3	2	5

Equipment: None.

Save: None.

Options: None.

Special Rules: Vampire Bats are Undead and all the special rules governing the Undead apply to them. Vampire Bats can fly as detailed in the Warhammer rulebook. Vampire Bats never have standard bearers or musicians and always operate as skirmishers. See the special rules in the Liber Mortis.

BANSHEES 100 points per model

These are the wailing spirits of the most evil women who ever lived. A Banshee's screams will bring death to all who hear them.

Your army may include one Banshee for every full 1,000 points in the army. For example, a 3,000 point army may have up to three Banshees and a 5,000 point army may have up to five Banshees. Banshees never form or join units and always fight as individual models.

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

Equipment: None.

Save: None.

Options: None.

Special Rules: Banshees are Undead and all the special rules governing the Undead apply to them. Banshees are *ethereal*. See the special rules in the Liber Mortis.

Ghostly Howl: The howl of the Banshee is used in the shooting phase and has a range of 8". The affected unit suffers 2D6+2-Ld number of wounds. See the Liber Mortis for details.

Ask not for whom the Banshee calls...
She calls for thee...

**0-1 BLACK COACH** 200 points

The creaking cart of death carries its loathsome cargo of doom into the centre of a battle, bolstering the power of the Undead and filling the hearts of their enemies with despair.

Your army may include a single Black Coach if you wish.

The Black Coach is an Undead chariot driven by a Wraith and pulled by two Nightmares.

Profile	M	WS	BS	S	T	W	I	A	Ld
Black Coach	6	0	0	7	7	5	1	0	5
Wraith	4	3	0	3	4	3	3	2	5
Nightmare	8	2	0	3	3	1	2	1	5

Equipment: The Wraith is armed with a double-handed scythe. Note that he may not carry magic items.

Save: None.

Options: A Black Coach may have a magic standard attached to it. This may be chosen from the appropriate cards in Warhammer Magic and its cost is indicated on the card itself. There is no combat resolution bonus for the standard.

Special Rules: The Black Coach is an Undead construction and all the special rules governing the Undead apply to it. The Wraith is *ethereal*, causes *terror* and has a special Chill Attack. See the Liber Mortis for all the other special rules that apply to the Black Coach.

CREATURES OF THE NIGHT



Your Vampire Counts army may include up to 25% of its total points value as monsters chosen from the following list. These represent creatures bound by magic. Note that this allowance is for independent monsters. The points cost of monsters ridden by characters is deducted from the Characters allowance.....

ZOMBIE DRAGON 500 points

	M	WS	BS	S	T	W	I	A	Ld
Zombie Dragon	4	4	0	7	6	7	3	6	8

BAT SWARMS 50/100 points per base

An Undead army may have Bat Swarms at half cost (ie, 50 points instead of 100). You can have a maximum of as many half cost Bat Swarms as there are Vampires in the army. You can have more Bat Swarms than this, but at the full cost of 100 points. All Bat Swarms in your army must be massed into a single unit.

	M	WS	BS	S	T	W	I	A	Ld
Bat Swarm	8	3	0	3	2	5	1	5	10

SWARMS 100 points per base

	M	WS	BS	S	T	W	I	A	Ld
Rats	6	3	0	3	2	5	1	5	10
Insects/Spiders	4	3	0	3	2	5	1	5	10

WINGED NIGHTMARE 100 points

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

MANTICORE 200 points

	M	WS	BS	S	T	W	I	A	Ld
Manticore	6	6	0	7	7	5	4	4	8





Frederick the pedlar sighed in relief. He had been travelling on this cursed road for three days without seeing a single village or hamlet. His cloak was dusty, his pony was tired and he was weary of the dark woods of

Sylvania, where the twisting paths seemed to be leading nowhere. But here finally was a village.

As the blood red sun set on the horizon, Frederick rode through the village gate. It rested on rusty hinges, and creaked as if it hadn't been opened for ages. The houses of the small town were a shambles and many of them lacked roofs. Windows were broken and an unhealthy stench rested heavily over the whole area.

The villagers opened their windows to see who had entered the village. They were stooped and ugly, marred by blotches and boils and unmistakable marks of mutation. One of them stared at him with his only eye, lifting his misshapen hand in what Frederick thought was a greeting. He forced a smile and waved back.

Frederick had seen such human dregs before and knew the cause. It was not unusual in isolated villages for relatives to intermarry and the results were often hideous. But Frederick was not here to judge people, he was here to sell his wares and get back to Stirland. Other merchants might be fearful of trading in Sylvania, but Frederick Hansen was not a coward. He cared little for the tales of frightened old women and the mumblings of priests. The severe winter had caused famine throughout the Empire, and now his grain would certainly fetch a good price here, where the harvest had been especially poor if the rumours were true.

As Frederick rode to the town square to seek an inn, he noticed something near the well. A young girl lay on the ground, as if she had fallen. She had on a white dress, like those worn by the dead when they are buried. A man dressed in filthy rags was crouched over her, evidently trying to help her, obscuring the girl's head from view. Suddenly Frederick heard a crunch, as if something had broken. He ran forwards to see if the girl was badly hurt. He wished he hadn't. The crouched man turned his head towards him and two luminous eyes stared at him from a bald face.

Cold, black blood dripped from the man's mouth. In his hand he held the head of the young girl. Frederick felt sick.

'Ghouls!' Frederick thought. He had of course heard tales of the corpse-eating men of Sylvania, but he had never expected to meet one of these nightmarish cannibals. The creature lurched to its feet and took a step towards Frederick. Its parted lips revealed a row of teeth that seemed to be filed to sharp points.

Fighting back the nausea, the pedlar drew a hidden short sword from under his cloak. The long years on the road had taught him to be ready for almost anything. A quick slash cut the approaching Ghoul's hand from its wrist, just as it tried to reach for his face. Frederick jumped back as the Ghoul fell screaming, holding its stump. The pedlar looked around nervously. To his horror the villagers were beginning to come out of their houses and were coming towards him. A group of stooped, ugly men, women and disfigured children had soon surrounded him.

