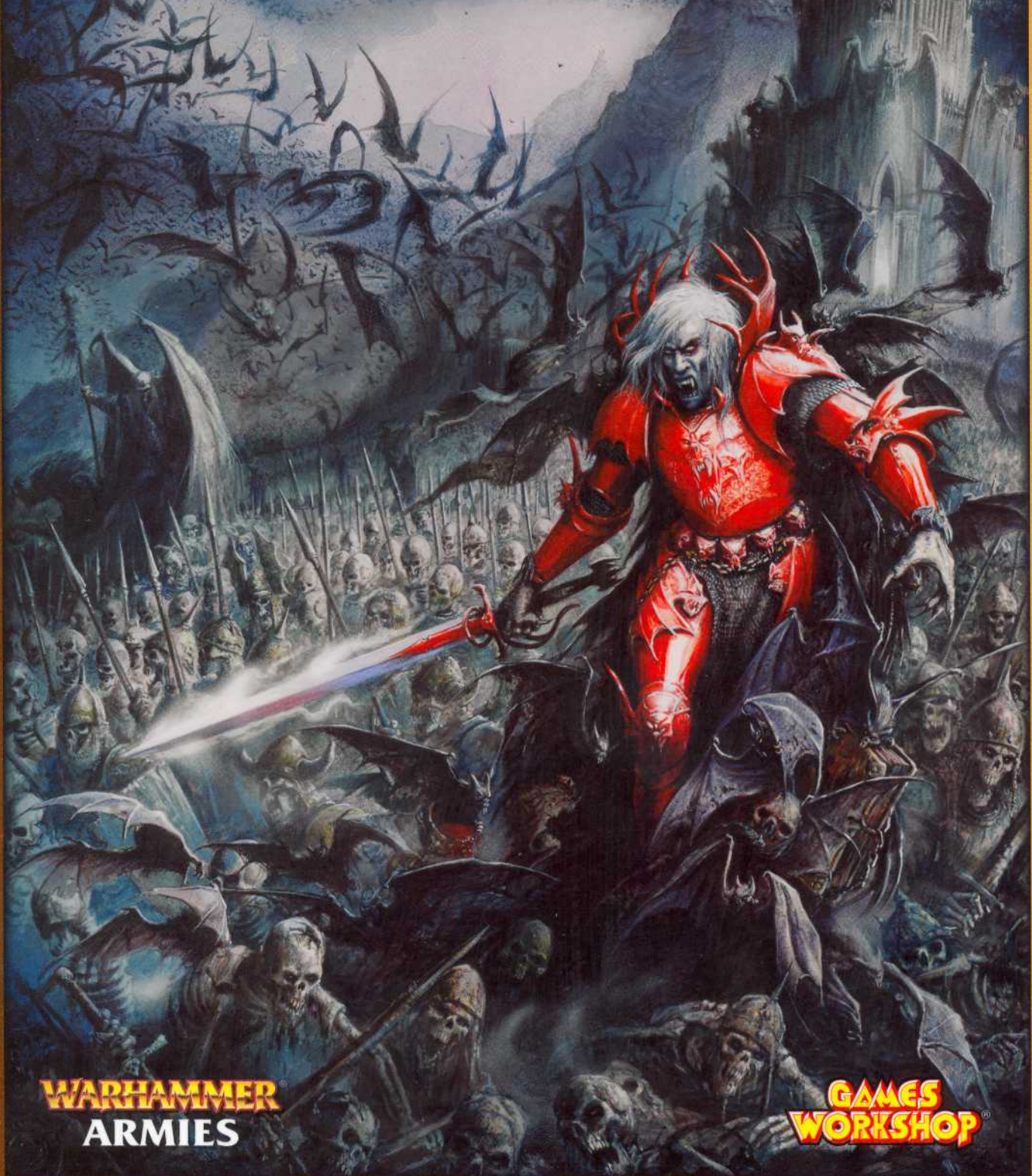


# WARHAMMER®

# VAMPIRE COUNTS



WARHAMMER  
ARMIES

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WORKSHOP®





*The Undead army of Sylvania attacks.*



*A ghastly Corpse Cart brings the curse of Undeath to another village.*

# VAMPIRE COUNTS

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BY GAV THORPE



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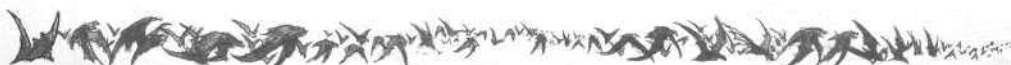
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# INTRODUCTION

Welcome to Warhammer Armies: Vampire Counts. This is your definitive guide to collecting, painting and playing with an army led by the Vampire Counts of Sylvania in the Warhammer tabletop wargame.

## The Warhammer game

The Warhammer rulebook contains the rules you need to fight battles with your Citadel miniatures in the war-torn world of Warhammer. Every army has its own Army book that works with these rules and allows you to turn your collection of miniatures into an organised force, ready for battle. This particular Army book details everything you need to know about the Vampire Counts, and allows you to field their armies in your games of Warhammer.

## Why Collect Vampire Counts?

Vampires are powerful Undead creatures; stronger, tougher and faster than any mortal. Each Vampire is a unique Lord of the Undead, with a range of exotic special abilities and magical powers. The Vampire Counts lead armies filled with fearsome Skeletons, Zombies and Crypt Ghouls raised from the grave by the power of Necromantic magic. Inspiring dread in their foes, the legions of the dead wear down their enemies while monstrous beasts vent their bloodthirst on the foe and deadly unliving knights crush all opposition.