With a growing sense of panic, Frederick scanned for a route of escape. He found none. His pony whinnied in terror and bolted, only to be dragged down by a howling mob of Ghouls. As slashing claws and teeth tore the hapless animal apart, the saddlebags were ripped open. While the Ghouls feasted on the meat, the priceless grain was trodden into the muddy ground. Then, slowly the ring started to close on Frederick. He waved his sword around wildly, trying to keep the creatures at bay. Suddenly his legs were grabbed from behind. Twisting his upper body he saw that a young boy had crawled behind him and now held on to his legs with a feverish strength. He felt the small, sharp teeth sink into his thigh and brought his blade down to split the boy's head, brains and fluids splattered all over him. Frederick, fighting for balance, collapsed to the ground.

In an instant the reeking creatures were upon him and his wildly-slashing sword was wrestled from his hand. The last thing Frederick the pedlar saw before the merciful darkness descended upon him was a Ghoul-woman, naked and covered with filth as she licked her cracked lips and bent over his chest to tear away a great chunk of warm, steaming meat.....

ARISTOCRACY OF THE NIGHT



This section of the book is devoted to the mightiest lords of Undeath. Throughout history there have been many mighty Vampires and powerful Necromancers. All the characters in this section are wholly individual. They do not all have standard characteristics, many have magic items or abilities that are unique to them. In some cases they may carry combinations of items they would not normally be allowed, or more or fewer items than a standard character of their type.....

This section serves two purposes. Firstly, it provides the Undead player with a selection of special characters whose very presence in the army will make a significant difference to his battle plans, tactical options and chances of victory. Secondly, the characters included in this section serve as an example of the variety that is possible within the Warhammer game and will hopefully inspire you to invent characters for yourself.

It has become a commonly accepted convention amongst Warhammer players that special characters are used only with the prior agreement of both players. In most tournament games, where players gather from all over the world to compete against a wide variety of armies, special characters are disallowed in the interests of providing a level playing field. If you intend to include special characters in your army you must agree to do so with your opponent beforehand.

MAGIC ITEMS

Rules for magic items carried by special characters have been included in the text. Some are unique to the character, others are commonly available. The rules have been included for the sake of convenience for both types. New magic items are always unique to specific special characters, they cannot be taken by other models, and are subject to the usual rules for their type.

POINTS VALUES

The points value of each character is given as a total, which includes his equipment, mount, magic items, skills etc. The points value includes the value of the character's magic items, but a normal points value for each item is also given. Note that these points values are rated in relation to the character - they are not necessarily directly comparable to generically available magic items.

DIETER HELSNICHT 690 points



Your army may include Dieter Helsenicht. He is a Necromancer Lord and may lead the army if you wish. If you choose to use him, he will replace the normal option for the General in the army list.

Dieter Helsenicht, Doom Lord of the Undead, was once a great and feared wizard who was forced to flee from Middenheim when it was discovered that he was a Necromancer. He built a secret fortress in the Forest of Shadows and concealed it so well that it was never discovered by the Witch Hunters who searched for him for years. There he slowly built up his strength and plotted his revenge.

After decades of preparation, his evil plans reached fruition and the Doom Lord marched forth at the head of a huge army of Undead creatures to attack Middenheim. Thus he intended to bring death to the city of his birth. After a long campaign and many victories he was finally stopped at the Battle of Beeckerhoven. The Doom Lord's body, however, was never found and it is commonly supposed that he escaped on the back of his Manticore.

PROFILE	M	WS	BS	S	T	W	I	A	LD
DIETER	4	4	4	4	4	4	6	3	10
MANTICORE	6	6	0	7	7	5	4	4	8

Weapons/Armour: Dieter carries the *Chaos Runesword* and rides a Manticore.

Spells: He is a level 4 Necromancer and has four spells.

SPECIAL RULES

Doom Lord

Dieter has an iron will and can bend even the most powerful creatures to his authority. His Manticore does not have to take enraged bound monster rolls.

Spells

Dieter has an innate talent for destruction, so may freely mix Dark Magic and Necromantic spells, and is not limited to only one type. Note that he may pick and choose Necromantic spells, but has to draw Dark Magic spells randomly as normal.

MAGIC ITEMS

Dieter Helsenicht always carries the following:

Staff of Flaming Death

Wizard Arcana

50 points

The eyes of the Staff of Flaming Death glow bright with magical fire and its jaws clatter and gnash constantly.

Once per magic phase the staff may be used to cast a *Flaming Skull* spell. The flaming skull hurtles 24", striking the first unit in its path and inflicts D3 Strength 4 hits. Any unit suffering one or more casualties from this attack must immediately take a Panic test or flee, as described in the Warhammer rules.

Chaos Runesword

Magic Weapon

65 points

This weapon was forged by Grungni Ironheart, a Dwarf Runesmith who was led astray by the Chaos gods.

The runes carved into this blade increase the bearer's Weapon Skill, Strength and Attacks by +1 point each.

Power Scroll

Wizard Arcana

30 points

This scroll is imbued with great magical power which is released when it is read aloud.

The bearer can use the scroll once to cast a spell. No power is required to cast it as the scroll provides all the power needed. A spell cast using the scroll can be dispelled in the normal way.

One use only



HEINRICH KEMMLER . . . 450 points



Your army may be led by Heinrich Kemmler, the legendary Lichemaster. If you choose him, he will replace the normal option for the General in the army list. If your army is led by Kemmler, it may also include Krell if you wish.

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 better than a half sane beggar, until by some quirk of fate he stumbled on the tomb of Krell, the 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.

Heinrich stands a little under six feet tall and has long, filthy white hair. Beneath his robes, his body is covered with scars, cuts and abrasions from his years of madness. He is shrouded in a large dark cloak that swirls and twitches with a life of its own. In one hand he carries the Chaos Tomb Blade, given to him when he made his pact with the forces of Chaos; in the other he holds his Skull Staff, a potent magical item which is topped with a skull that chatters and gibbers constantly.....

PROFILE	M	WS	BS	S	T	W	I	A	LD
KEMMLER	4	4	4	4	4	4	6	3	10

Weapons/Armour: Heinrich Kemmler is armed with the *Chaos Tomb Blade* and fights on foot.

SPECIAL RULES

Great Necromancer

When Kemmler casts a Necromantic spell, it is automatically considered to be reinforced, as if Kemmler had expended a power card to reinforce it. He can power up spells as normal.

MAGIC ITEMS

Heinrich Kemmler always has the following items:

Chaos Tomb Blade

Magic Weapon

75 points

The Chaos Tomb Blade once belonged to a mighty Chaos warrior. It is forged from the raw stuff of Chaos and thirsts for blood and death. It will reward Heinrich with magical power for any lives he takes.

For each wound the blade inflicts on a living creature, Heinrich may immediately take a magic card to use in the next magic phase. For example, if he inflicted 2 wounds in hand-to-hand combat using the Tomb Blade, then he can take two extra magic cards to use in the next magic phase.

Skull Staff

Wizard Arcana

35 points

The jaws of the Skull Staff chatter and gnash together, warning Heinrich of the use of magic against him, or of hidden magical items that are nearby.

The opposing player must reveal any magic items and spells that are possessed by any of his characters who are within 12" of Heinrich during the magic phase. Also, thanks to the warnings given by the staff, Heinrich receives a +1 bonus to his dice roll when he attempts to use a dispel. This means that he will dispel a spell cast by a lesser wizard on a roll of 2+, one cast by a wizard of equal power on a 3+, and a spell cast by a stronger wizard on a 4+.

Cloak of the Lichemaster

Bound Spell

30 points

Heinrich's body melts into a dark mist which swirls across the battlefield.

This magical cloak lets Heinrich cast the necromantic *Dark Mist* spell once in each of his own magic phases. He may move 24" per turn through solid objects such as buildings but not other creatures. He therefore suffers no penalties for moving over difficult terrain or obstacles. Heinrich may not attack as long as the spell is in effect, but may cast spells. He can be harmed by magical weapons and spells, as with the rules for ethereal creatures. Once cast, the mist remains for the rest of the game, until dispelled, or the Undead player decides to end it.



KRELL 280 points



If your army is led by Heinrich Kemmler, it may include Krell, one of the dreaded dark lords of Nagash. Krell is an independent character and does not have to lead or be part of a unit.

Krell was a mighty Chaos champion long before the birth of the Empire. At this time there were only a few scattered tribes of men who were nothing more than barbarians with few skills and little learning. Krell was the ruler of one such tribe that was corrupted by the Chaos god, Khorne. Krell quickly carved out an empire amongst the barbarian tribes of the north and then turned against the Dwarfs to the south. This was during the period the Dwarfs call the Time of Woes, when their empire had been riven by earthquakes and volcanic explosions, then assaulted by massed tribes of Orcs, Goblins, Skaven and other evil creatures. Krell allied with the Night Goblins who stormed the Dwarf Strongholds of Karak Ungor and Karak Varn and his name is recorded many times in the Great Book of

Grudges. He was finally slain by the Dwarf Hero Grimbul Ironhelm during the assault on Karak Kadrin.

Krell's followers carried away his body and buried it in a crudely wrought tomb on the edge of the area now known as the Chaos Wastes. Nearly 1,500 years later Nagash came upon this tomb whilst he was searching for his lost Crown of Sorcery. Nagash had heard much of Krell and his brief but bloody reign, so he raised the mighty warrior from the dead. Krell was placed in command of one of Nagash's Undead legions when he fought against Sigmar at the Battle of the River Reik.

Krell's forces were to attack the Empire's Dwarf allies, giving him the chance to avenge his defeat centuries before. Leading his legion from the front, Krell smashed into the Dwarfs. The battle raged furiously, the Dwarfs stubbornly refusing to give ground against the seemingly endless ranks of Undead troops. But just as it seemed that the Dwarf line was crumbling, Sigmar cut down Nagash. In moments, the Undead army was all but destroyed, as units turned to dust without Nagash's will to keep them alive. Only Krell survived and at the head of his troops, he was only just able to battle his way through the Dwarf lines and escape.

Sigmar's forces were exhausted by the battle and did not pursue him immediately. This proved to be a mistake, for such human frailties did not worry Krell or his Undead followers. Marching night and day Krell led his remaining troops on a dance of destruction that cut a bloody swathe across the fledgling Empire. Entire communities were destroyed, towns sacked and castles burned to the ground, while the cities of the Empire filled with refugees fleeing from Krell's army. He was finally cornered by Sigmar and defeated at the Battle of Glacier Lake, and imprisoned in a magically constructed tomb. To this day, tales of Krell and his doomed legion are still told round campfires and taverns across the Empire.

Hundreds of years later Heinrich Kemmler came across Krell's tomb. He struck a deal with the warrior and freed him to do his bidding, or so he thought. In fact, Kemmler's wanderings in the mountains had been subtly guided by Nagash as part of a cunning and evil plan that would free Krell and unite him with the Lichmaster, so that he could unleash these two powerful Undead champions against Bretonnia. Nagash's plans suffered a minor setback following the heavy casualties the combined forces suffered at the Battle of La Maisontal Abbey, but in time they are sure to bear rich and terrible fruit.

PROFILE	M	WS	BS	S	T	W	I	A	LD
KRELL	4	5	0	4	5	3	5	3	10

Weapons/Armour: Krell wears the *Armour of Protection* and is armed with the *Black Axe of Krell*. He fights on foot.

SPECIAL RULES

Undead

Krell is Undead so all the special rules regarding the Undead apply to him.

Terror

Krell is a powerful and frightening monster who causes *terror* as described in the Warhammer rulebook.

MAGIC ITEMS

Krell always carries the following magic items:

Armour of Protection

Magic Armour 50 points

This armour is covered with protective runes which make it almost impossible to cut through.

The Armour of Protection counts as heavy armour - ie, has a 5+ save, like ordinary heavy armour. Krell rolls to save as normal.

If he fails his normal armour saving roll, he can immediately roll again, this time saving on a 4+ but ignoring saving roll modifiers for the attack's Strength. If this second roll fails, Krell is wounded.

Black Axe of Krell

Magic Weapon 125 points

The Black Axe is a huge double-handed axe carved from a solid piece of black obsidian rock and enchanted with powerful spells.

When the axe inflicts a wound, small pieces of it break off and are left in the victim's flesh. If the victim is not killed, then these razor-sharp slivers start working their way deeper and deeper into the victim's body, causing a slow, agonising death.

The Black Axe ignores armour, so any opponent that is unfortunate enough to be hit by the axe may not take any armour saves that they may have. In addition, any victims that suffer 1 or more wounds from the Black Axe must roll a D6 at the start of both their own and the enemy's magic phase. On a roll of 1 or 2 they take an additional wound from the slivers of Black Axe left in their wound.

MANNFRED VON CARSTEIN . . . 600 points



Your army may include Mannfred von Carstein. He may lead the army if you wish, though he does not have to. If you choose to use him to lead the army, then he replaces the General described in the main army list.