## How this Book Works

Every Army book is split into sections that deal with different aspects of the army. Warhammer Armies: Vampire Counts contains the following:

- **The Undead:** The first section introduces the Vampire Counts and their part in the Warhammer world. It includes details of their origins in ancient history, the infamous events of the Wars of the Vampire Counts, as well as information on many of the deadliest lords of the night.
- **Vampire Counts Bestiary:** Each and every character, troop type and monster in the Vampire Counts army is examined in this section. Firstly, you will find a description of the unit, outlining its place in the army. Secondly, you will find complete rules for the unit and details of any unique powers they possess or specialist equipment they carry into battle. Also included are details of Necromantic Magic, along with the Vampire Counts special characters – Vlad, Isabella, Konrad and Mannfred von Carstein.
- **Raising the Dead:** This section contains photographs of the Citadel miniatures available for your Vampire Counts army, gloriously painted by Games Workshop's famous 'Eavy Metal team. Banner designs and shield icons for the various troop types are included, as well as colour schemes for your various Undead regiments.

- **Vampire Counts Army List:** This includes Vampiric Powers that you can use to personalise your Vampires, as well as Magic Items in the Artefacts of Death section. The army list takes all of the units presented in the Vampire Counts Bestiary and arranges them so you can choose a force for your games. The army list separates them into Lords, Heroes, Core, Special and Rare units. Each unit type has a points value to help you pit your force against an opponent's in a fair match.

## Find Out More

While *Warhammer Armies: Vampire Counts* contains everything you need to play a game with your army, there are always more tactics to use, different battles to fight and painting ideas to try out. Games Workshop's monthly magazine *White Dwarf* contains articles about all aspects of the Warhammer game and hobby, and you can find articles dedicated to collecting and gaming with the Vampire Counts on our website:

[www.games-workshop.com](http://www.games-workshop.com)







# THE DEAD ARISE

*In the gods-forsaken lands of Sylvania, ancient evils stir and armies long dead march to war. Raised from mass graves and despoiled tombs, the Undead army gathers amidst the tumbled ruins and blasted groves of this ill-favoured realm. Upon fen and moor, creatures of darkness that have haunted the nightmares of Men for millennia break free from ancient cairns and age-worn mausoleums. In the eternal gloom can be heard the scrape of bone on bone, wordless moans and the clank of ancient rusted wargear. A tide of the dead, driven on by Necromantic magic and the undying will of its dread general, the unliving host advances.*

*To face the legions of the Undead is a terrifying experience. Unnatural storm clouds gather overhead, blotting out the weak sun and casting a foreboding shadow across the battlefield. From the darkness, the chittering of bats and the bestial howls of wolves fill the air. A chill wind descends, striking icy dread into the hearts of mortal men.*

*At the head of the army rides the Vampire Count, creator and leader of this Undead legion. Gifted with superhuman strength and speed, and steeped in Necromantic power, the Vampire Count is a deadly warrior-sorcerer. Seeking dominion over all living things, a Vampire Count raises his army from ancient battlefields and moss-covered tombs to overthrow the rule of mortals and reign over the survivors as an undying, merciless emperor.*

*At the Vampire Count's urging, packs of Crypt Ghouls bound forwards; devolved cannibals baying like hounds, eager to feast on the flesh of the living. Shambling hordes of Zombies shuffle forward through the power of their master, their tattered flesh and withered bones held together by scraps of cloth, wood and metal, their lifeless eyes gazing mindlessly ahead. Rank upon rank of Skeleton Warriors march relentlessly forwards, clutching ancient bronze swords and shields, balefire glowing in their eye sockets.*

*Called forth from their graves by the magic of the Vampire Count, unquiet spirits roam the twilight fog. Their groaning cries pierce the soul, their chilling touch fatal to all mortal things. Glimmering with unholy energy, Cairn Wraiths and Tomb Banshees flow amidst the Undead throng, seeking the warmth of the living.*

*Clad in armour of distant centuries and wielding dire blades glowing with unholy power, Wights join the attack, led by their evil lords. On foot as the deadly Grave Guard or mounted on Skeletal Steeds as Black Knights, these warriors strike down even the toughest foe with a single blow of their enchanted weapons.*

*Varghulfs hunt in the darkness – growling, monstrous beasts driven by a bloodthirst that can never be sated. A Varghulf's distended muscles ripple with strength as it bares its fangs and claws in readiness for the kill. In the storm-wracked skies, Fell Bats circle on leathery wings, while malign warriors soar through the air atop massive Zombie Dragons and other loathsome winged creatures.*

*Few face the Vampire Counts and live to tell the tale; the fortunate handful who survive are forever haunted by the memory.*









# THE UNDEAD

**Filled with magical vigour, the Undead are an ever-present plague on the living. This horror becomes a waking nightmare when these unholy forces are bound to the will of a power-hungry Vampire.**

The dead do not rest easy. Necromancers seek to escape their mortality by searching for forbidden knowledge within the pages of accursed books. In lost pyramids buried beneath the desert sands of the Lands of the Dead, the Tomb Kings rule over legions of skeletons. Armies slain in the poisoned wilderness of the Chaos Wastes do not lie dead as others do. Often they return to a ghastly Unlife and bring terror to former comrades along the boundaries of Kislev. In the musty crypts of centuries-dead noblemen, tomb robbers freeze when they hear movement in the darkness. Behind all of this towers the shadowy figure of Nagash, the Great Necromancer, who in ancient days rivalled the gods themselves.

## The Vampire Counts

The most powerful and deadly of the Undead are the Vampires, created by unholy rituals many thousands of years ago. Though physically strong, fast and resilient, it is not these qualities that make the Vampires such a threat. It is will and ambition that drives the Vampires

to seek great power, a driving force that other Undead creatures lack. Imbued with supernatural powers over the dead, Vampires make natural leaders for the Undead hordes that plague the world. Though loathed and hunted, Vampires lurk within human society, either masquerading as lords and ladies, or on the very edge of civilisation. Once human, they cannot forget their past lives and whether scholar or warrior, a Vampire's immortal existence is fuelled by a craving for magical power and worldly domination.



This was never more so than during the Wars of the Vampire Counts. For over a century the von Carsteins of Sylvania waged war upon the Empire, leading armies of the Undead the like of which had not been seen since the Empire's founding. Three successive masters arose to challenge the Elector Counts for rule of the Empire – Vlad, Konrad and Mannfred – each a deadly threat in their own way.