While Vlad von Carstein was the first and greatest of the Vampire Counts, Mannfred was the most cunning. He is the only member of that doomed aristocracy that still survives to this day. Following the death of Vlad and Konrad von Carstein, it was Mannfred who finally emerged as the sole ruler of Sylvania.

Mannfred was described as a handsome, tall man with deep set eyes and long black hair. He was always courteous and lordly, as befits one from such a powerful family. He was also a

masterful tactician as well as being a great general and attacked the Empire in the infamous Winter War of 2131, coming close to victory. However, over a century of warfare had taught the leaders of the Empire how to deal with the forces of the Undead, and in the end Mannfred was defeated and his army annihilated at the Battle of Hel Fenn.

Mannfred was not, however, destroyed. Now he is gathering his strength in order to wreak his revenge on the descendants of those who defeated him all those centuries ago. It can only be a matter of time before an army led by the last of the Vampire Counts once again marches on the Empire.

PROFILE	M	WS	BS	S	T	W	I	A	LD
MANNFRED	6	7	5	6	5	3	8	3	9
NIGHTMARE	8	2	0	3	3	1	2	1	4

Weapons/Armour: Mannfred rides a Nightmare.

Bloodlines: Mannfred has the following powers, chosen from his family's list: *Unbending Willpower, Call Winds.*

SPECIAL RULES

Necromancer Lord

While the other Vampire Counts battled amongst themselves following the death of Vlad von Carstein, Mannfred studied long and hard to learn all the secrets of necromantic magic. He is therefore treated as having the same magic abilities of a Necromancer Lord – he is a fourth level Necromancer with four spells and recasts Necromantic spells automatically.

MAGIC ITEMS

Mannfred always carries the following magic items:

Ebony Staff

Wizard Arcana

40 points

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.

Once per Undead movement phase, the staff's wielder can issue a magical command to any one of the units in the army. The chosen unit will be able to march, regardless of whether there are any enemy models within 8".

Cursed Parchment

Wizard Arcana

60 points

This fragment of papyrus is so old it may well be a piece of the old, corrupt Kheimrian civilisation.

This parchment can be read at the start of any Undead turn. Until the beginning of the next Undead turn, all enemy models that die on the battlefield will stand up again, transformed into zombies, and fight against their former comrades. They will retain any armour and weapons that they had whilst alive.

One use only

Place the new unit of Zombies directly into hand-to-hand combat with the unit they originated from, but they do not count as charging. If the unit is already engaged in combat, place the Zombies on any free side (if there are more than five Zombies, they get the normal bonuses for a flank or rear attack). Undead, Daemons and models with a base of a different size to that of Zombies cannot be transformed.



MELKHIOR 660 points



Your army may include Melkhior the ancient, of the Necrarch Vampires. If you include him in your army, he will be its General.

The Necrarchs are the most reclusive and incomprehensible of the undying Vampires, and none more so than Melkhior, the oldest of the Necrarchs. Melkhior lives far from human settlements and his secret tower is hidden from view in the great Forest of Shadows by powerful enchantments. In the highest chamber of this tower, the most ancient of Vampires works alone. He is decayed, irredeemably evil, and utterly insane.

Melkhior experiments with the living, trying to find out how they can be made to understand the benefit of joining the Undead and how they could overcome their fear of the dead. Countless men have died in Melkhior's obsession but still the answer he searches for eludes him. Pain, suffering and horror fascinate this mad being. The dungeons and torture chambers of his dark tower are filled with wretched prisoners, who undergo indescribable agony to satisfy the curiosity of this insane Vampire Lord.

Melkhior's fortress is a monument to suffering and terror, filled with the results of his insane experiments: Zombies that are half-dead and half-alive, severed heads which scream endlessly in the darkness, limbs that crawl in lightless passageways, and countless other horrors created by Melkhior's dark arts.

Now and then the ancient Vampire leads his Undead servants out of his stronghold to capture new victims for his experiments or to swell the Undead legions that guard him. At such times, armies of Zombies commanded by the twisted acolytes of Melkhior pour from the forest and hunt for the living to bring back to their master.

Normally a Vampire's grasp of necromantic magic is limited by his Undead condition. Melkhior, on the other hand, has almost the same knowledge of the necromantic arts as the most powerful living Necromancers, for he has thousands of years of experience in these matters. He is so suffused with dark magic that he is now more part of the world of the dead than the living and is decomposed to the point where he is a skeletal, reeking horror. His eyes are two pools of darkness that mirror the purest evil in everything they see and an aura of death hangs heavily about him. In the total darkness of his hellish fortress, the ancient Vampire paints on human skins. He paints terrifying scenes of a world where there are no living, where the dead walk the land and withered, undead trees blight the bleak landscape. Melkhior claims that he paints visions of the future, glimpses of the time that is to come. Perhaps his visions are true and the known world is doomed to the horrible existence of unlife.

PROFILE	M	WS	BS	S	T	W	I	A	LD
MELKHIOR	6	6	4	6	6	4	7	4	10
NIGHTMARE	8	3	0	5	5	3	2	3	5

Weapons/Armour: Melkhior carries a staff and sword and rides a huge Winged Nightmare into battle, which is said to be made of the carcasses of monsters slain by himself. It can fly as detailed in the Warhammer rulebook.

Psychology: Melkhior is a gibbering horror who lost his sanity a long time ago. He is completely immune to all psychology, like other Vampires, except that he is subject to the rules for *Stupidity*. See the Warhammer rulebook for details.

Spells: Melkhior is a Vampire Lord. Due to his family's powers he is a level 4 Necromancer and has four spells. He can recast Necromantic spells on a roll of a 3+.

Bloodlines: Melkhior has the following five powers, chosen from his family's list: *Supernatural Horror*, *Death Incarnate*, *Nebekbara's Noble Blood*, *Forbidden Lore* and *Master of the Black Arts* (note that this last power is more effective than usual).



SPECIAL RULES

Terror

Melkhior's eyes are two pools of luminous black liquid that see the world as the kingdom of the dead. A mere glance into his eyes brings horror to all but the most strong willed. The *Supernatural Horror* power means that he causes *terror*, as detailed in the Warhammer rulebook (note that, because of the *Death Incarnate* ability, all living creatures within 6" will suffer -1 to their Leadership).