Under the command of the Vampire Counts, hordes of Zombies, legions of Skeletons and hosts of other fell creatures of the Undead besieged the Empire in a relentless campaign for control. Divided by politics and war, the Empire was almost overrun and came close to being enslaved to the will of a Vampire Emperor. It was only through the sacrifices of the armies of the Elector Counts, and the efforts of a few remarkable heroes, that the hosts of the Undead were held back and the Vampires laid to eternal rest.

Though eventually the von Carsteins were defeated, persistent rumours claim to this day that the last of the Vampire Counts, Mannfred von Carstein, escaped destruction and bides his time. For centuries, the tales say, he has awaited the moment when the Empire is once again weak and vulnerable, and then the armies of Sylvania will march forth again, greater than ever before. While dead things stir in their graves and travellers disappear in the wilds of haunted Sylvania, there is always the fear that one day the Vampire Counts will rise once again, to sweep away the rule of the living and create an eternal Empire of the Undead.







## Places of Death

To understand the restless dead, one must understand the nature of magic. The winds of magic constantly emerge from the Realm of Chaos and blow out across the world. Magical energies permeate everything. Gusting down from the Chaos Wastes most of the currents of magical energy separate into one of the eight colours of magic. Some, however, remains a roiling mass of pure Dark Magic that descends where it will. A peculiar quality of Dark Magic is that like attracts like. Once Dark Magic starts to build up in an area, more and more of it will be drawn to that same place. This forms a swirling vortex of evil that eventually coalesces into a solid form – warpstone. It is Dark Magic that provides the power to animate the dead, so many of the areas where Dark Magic is strongest are also the places that attract or spawn Undead.

Furthermore, some philosophers observe that since Chaos feeds on strong emotions, places where great negative emotions such as fear, terror, hatred and horror have been felt also attract Dark Magic. They claim that battlefields, plague-stricken towns and houses where dark deeds of murder have been committed draw the forces of Undeath to them. Alternatively, it could simply be a reflection of the fact that dreadful energies are often unleashed during battles and that the mass graves and plague pits of diseased townships attract and provide cover for Vampires and their unspeakable rites.

Whatever the reason, there are particular areas that attract the Undead. These areas include the Desolation of Nagash, the Kingdom of the Dead, the Imperial province of Sylvania, the cursed city of Moussillon in Bretonnia, the Zombie-haunted swamps south of Skavenblight in Tilea and the Mound of Krell in the Grey Mountains. The Barrow Hills in the Border Princes are scarcely less infamous. These areas, ill-famed as they are, are far from being the only places where the Undead are found. Any lonely tower with access to old burial grounds or crypts may be the haunt of a Necromancer or, worse still, one of the Vampires that they usually serve.

## The Blood Kiss

*The manner by which a Vampire turns a mortal into another Vampire has never been recorded, and is subject to much speculation. Known variously as the Blood Kiss, the Dark Awakening, Turning and the Red Ascension, this process is believed to involve the exchange of blood in some fashion. It was Queen Neferata's blood that corrupted the first Vampires, and it is somehow through her blood that each new generation of Vampires is created. The Blood Kiss is a highly secretive and personal affair, possibly unique to every Vampire, and Vampires do not discuss it, not even with others of their kind.*



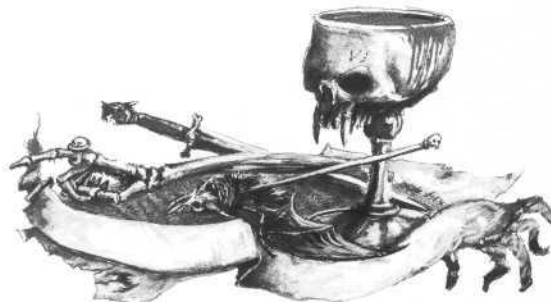
# THE UNDYING LORDS

**More folklore and legends surround the Vampires than any other Undead creature. Since time immemorial they have been seen as monstrous flesh-eaters, charismatic lords and ladies, and dread generals of the Undead.**

Most feared amongst all Undead creatures are the Vampires of the Old World. These nightmare predators haunt the night, filled with an insatiable thirst for human blood. Since the defeat of the infamous von Carsteins, most Vampires remain hidden from the eyes of Man. Vampires can occasionally be found in the great cities of the Empire, moving in high society where their aristocratic position allows them to conceal their unholy nature. Some lurk in the deep woodlands or within dark caverns, preying on travellers. A few dwell within the mist-shrouded ruins of their old castles and emerge from their cobwebbed crypts to feast intermittently on whatever they can find. Others still have become debased and feral creatures, feeding on fresh corpses in graveyards and making their lairs in mausoleums.

Such is the terrible power of the Vampires that it is impossible to ever know for certain whether they have been slain. They have a habit of returning and wreaking terrible vengeance on their would-be slayers when least expected. A Vampire can lie dormant for years, decades and even centuries, gathering its strength while its

mortal and Undead minions prepare the way for its return to power. Once at its full strength, the Vampire will muster a horde of the Undead and seek to reclaim the territories that it once ruled.



When a powerful Vampire stirs, the Dark Magic it exudes draws all manner of dreadful creatures to its service, acting as a magical beacon to spirits and dead things for many, many miles around. Ghouls leave their graveyard lairs and Dire Wolves slink from the shadowy forests. Ghosts and spectres, revenants of dead warriors and murdered men, draw strength from the Vampire and weave insubstantial forms for themselves.

Necromancers feel the rising of such an Undead lord and will quit their hiding places to serve at the feet of a truly undying master. They bargain their skills for more knowledge, or in the hope of earning the blood kiss of immortality. Perhaps worst of all, other Vampires heed the dark calling of their lord – some sired by the Vampire and bonded to it by magic and blood, others seeking alliance or simply fresh slaughter.

Relentless, implacable and dreadful, the Undead are among the most dangerous opponents in the Known World. Bound by the will of a Vampire they are a fell and mighty force. They cannot be reasoned with, bribed or coerced. They know neither fear nor mercy. They need neither sleep nor warmth, neither drink nor wholesome sustenance. As they march across the land, their ranks swell with the corpses, and sometimes the spirits, of their slain foes.

Facing the Undead, most mortals feel an indescribable horror, as much a weapon as any blade. Few things inspire more fear in the hearts of men than the sight of the walking dead, wrapped in their grave-clothes and wielding their rusty weapons – a vision of the fate that awaits all living creatures. Only the bravest of warriors will stand their ground in the face of those things that haunt all men's nightmares. When the Undead march to war, the world trembles.









# THE ORIGIN OF VAMPIRES

**Vampires are immortal beings that can live for hundreds, sometimes thousands of years. They were not born in the rain-swept forests of the north, but in the sun-baked desert cities of the Southlands.**

South of the Empire, south of the Border Princes, south even of the Badlands and Karak Azul, lies a land of which few men speak. Even those who know its true name do not say the word aloud. They refer to it in hushed tones as the Land of the Dead. Few men have been there and returned to tell the tale, and so the history of the Land of the Dead is steeped in black rumour and shrouded in mystery. A few insights can be gleaned from ancient texts, such as Abdul ben Raschid's Book of the Dead.

This tome tells of how the great Priest King Settra conquered all of the cities of the realm of Nehekhara, and yet he was not content for he could not defeat death. He set his priests to solving the mystery of immortality, but though they extended his life for many years, they could not unlock the secrets of eternal life. Following Settra's death and entombment, successive Priest Kings became obsessed with avoiding death. Over time the great mortuary temples and pyramids dwarfed the cities of the living, and all thought and endeavour was bent towards immortal life. Eventually this morbid culture, this obsession with achieving immortality, would bring about Nehekhara's demise and the birth of the Vampires.

## Nagash

About two thousand years before the birth of Sigmar, roughly four-and-a-half thousand years before the present day, Nagash was born in Khemri, largest of the cities of the Great River. The brother of the reigning Priest King, Nagash was a mighty warrior and well-versed in the mystical incantations of his folk. From an early age, Nagash was obsessed with death, even more so than the rest of his people. Nagash wandered through the city's necropolis for weeks at a time, and entered the oldest tombs. He observed the morticians as they prepared the dead for internment. He watched warriors wounded in battle fade and die and he resolved never to die himself.

Nagash took to unspeakable experiments in his quest for immortality, and soon the people of the city shunned him. A natural and brilliant sorcerer, his experiments met with success. He distilled an elixir from human blood that would prolong the lifespan of its drinker. Soon he had a loyal following of depraved noblemen with whom he shared his discovery. In a bloody coup, Nagash seized control of Khemri and had his brother buried alive within the Great Pyramid built by their father.

As the years turned into decades and the decades turned to centuries the blood-drinkers began to shun the light of day and seek out cool, dark places to hide

from the blazing sun. They took up residence in the palatial tombs of the necropolis. Nagash supervised the building of his own great Black Pyramid, the mightiest structure ever attempted by men, designed to attract the winds of Dark Magic. For the Priest Kings of the other cities, long disturbed by events in Khemri, this was the last straw. They formed an alliance against Nagash and sent their armies to battle with him. During the long war that followed, waves of Dark Magic blasted the lands and many of the oases were so saturated that they became as dismal and lifeless as the surrounding desert.

After nearly a century of constant warfare, the armies of the Priest Kings succeeded in sacking Khemri. As he fled from the burning city into the cold depths of his pyramid, Nagash swore to the Priest Kings that their cities would become as dust, and less than dust. The Priest Kings laughed. One by one they found Nagash's disciples within the pyramid and dragged them out screaming to be beheaded and burned.

The Priest Kings cast down all the works of Nagash. All of the monuments of Khemri were toppled into the sand, all of the tombs despoiled. Every trace of Nagash was expunged, but they could not find the renegade. Although his disciples claimed to have seen Nagash enter his sarcophagus, the coffin itself was empty.

## The Damnation of Lahmia

In defiance of the pact sworn between the Priest Kings, Neferata the Queen of Lahmia stole some of Nagash's books. She attempted to replicate the Elixir of Life, and had a small measure of success. Neferata no longer seemed to age, but was possessed of a terrible thirst for blood. Over time, many of the court of Neferata also drank the elixir, and joined her as Vampire lords and ladies. More cautious than Nagash, they took pains to conceal their nature from the other Priest Kings. Ruled by their undying queen, the first Vampires reigned like gods over Lahmia, hidden from the ire of the Priest Kings.

However, even though they at first tried hard to conceal their bloodthirsty nature, the Vampires of Lahmia began to grow in confidence, and their excesses increased. The Vampires also learnt that Nagash had not been destroyed, but was rebuilding his power in the citadel of Cripple Peak, that would become known as Nagashizzar. In thrall to the Great Necromancer and bound to him by the Elixir of Life, the rulers of Lahmia sent envoys to Cripple Peak. Agents of the Priest Kings captured and interrogated some of these heralds, and the Vampires' existence was uncovered. The Priest Kings once more massed their armies and made war. The fight for Lahmia was long and bloody, with the







deadly Vampires using their strength and sorcerous skills to slay hundreds of the Priest Kings' warriors. Yet the Priest Kings were not without magic, and their armies numbered in the tens of thousands. Eventually, the Vampires lost the battle. The population of Lahmia was enslaved, the pyramids smashed, and the Vampires driven forth. Most fled northward, and one-by-one arrived in Nagashizzar to be welcomed by the Great Necromancer. Nagash looked upon the corrupt immortals and was pleased. The Vampires were worthy champions for his armies, their damnation a tribute to his dark genius.