MAGIC ITEMS

Melkhior carries the following three magic items. These are unique to Melkhior and only he may carry them.

Painbringer

Magic Weapon

40 points

Painbringer is the black sword of Melkhior, said to be made from the magical life force of insane men. The mere touch of this blade brings insanity and blinding pain.

If Melkhior hits his opponent, his enemy is immediately wracked with great pain and will suffer a -1 penalty to all his To Hit rolls for the rest of the battle (note that only one -1 penalty is applied, regardless of how many times the opponent is hit).

Grimoire Necronium

Wizard's Arcana

50 points

Written by Melkhior himself, this book is one of the greatest works of necromancy. In its pages are described the blasphemous rites and evil spells that allow wizards to summon and command the dead.

The Grimoire Necronium allows Melkhior to cast one of his four Necromantic spells without using any power cards. Note that you must choose which spell this is at the beginning of the game. You may cast the Necromantic spell for free only once per magic phase, though you may recast it if you have sufficient power cards to do so. Each time you use the book roll a D6: on a roll of 1 or 2 it runs out of power and cannot be used for the remainder of the battle.

Black Cloak of Lahmia

Enchanted Item

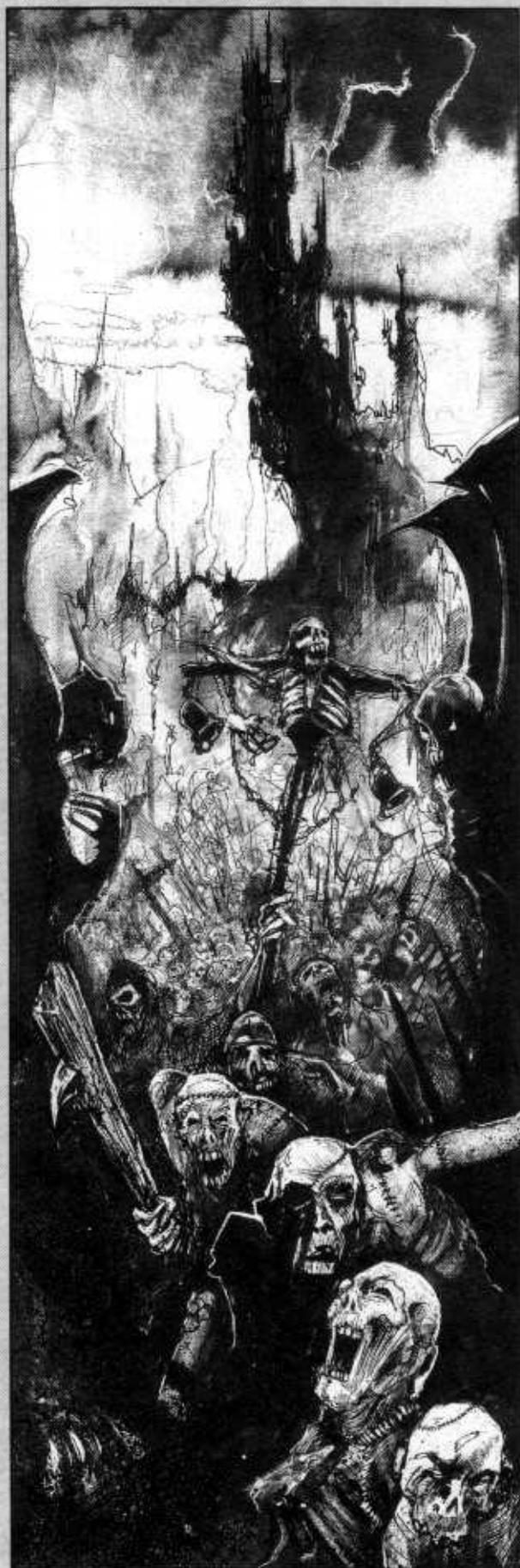
50 points

This cloak is one of the great treasures of Lahmia, the city of the Vampires. Merely looking at the cloak can make eyes bleed and sanity vanish.

No shooting attacks can be made against a character wearing the *Black Cloak of Lahmia*. This means that Melkhior may not be damaged by war machines or normal missile fire at all. He can be damaged normally by magic missiles (arrows from a *Bow of Loren*, etc) and spells (such as *Fireballs*).

"Death will only be the beginning of your eternal pain, mortal. Beyond the grave there awaits a world of horrors that you could scarcely begin to ever imagine."

Melkhior of the Necrarchs.



NEFERATA . . . 700 points



Your army may be led by Neferata, the Queen of Mysteries. If you choose her, she will replace the normal option for a General in the army list.

Legends tell of an ancient Vampire Queen who resides high in the Worlds Edge Mountains. Most believe it to be merely an old wives' tale. A few scholars know better. The Vampire Queen of Mysteries does indeed exist, and those who know call her Neferata, which means 'she who is beautiful in death' in the ancient tongue of Nehelkara, the land of the Dead.

It is claimed that she is the same decadent Vampire Queen who fled the sack of Lahmia. If this is true, she is very ancient indeed, for the great River Mortis has flown for three thousand years since those events. Legends say that she created a Vampiric Lahmian Sisterhood to serve her and it is due to her that all those Vampires are corrupted by her blood.

Physically, Neferata is said to be divinely beautiful. Her plaited black tresses flow around her lovely face and she is as enchanting now as she was in her youth, though her skin is as white as alabaster, and the long years of evil have washed all trace of pity and compassion from her face. She has the appearance of a young maiden and only in her yellow eyes can one read her ageless and corrupt wisdom and cruelty, for her memories reach back to ancient times when Zandri and Numas were still sprawling metropolises and the people of the Great River still built pyramids.

The haven of Neferata is situated on the highest peak of the Worlds Edge Mountains, and is called the Silver Pinnacle. From here she controls her Undead servants and ventures out to hunt for blood. Her mountain lair is honeycombed with passageways, tunnels and chambers, creating a titanic maze. Traps for the unwary and a host of Undead creatures make it one of the most dangerous places in the known world.

At the heart of the maze of the Silver Pinnacle are situated the quarters of Neferata. Her opulent chambers are an echo of the splendour of her 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 that serve as her lamps. Here Neferata lays 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, reclaiming her throne and rebuilding the great Temple of Blood.