### War with the Priest Kings

Nagash by now had conceived of a mad and deadly master plan. He vowed to turn the entire world into a Kingdom of the Undead, where no action would be performed, no deed done, save when he willed it. Nagash would rule a worldwide cemetery peopled by the unquiet dead. The first step was to be the elimination of his former homeland. At his command the Vampires led his legions forth to war. On ships made of bone, the Undead horde made its way from the Sour Sea down the Straits of Nagash to the Bitter Sea. The Undead legions made landfall at the ruined port of Lahmia and surged forward on the foe, the Vampires spearheading the attack. However, Nagash had seriously underestimated his former countrymen. In the time of his absence, the Land of the Great River had become a mighty empire ruled by a single Priest

King – Alcadizaar the Conqueror. Alcadizaar was the greatest general of his age and his empire was at the zenith of its power. When the Undead came they found themselves opposed by a unified state with a single, confident army. Moreover, the enchanters of the Great Kingdom had made progress in the arts of magic, particularly in the forging of deadly weapons. No easy victory was possible against them.

The Vampires were mighty sorcerers and fell foes. Where they marched terror and dread came upon the enemy, yet the Vampires were not invincible. The war swayed backwards and forwards for a decade. First the legions of the dead had the upper hand, then the armies of Alcadizaar struck back. Battle after battle was fought until the last of Nagash's legions was destroyed. The defeated Vampires were forced to flee across the desert to Nagashizzar to bring their dark master the report of their failure. Great was Nagash's rage. He cursed the Vampiric captains that had failed him. Ever afterward they would know constant pain and their howling cries would carry the knowledge of their misery to all men. Seeing the way the wind blew, the other Vampires fled Nagashizzar by night, dispersing in all directions to confuse pursuit. Thus the first Vampires disappeared across the world, some to conquer their own realms, others to become great warriors and Necromancers. Each would found a bloodthirsty dynasty that would go on and grow, terrorising the living to the present day.



# WARS OF THE VAMPIRE COUNTS

**Sylvania has always been a benighted land. Polluted with Dark Magic, this Imperial province has long been plagued by the Undead. Sylvania's greatest infamy came under the reign of the von Carstein Vampire Counts.**

In the eastern reaches of Stirland, under the cold shadow of the Worlds Edge Mountains, lies Sylvania, the most ill-famed region in the Empire. This land of bleak hills, blasted moorlands and mist-shrouded forests is shunned by all sensible travellers. No sane man would venture forth after dark and no questing knight or weary pilgrim ever accepts 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 daemonsroot over their shuttered windows, in the vain hope that these protective herbs will ward against those who haunt the night.

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 is reciting a grisly ballad, or a court poet inscribing a story of horror, then the setting will be this dire place. There are more dark legends concerning Sylvania than of all 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.

Dark Magic blows strong in Sylvania, and the keeps of the nobility are all built over particularly ill-omened and evilly-aspected sites. Even the notoriously brutal and fearless tax collectors of the Elector of Stirland wear amulets blessed by Priests of Morr and Sigmar, and go about in companies fifty-strong when their lord compels them to seek his due there.

## The Madness of Otto von Drak

The nadir of this dark land came when Vlad von Carstein took the rulership of Sylvania. It began on a storm-lashed night when Otto, last of the mad von Drak Counts, lay on his death bed in Castle Drakenhof, cursing the gods that he was without male heir. Otto was an evil man, given to putting the heads of peasants on spikes at the slightest provocation, and when mad with drink he was convinced he was Sigmar reincarnated. The nobles who should have been his liegemen had no respect for his authority, and paid no attention to his commands. Sylvania seethed with strife.

As his family awaited his final breath, Otto swore he would marry his daughter Isabella to a daemon rather than let his hated brother Leopold inherit. Otto had already refused his daughter's hand to every noble in Sylvania for he despised them all. No man of breeding from beyond the borders of von Drak's realm wanted to marry an heiress from the ill-regarded region.

The thunder rumbled and lightning split the storm-black darkness. Victor Guttman, the aged priest of Sigmar who had been called to shrive the old Count, fainted dead away. Then, from out of the storm came the sound of wheels and pounding hooves. A dark coach pulled by four mighty black steeds drew up outside the keep and a heavy hand smote the door a ringing blow, and a proud voice demanded entry.

## The Arrival of Vlad

The castle gate swung open on its hinges before any man-at-arms could touch it and the visitor was revealed. The dogs ceased to howl and slunk away. The stranger was tall, darkly handsome, of noble bearing and aspect. No-one stayed his entry and he marched directly to the Count's chamber. The newcomer's accent was foreign, perhaps from Kislev. He named himself as Vlad von Carstein and recited his noble antecedents to the Count. He then claimed Isabella's hand. Looking into the stranger's coldly glowing eyes the Count perhaps regretted his rash oath but agreed nonetheless.

The priest was revived from his swoon, and brought to the chambers of Otto, where the marriage ceremony was performed before the dying count's bed. Then Otto von Drak 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 the servants' presence. He never walked abroad by day. He dismissed the priest and sent him from the town. No-one ever saw Victor Guttman again. Soon, many of the old servants at the keep were dismissed and mysterious, swarthy strangers 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. All that concerned the lower classes was that at least the new Count didn't order senseless executions or demand the exorbitant taxes that 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 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 down.







## The Healing of Isabella

Word reached Drakenhof 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 had 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 so, although she was ever afterwards pale and wan and never left her chambers save by moonlight.

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 quarrels and rivalries to listen to the edicts of one they saw as an usurper. If this bothered Vlad von Carstein he gave no sign of it. A farmer who had newly inherited a herd of cattle could not have paid more attention to the running of his lands. Vlad calmly proceeded to rebuild estates that had suffered from centuries of neglect. The Count 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. After several months, however, dark things began to happen.

Young girls and lads from the villages began to disappear. The Undead gathered in growing numbers. 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 rebellious Sylvanians escaped the attentions of the unliving, then the dissidents quickly fell victim to strange accidents. Only those who had sworn allegiance to Vlad von Carstein seemed immune to these depredations. Soon, the renegade nobles were queuing to swear fealty to him. Within ten years, Vlad was more firmly in control of unruly Sylvania than many Electors were of their states.

Generations of peasants were born and died and still Vlad and Isabella ruled, unchanged by the years. At first few paid attention to their longevity. The lives of peasants had always been brutish and short, and nobles had always 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 most dim-witted peasantry of Sylvania began to surmise that all was not as it seemed.

The spreading rumours drew witch hunters to Sylvania. Those who chose to investigate von Carstein were never seen again. Worse was to come. The disease that had first laid low Isabella von Carstein struck 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, Taal and Ulric were closed. The Priests of Morr were driven from the region and the dead were left untended. Grim watchposts were set up along the border and few were allowed to cross – either into or out of Sylvania.



When catastrophe struck the Ostermark capital of Mordheim in the year 2000, Vlad was swift to act. A great meteor of warpstone had destroyed half the city and shards of raw magic littered the ruins. As the claimants to the Imperial throne despatched mercenaries to scavenge this new source of power, so too did Vlad send dark minions to bring him back this magical treasure.

### Vlad Marches Forth

On Geheimnisnacht in the year 2010, Vlad von Carstein revealed the nightmarish truth to the world. The Count of Sylvania stood upon the battlements of Castle Drakenhof and intoned a terrible incantation from the pages of the Nine Books of Nagash. Fuelled by the warpstone of Mordheim, Vlad's magic seeped over Sylvania, coiling through the unguarded Gardens of Morr, pooling in the open peasant graves. Across Vlad's lands the dead awoke. Skeletons clawed their way through the dusty soil; Zombies stirred in their muddy holes; Ghouls loped from their crypt lairs to worship their new master. With this act, von Carstein threw down the gauntlet to the Empire. The Wars of the Vampire Counts had begun.

The Sylvanian armies headed northwest, crossing the Stir and 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 Skeletons and Zombies. The peasant levies marched alongside their Undead

masters, fighting as they would for any mortal overlord. These degenerates were accompanied by Crypt Ghouls and Wights and other, much darker, things.


At the Battle of Essen Ford, the Undead faced the Ottilia of Talabecland's armies. Before the battle, Vlad von Carstein promised the humans clemency if they surrendered, and no mercy if they opposed him. Though fearful, the Ottilia's general ordered the attack. Crossbows and bullets cut a swathe through the legions of Zombies and Skeletons as they crossed the ford, but Vlad's magic reanimated the fallen creatures and spurred them forward. Knightly charges destroyed hundreds of the Undead but still thousands more pressed onwards.

Vengeful spirits swept through the Talabecland lines, shrieking and killing, while the never-ending army of Zombies dragged down soldier after soldier. Embattled against a seemingly endless horde of the dead, the Ottilia's forces were encircled. Vlad led the final attack himself at the head of his Black Knights, while Wights of the Drakenhof Guard surrounded the enemy general's bodyguard.

Faced with the power of Vlad and his fellow Vampires, the forces of the Ottilia were overwhelmed and routed. Many surrendered, but Vlad was as good as his word. His followers butchered every captive, and then Vlad used his powers to re-animate their bodies and add them to his growing legion.







As he watched his men executed, the Otilia's general, Hans Schliffen, became so incensed that he flew into a berserk rage. Schliffen broke free from the grasp of his captors, seized the Vampire Count's own enchanted sword and struck off Vlad's head. For his pains Schliffen was immediately torn limb from limb by Konrad von Carstein, the most deranged of the Count's followers.

With Vlad seemingly destroyed, the remaining Vampires squabbled among themselves to see who would take von Carstein's place. Herman Posner, Baron of Waldenhof, finally prevailed on the others. That very night, as Posner strutted at the head of the army, Vlad von Carstein returned. Posner claimed it was a trick and Vlad cut him down without a moment's thought.

This was not the only time the elusive Vampire Count would come back from seeming destruction. With the army of Talabecland smashed, Vlad turned his attention even further westward, towards the fortress-city of Middenheim. At the Battle of Schwarthafen, 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 foot of the Middenheim spire. The Knights of the White Wolf and Knights Panther were scattered by Vlad's Undead creatures and the soldiers of Middenheim retreated to the city and destroyed the causeways leading up to the gates.

Content that the Graf of Middenheim's army posed no more threat to his ambition, Vlad ravaged Middenland to further swell his forces. At every village and town he came across, Vlad offered the same bargain – serve him and live, oppose him and die. At first many tried to fight the Undead, but all suffered the same fate as the Otilia's army had done and Vlad's Undead legion grew ever larger and stronger. Soon miles-long columns of refugees fled westward, fearful of the relentless onslaught of Vlad's Undead army.

Vlad then turned east and fought along the Old Forest Road, through Hochland into Ostland. Army after army was sent to check his advance but the result of every battle was the same – the undying legions slew their enemies in a battle of attrition the living could not hope to win, while Vlad and his Vampires slaughtered hundreds and fed on their blood. Nothing seemed to stop Vlad, every time it appeared he had been slain he returned to wreak his revenge. At Bluthof, the Vampire Count fell with five lances through his body and the Count of Ostland's Runefang blade lodged in his heart. Three days later Vlad was seen ordering the crucifixion of prisoners outside the gates of Bluthof.

With the northern provinces overrun and their armies smashed, Vlad turned south and made for Reikland. At Bogenhafen Bridge, a lucky cannon shot took von Carstein's head clean off. Within the hour the cannon crew were drained of blood and the army overrun. The soldiers of the Empire were gripped with terror in the face of their invincible foe.