Neferata delights in seducing mortal men of pure heart and causing their fall from grace. She is especially fond of Bretonnian knights, for she finds their code of chivalry easy to exploit. Some of her victims Neferata keeps as her lovers, while others she simply drains of their blood. The most favoured of them she transforms into Undead servants, though few amuse her for long enough that she will consider granting them the Blood Kiss.

Sometimes Witch Hunters or Bretonnian knights muster troops to cleanse the Silver Pinnacle. When their armies come, she is roused from her hedonistic idleness and issues terrible commands to her Undead lackeys. At such times Neferata can muster an army of thousands of Zombies, Wights and other dark, evil things. None who have attacked the Silver Pinnacle have returned – except as the unliving servants of Neferata.

Neferata finds few equals in combat, for she is the Queen of Mysteries of old and is terrible in her wrath. She holds much of the magical knowledge that was lost during the destruction of Lahmia, ancient rituals and mysteries that only she will ever know.

PROFILE	M	WS	BS	S	T	W	I	A	LD
NEFERATA	6	8	6	7	6	4	9	4	10

Weapons/Armour: Neferata carries the *Dagger of Jet*, a serpent-headed staff, and fights on foot.

Spells: As the Queen of Lahmia Neferata is the mistress of the ancient mysteries of the lost land. She knows many spells and magics that are now lost to the living.

She is a level three Necromancer and has two spells, but she may use the *Shadowblood* spell described opposite. This spell is in addition to her normal spells. Note that this spell is unique to Neferata and only she may use it.

Bloodlines: Neferata has the following three powers, chosen from her family's list: *Night Creature*, *Seduction* and *Innocence Lost*. In addition she has her own special power: *Blood Kiss*, described opposite.



SPECIAL RULES

Blood Kiss

If Neferata kills a character in hand-to-hand combat, she can grant the Blood Kiss to this single lucky individual. This turns the slain character into a Vampire Thrall (use the standard Vampire Thrall statistics) who is now under the control of the Undead player. He retains any magic items (even if this allows the newly-created Thrall to have more than one magic item) and any steed he is riding turns into a Nightmare. If the character was riding a monster, the two are separated. Make a roll on the Monster Reaction chart. The character immediately joins Neferata or the unit she is leading in the same way as a model who has been seduced (see the *Seduction* ability in the Bloodlines section, but note that the effect lasts forever!).

Neferata may grant the Blood Kiss only once per battle, and it has no effect on the Undead or Daemons, or any other characters that are not truly alive.

Shadowblood

1-3 Wounds Range: 24"

Instead of using power cards, as with normal spells, Neferata uses her blood to power this horrifying spell. The Vampire Queen opens wounds on her palms and while uttering an ancient incantation, her blood bursts from the wounds. It is a more potent poison than that of any serpent and bursts into flames upon contact with anything. It hits the first unit in its path and causes D6+2 Strength 5 hits for each wound Neferata expends. In addition, any models killed by this spell are turned into Zombies under the control of the Undead player. These are immediately separated from their regiment and placed in hand-to-hand combat with their former comrades, if any survive. The blood causes double wounds against any flammable target. Neferata may also use power cards to reinforce this spell, making it harder to dispel. This spell may only be used once per magic phase, for it leaves her weakened and requires all her willpower, but she can cast other spells as normal.

Note that the Ruby of Lahmia *does* restore wounds lost by Neferata when she uses this spell.

MAGIC ITEMS

Neferata carries the following three magic items. These are unique to Neferata and only she may have them.

Dagger of Jet

Magic Weapon

30 points

This dagger took countless lives on the altars of Lahmia when Neferata was the high priestess of death. It was used to cut the throats of those who were condemned to feed the Vampire aristocracy of that cursed city.

For each wound that a model suffers when it is struck by the dagger, it will immediately lose 1 point from one of the following characteristics: Strength, Toughness or Attacks. Neferata may choose which of these characteristics is to be lowered for each wound, though she may not reduce any of them below 1.

Ruby of Lahmia

Ward

75 points

The mark of her dominion over the City of Vampires, Neferata's diadem is a golden snake which rests over her cruel and beautiful face, and carries a huge ruby in its jaw. This unique jewel pulses with the power of eternal life and feeds Neferata with almost unlimited energy.

The Ruby of Lahmia automatically regenerates the first wound that Neferata suffers in every phase. Each time the gem regenerates a wound, roll a D6 and add the number of wounds already saved by it. On a total of 7+ the Ruby temporarily runs out of power and cannot be used for the rest of the battle. Note that if any one attack causes enough wounds to kill Neferata outright, the Ruby will not save her (for example, Neferata may be hit by a weapon that does multiple wounds).

Bastet

Wizard Arcana

50 points

Bastet is Neferata's familiar, a slender black Khemrian cat who was entombed with her beloved Queen. Now she is just a feline shadow that follows Neferata and protects her from danger. In the Old World it is said that black cats presage bad luck, and maybe in this case it could be true...

At the beginning of every Undead turn Neferata can send Bastet to any enemy unit on the battlefield, regardless of distance. She cannot choose the same unit twice in succession. Place the model of Bastet next to the affected unit. The model looks just like an ordinary black cat and therefore will be ignored by the enemy (it will not be an obstacle to movement, stop the enemy from marching, etc). The cat cannot be harmed in any way but the target unit will be afflicted by miserable bad luck and everything that can go wrong will. To represent this the unit suffers a -1 penalty to its Leadership and must re-roll any successful armour save it has to take while under Bastet's influence.



Vlad von Carstein 680 points

Isabella von Carstein 110 points



Your army may be led by Vlad von Carstein, the Vampire Lord of Sylvania. If you choose him, he will replace the normal option for a General in the army list. If your army is led by Vlad, it may also include Isabella von Carstein.

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 very heart of the Empire. For years he gathered his strength until he felt confident enough to attempt the conquest of the whole Empire. Then Vlad fought a brilliant campaign against the warring Elector Counts and almost managed to claim 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 describe 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.

Vlad's wife, Isabella, was the daughter of the insane duke Otto von Drak. Vlad married Isabella and then inherited her father's estates when both Otto and his brother Leopold died soon after the marriage. Isabella was a quick-witted and darkly beautiful woman, and what started out as a marriage of convenience soon developed into unholy love. Vlad long resisted Isabella's requests to join him in undeath, but when she lay dying from a fatal wasting illness, Vlad realised that he could not carry on without her and reluctantly inducted her into the Undead.