## Altdorf Besieged


By the winter of 2051 the Sylvanians laid siege to Altdorf, capital of Reikland. The city was surrounded by a ditch edged with sharpened stakes 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 for a moment. Great siege engines built of fused human remains lumbered forward, animated by Dark Magic, while carrion birds circled greedily overhead. Vlad gave his usual ultimatum – open the gates and serve him in life, or fight on and serve him in death. Ludwig, the Reikland's claimant to the Imperial throne, wanted to surrender but the Grand Theogonist Wilhelm III convinced him not to. Wilhelm cloistered himself within the Great Temple of Sigmar and after three days of 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 Wilhelm 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 laid under a geas by the Grand Theogonist. His task was 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 woke Vlad was enraged and ordered an immediate attack on the city. The Undead army surged forward under the burning will of the Vampire Count. Great siege towers of bone wheeled to the walls. On the towering battlements Skeletons and swordsmen hacked at each other. Imperial heroes armed with formidable magical weapons taken from the vaults of the city cut down the Vampire aristocrats and were themselves chopped apart.

At the centre of this vast struggle engulfing the city, the Grand Theogonist clashed with the Vampire Count. After an hour of combat, holy hammer against magical blade, Vlad gained the upper hand. Sensing that the end was near, Wilhelm charged his foe headlong and flung himself and Vlad over the battlements. The two fell locked together 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 the Count still further on. With an awful scream the Count expired, for without the power of his magical ring, Vlad at last proved vulnerable.

With Count Vlad destroyed, the Sylvanians were forced to lift the siege and retreat. Over half the Vampires were dead, but so great were the casualties inflicted on the men of Altdorf that no pursuit was possible. The last casualty of the Battle of Altdorf was Isabella von Carstein. Unable to face eternity without her husband she impaled herself on a stake and shrivelled to a pile,



of dust before the eyes of would-be Emperor Ludwig and his bodyguard. Ludwig would have pressed into Sylvania and ended the evil scourge but the other claimants to the Imperial throne joined forces against him, fearing that Ludwig would use his new popularity to secure his claim to the throne. So the pernicious lords of Sylvania were able to regather their strength.

### Konrad the Bloody

There were five surviving claimants for Vlad's 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 one Vampire had any better claim than the others and a vicious power struggle erupted. For more than forty years the Vampires warred and plotted amongst themselves, giving the Empire vital time to recover from the desolation wrought by Vlad's attacks.

Fritz von Carstein was killed while attempting to besiege Middenheim. Hans perished when Konrad instigated a quarrel with him over who was the toughest and then slew him. Pieter was slain in his coffin by the witch hunter Helmut van Hal, a distant descendant of the infamous Necromancer. Rumour at the time suggested that Mannfred had led the witch hunter to Pieter's lair. Then Mannfred departed Sylvania, leaving Konrad as undisputed Count.

Konrad von Carstein was completely mad. Even when he had walked among the living he had the reputation of being a blood-mad butcher; cruel, merciless and insanely violent. For his pleasure Konrad had once ordered his crossbowmen to use every cat in his domain as sport. On at least two occasions Konrad had ordered peasant villages put to the torch because he didn't like the smell. He tried his mother for the crime of having given birth to him without his consent, and upon finding her guilty Konrad had her bricked up in a tower. Acquiring the power and longevity of a Vampire did nothing to strengthen Konrad's already shaky grasp on reality.

Lacking any skill at Necromancy, Konrad enslaved any magicians he could capture and forced them to do his evil will. He headed a huge army that ravaged the length and breadth of the Empire. Where Vlad had offered his opponents a choice between life and death, Konrad offered them a choice between dying immediately and dying painfully. Where Vlad von Carstein had looked upon humans as cattle, as a farmer would husband his livestock, Konrad looked on humans the way a cruel and deranged sportsman would look upon a herd of deer.

Konrad's ambitions paled in comparison to Vlad's, for Konrad sought nothing but bloody slaughter. His marauding took his army as far south as Nuln and the Grey Mountains, and it was here that the mad Vampire Count first met the Knights of Blood Keep. Konrad promised the Vampire knights all the war and glory they could desire, in return for fighting alongside him. Though Konrad's behaviour was neither honourable nor noble, the promise of great victories was enough to win the Blood Knights to the Count of


Sylvania's cause. With the Blood Knights in his vanguard, Konrad defeated every foe sent against him, despite his frequent bouts of hysteria and grave tactical errors. None could stand against the raw power of Konrad's armoured host. His enemies now referred to Konrad as the Blood Count and the Beast, fitting titles for the crazed slaughterer.

At Kleiberstorf, Konrad faced the army of Averland. Archers and mortars took a heavy toll of the Sylvanian army, but Konrad threatened and pleaded with his Necromancers to keep the army moving forward. He offered power and riches to his captive wizards and they responded to his promises, combining their powers to unleash a scourging wind on the Averland forces. As Dark Magic whipped around the soldiers, ethereal hands clawed at their souls, ripping the life force from them. Panic began to spread as the unnatural gale slew more and more men. In a moment of clarity, Konrad saw that the moment was ripe and unleashed his Blood Knights and the Drakenhof Guard. Faced with insubstantial terrors and armoured Vampires charging them, the Averland army broke and fled. Konrad pursued them for five days, hunting down every last man who had opposed him.



Konrad also waged war on the Dwarfs, against the cautious advice of his few counsellors. Undead armies raided outlying settlements connected with Zhufbar, rousing the ire of the Dwarfs. Led by the King of Zhufbar, the Dwarfs mounted an expedition into Sylvania to hunt for Konrad. At Nachthafen, Konrad rode forth to meet them. Konrad's army fared badly at first, with the power of the Dwarfen runesmiths quelling the magic of Konrad's pet Necromancers. Robbed of their sustaining energy, the Skeletons and Zombies of Konrad's host lay where they fell, blasted by cannons and handguns. Konrad remained optimistic despite these setbacks. He launched an all-out attack on the right flank of the Dwarf army, leading the assault himself. Guided by his magical Vampire sight, Konrad sought out every runesmith in the army. While the Blood Knights smashed into the disciplined ranks of the Dwarfs, Konrad cut down the Runesmiths and fed on their spilt blood. As they gained the magical





ascendancy, Konrad's Necromancers were able to resurrect the fallen warriors of the Undead army and, under the urging of Konrad, the unliving host lurched forwards once more. The Dwarfs fought on resolutely, never once giving in to their fear, but it was a hopeless fight. The Dwarf king challenged Konrad to single combat, but the Blood Count instead despatched Walach Harkon, the Grand Master of the Blood Knights. Harkon killed the Dwarf king with contemptuous ease and gorged himself on the royal blood of his foe. Within the next hour, the Dwarfs had all been slain.