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. (S)

PROFILE	M	WS	BS	S	T	W	I	A	LD
VLAD	6	8	6	7	6	4	9	4	10
ISABELLA	6	6	4	6	5	2	7	2	8

Weapons/Armour: Both Vlad and Isabella carry swords and fight on foot.

Spells: Vlad is a Vampire Lord and follows the normal rules regarding his spellcasting abilities.

Bloodlines: Vlad has all the powers of his family's list. Isabella has the following abilities: *Bat Form* and *Transfix*.

SPECIAL RULES

Undying Love

If Isabella is killed, Vlad will be overcome by grief and go into a berserk fury. For the rest of the battle he is subject to *frenzy*. He also becomes subject to *hatred* against the model or unit that killed Isabella.

If Vlad is killed (and not resurrected by the *Carstein Ring*) then exactly the same special rules apply to Isabella: ie, she becomes frenzied and subject to hatred against Vlad's killers.

MAGIC ITEMS

Vlad always carries the following magic items:

Carstein Ring

Enchanted Item

50 points

If Vlad is slain, he may return to life immediately. The model is replaced anywhere within 12" of the position where he was slain. All of his wounds are recovered and any magic items, spells etc, are returned. The death of Vlad does not destroy the army and he may continue to fight as normal. The ring may only be used once per battle. When he is slain for a second time, he cannot return from the dead again and his army will suffer all the effects for losing their General.

Wailing Blade

Magic Weapon

60 points

The blade of this evil sword is never satisfied with the amount of blood it drinks and constantly emits a piercing scream, demanding more.

This screaming weapon causes *terror*. Every unsaved wound is doubled to 2 wounds.



WALACH . . . 550 points



Your army may be led by Walach, the Grand Master of the Order of the Blood Dragon. If you choose him he will replace the normal option for a General and Battle Standard Bearer in the army list.

Walach the Dark Star. Walach the Hated. Few legends are as infamous as that of the Grand Master of the Blood Knights. It was this mighty Vampire Lord that brought the curse of Undeath to one of the greatest Knightly Orders of the Empire, and built a kingdom of terror, where his will was enforced by immortal warriors.

But his life in death was not easy. He lost Mikael, his favourite, during a raid on a Sigmarite temple in Gottenburg. The fortress-monastery of the Order was besieged and razed by Empire troops, and Walach's bride, the Vampire maiden Aurora was slain. Most of the Vampires of his Order were destroyed by the priests of Sigmar or the fanatical Witch Hunters of Reikland and Wissenland. But some survived and are scattered across the Old World. Walach himself disappeared and was believed dead, but the world is not that lucky. The Vampire Lord survived.

Walach is a proud warrior. His word is a bond stronger than steel, and though he looks upon humans as cattle, a man of exceptional prowess and courage may catch the his eye, and such warriors he challenges to single combat. Those that then impress him (and survive) he invites to join the ranks of the Vampire knights. Those that fail to put up a decent fight Walach will slay without mercy. Knights of the Blood Dragon Order are all much like their master: proud, powerful and supremely confident in their martial prowess.

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 to their Keep to feast, recount their deeds and wars, and renew their oaths of fealty to Walach. One day Walach will lead them once again to war and exact revenge for his defeat; a debt that can only be paid in blood.

PROFILE	M	WS	BS	S	T	W	I	A	LD
WALACH	6	9	6	7	6	4	9	5	10
NIGHTMARE	8	2	0	3	3	1	2	1	5

Weapons/Armour: Walach carries his magic sword and a shield. He wears heavy armour and rides into battle on a mighty barded Nightmare.

Spells: Walach Harkon is a Vampire Lord and therefore a level three Necromancer and has two spells as normal.

Bloodlines: Walach has the following four powers, chosen from his family's list: *Doomrider*, *Strength of Steel*, *Might of Arms* and *Red Fury* (the modifiers for these are already shown on his profile above).

MAGIC ITEMS

Walach carries three magic items. These are unique to him and only he may have them.

Crimson Blade

Magic Item

75 points

This is the sword that Walach used to cut down the true Grand Master of the Order of the Blood Dragons. Its keen edge means red ruin to any who dare oppose him.

The Crimson Blade cuts very deep with each strike. In addition to causing wounds as normal, roll on the table below to determine which additional effect each unsaved wound has. Note that these effects are cumulative and an opponent may, if he survives, end up with no Attacks or no Movement left.

1-3 Arm wound. Walach cuts his opponent deep, causing indescribable agony. The model loses 1 Attack.

4-5 Leg wound. The model's movement value is reduced by -1". The model is separated from the unit he is with if the unit moves faster than the wounded model for any reason.

6 Beheaded. Walach's enemy is beheaded and slain outright.

Blood Chalice

Enchanted Item

25 points

The chalice contains the life blood of the greatest opponents Walach has slain in battle. Their pure and noble blood is a potent source of power to any Vampire who drinks it.

At the beginning of each Undead turn Walach can drink from the Blood Chalice allowing him to do one of the following:

Heal 1 wound he suffered earlier. This may not increase his Wounds above their original level.

Walach gains an extra Attack, meaning he now fights with 6 Attacks instead of 5.

Walach coats his sword with blood, which bursts into flames. The sword causes 2 wounds instead of 1 in hand-to-hand combat and counts as a flaming weapon.

The last two effects last until the start of the next Undead turn.

Blood Dragon Standard

Magic Standard

50 points

The Order of the Blood Dragon's standard was held by Mikael, second-in command to Walach. After his death the Grand Master has carried the banner himself, to remind his knights of the legacy of vengeance.

This is the army's Battle Standard. It fills all Undead creatures around it with *hatred* towards all living creatures. Any Undead model within 12" may re-roll its To Hit rolls for the first round of the first hand-to-hand combat it fights. After this they fight as normal. Even if they become involved in another combat, they will not gain new re-rolls. If the Undead are fighting against Daemons, other Undead, or any other target not truly alive, they do not receive this bonus.



DESIGNER'S NOTES

Vampires are mysterious, beguiling and appealing, and something makes them probably the only kind of Undead creatures that are not repulsive to us. They are also fascinating. Perhaps because they are charismatic, sensual and immortal, or maybe we are like a prey transfixed by the elegance of its predator.

Tuomas threw the bait very subtly: "Would you like to have your name in the Vampire Counts book?" Well, being a Warhammer addict for a good number of years, what would you have said? I knew that my soul was already lost, so I stepped onto the path of eternal damnation and replied: "Yes, of course!"

Now the book is finished and I guess that many veteran Undead players are thinking: "What's happened to my Skullchukkas, my Skeleton chariots and my Mummies!" together with a multitude of other anguished questions. Do not worry! It's just a matter of being patient. You see, some time ago the decision was made to split the Undead into two main areas of interest. You will find all the units you are missing in the Egyptian-inspired Khemrian Undead book that Nigel developed with all his formidable knowledge on the subject, so do not throw them away.

On the other hand, we are giving you a brand new range of awesome models (and they do their job on the battlefield too!). You will get to command rock hard Wight cavalry, slaving Dire Wolves, horrifying Banshees, and vicious bats of all kinds (not to mention the unstoppable Black Coach, a real nightmare for your opponent). But, as the title suggests, this book is about Vampires and on them we focussed our efforts.



When I joined this adventure, the background of the four families was already there in all its splendour and the Bestiary and army lists had already been sketched out, together with four new special characters. There was still space, however, for tidying up and polishing rules and point values, and some other bits to add, but what I received was already an impressive piece of work. The main point was that each Vampire family was at that moment characterised by a single ability and our Finnish perfectionist was not satisfied. He wanted the Vampires to be more unpredictable, unique individuals with a personality, so that every player could create a Vampire that appealed to his own personal taste.

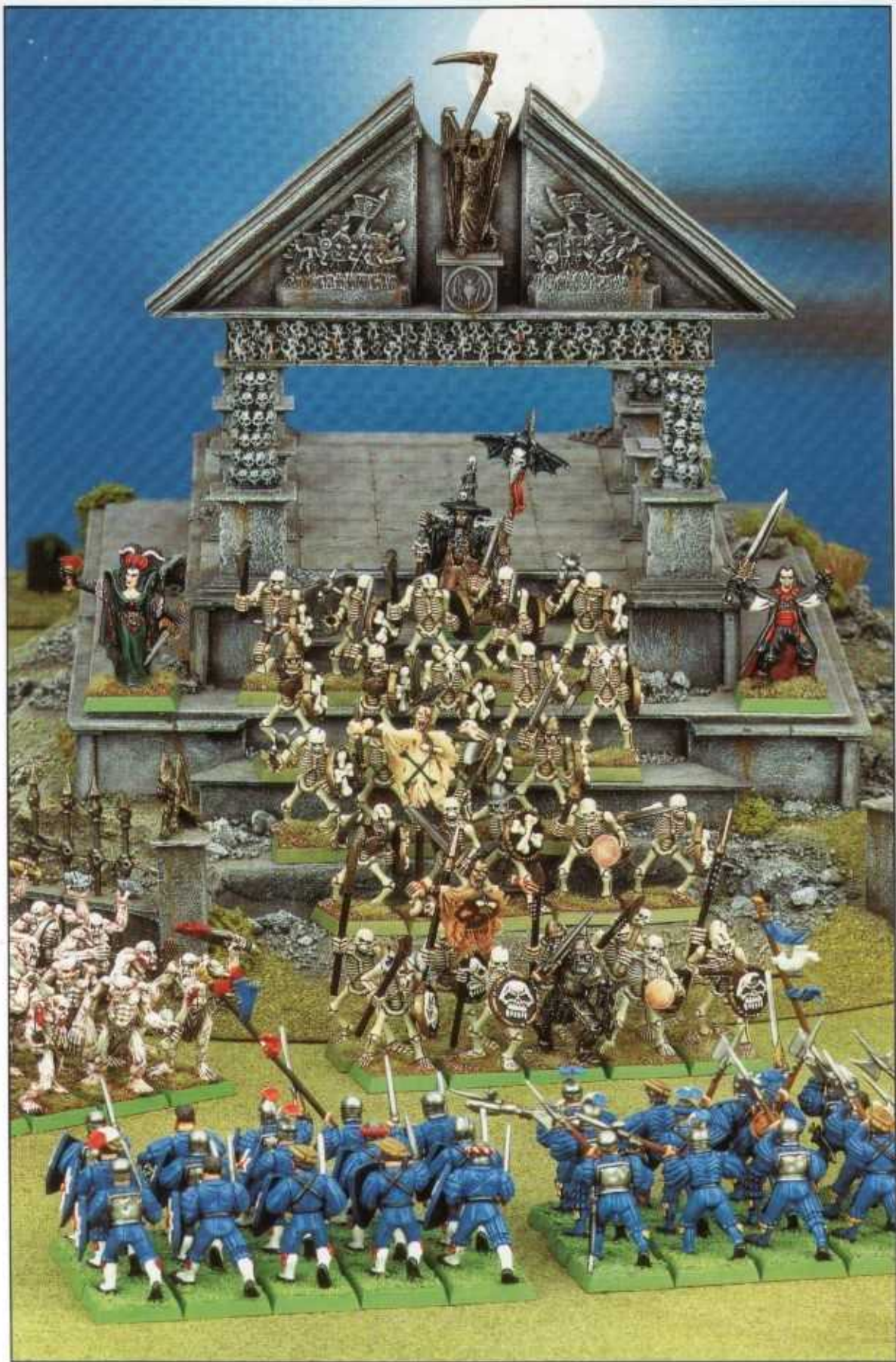
Tuomas entrusted this difficult task to me. I really loved the challenge of trying to introduce as many as possible of the stereotypical Vampiric powers into the game. We have all seen or read many examples of the abilities of the Princes of the Night but there was not much in the game to represent them. After trying many different solutions, I decided for the Bloodlines system (yes, it's my fault!). The idea was to make each Vampire different without creating unstoppable monsters and hopefully Vampire Lords and Counts are now about as powerful as they were before (bringing down the magic items allowance of Vampire Lords helped) and also more characterful.

You can't imagine how many people contributed their skills to the book you are reading. I would like to thank everyone who worked on this book. It was a real pleasure to collaborate with such professional and enthusiastic people.

And remember the greatest strength of the Undead is fear, the supernatural and irresistible terror they cause even in the bravest of warriors.

*"As you are, we once were.
As we are, you will be!"*

Alonso



Undead warriors pour forth from an ancient temple to crush their enemies.

WARHAMMER ARMIES

Vampire Counts

"When the darkness falls our time is at hand. We are the rulers of the Night. We are the predators of the Shadows. Come hither and we will show you the true meaning of terror."

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