Konrad was so vicious that, confronted with his wrath, the three claimants to the Imperial throne put aside their differences and combined 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 notable for the infamous scene of treachery where Ludwig's son and successor, Lutwik, and the Ottilia of Talabecland treacherously ordered the assassination of each other during the fray. In the ensuing chaos, the nobles of the Empire desperately sought to unite under a single leader. Helmut of Marienburg was the prime candidate and received the backing of nearly all the other Counts. A conclave of the Electors assembled at Averheim to decide the matter. The only thing that stopped Helmut becoming Emperor was the fact that Konrad had killed him in the battle... Even as support for him was gathering, Helmut began to act erratically, seemingly struck dumb and vacant. Helmut's skin began to peel away and one of his eyes dropped out, much to the horror of the assembled Counts. Even Helmut's son, Helmar, refused his father's claim to the throne once it was discovered Helmut was a Zombie under Konrad's control! Discovered, the Necromancers fled with the Zombie Emperor-to-be. Enraged that his devious plan had failed, Konrad slaughtered his way from Averheim to the Howling Hills, putting to the torch every town and village he came across.

Grim Moor marked the second alliance to face Konrad von Carstein. Here a combined army of men and Dwarfs finally met Konrad's host in the spring of 2121. By now Konrad's behaviour had become so erratic his favoured Necromancers feared for their lives. Seeing no further gain, the Blood Knights also abandoned Konrad, marching away from the Count's army on the eve of battle. Konrad was so incensed he ordered his army to attack the combined forces arrayed against him, rather than retreat further. As before, the armoured warriors of Konrad withstood the punishment dealt them by the handguns and war machines of the Empire and Dwarfs and marched relentlessly forward. But then the regiments of the Undead faltered. The magic that bound them seeped away and they collapsed. Konrad's Necromancers had betrayed him and fled. It was only Konrad's raw will and innate Vampiric abilities that kept any semblance of his army animated, but the effort proved too much for the Sylvanian Count. In a mad fit, Konrad wandered away from the battle, shouting manically to himself. The Dwarf hero Grufbad captured Konrad and held him down while Helmar impaled his father's killer with his Runefang.

## The Last of the Vampire Counts

The most dangerous of the Vampire Counts was Mannfred. He was a subtle, devious and treacherous individual, who some Vampires claim was actually awake when the von Carstein Ring was stolen, and spent long years seeking Felix Mann. While Konrad ravaged the Empire, Mannfred laid low and studied the art of Necromancy. He journeyed as far as the Lands of the Dead in search of the secrets of Unlife, before returning to the castle at Drakenhof with a library of dark lore. Mannfred then bided his time until he felt sure of his new-found power.

After Konrad's death, Mannfred became the undisputed ruler of Sylvania, but for a full decade he let the various contenders to the Imperial throne think the Sylvanian threat was over, and gave them time to fall out amongst themselves – which they duly did. As the Empire once again degenerated into sporadic infighting, Mannfred concealed his growing power.

Where Vlad had ruled through his iron will and raw power, and Konrad reigned with fear, Mannfred used his Necromantic prowess and devious manipulation to forge his armies. He sought out Vampires from beyond the borders of Sylvania and bribed, coerced and flattered them into joining him. He spent many long months in the wild places of the Empire, rousing spirits and Wights from their decrepit tombs. When vicious civil war again wracked the Empire Mannfred deemed it was time to strike.



Mannfred von Carstein's Undead legions crossed the Sylvanian border in the depths of winter. With the summer campaigning season over, the armies of the Elector Counts sat in their winter garrisons, unprepared for the sudden assault. Mannfred's armies marched through the snows towards Altdorf, putting to the sword any living men they met, raising the corpses to swell the ranks of Mannfred's horde. In the infamous Winter War of 2132 Mannfred defeated several hastily assembled Imperial armies that attempted to block his path. Victory followed victory and dark rumour of Mannfred's coming was enough to send villagers fleeing from their homes to freeze to death in the snow. Mannfred's much-enlarged force reached Altdorf in the late winter months, to find the battlements empty, the city seemingly undefended.

Triumph filled Mannfred. He looked set to take the Empire's greatest city and become not a Vampire Count but a Vampire Emperor, achieving what Vlad and Konrad had failed to do. Then the Grand Theogonist, Kurt III, appeared on the battlements. The Sigmarite high priest had brought forth the evil Liber Mortis from the deepest locked vaults of his temple, and he began to recite the Great Spell of Unbinding from its pages.



As the incantation continued, Mannfred's power over his minions began to weaken. Seeing his followers crumbling to dust Mannfred ordered a hasty retreat. Although Mannfred was probably the most powerful of the Vampire Counts, his foes now seemed prepared to meet the Undead threat head on.

Unperturbed, Mannfred marched his army along the Reik to Marienburg, capturing several large vessels along the way and manning them with the raised corpses of their crews. Mannfred intended to lay siege to the port city and then sail his small Zombie fleet within to attack from another direction, but found his first assault was staved off by the army of Marienburg and their allies. Mannfred constructed several mighty war machines, immense catapults of twisted logs and living sinew, and settled down for a lengthy siege. A few days later his scouts revealed that an army from Altdorf was fast coming up behind him. Mannfred was forced to lift the siege of the port and retreat.

So began a long cat-and-mouse chase, with neither side entirely sure which was the cat. Mannfred's army would be whittled away by armies of the various Imperial states, only for the Undead horde to be replenished by a great victory. At Horstenbad the army of Ostermark surrounded Mannfred as it wound its way along the forest road, destroying nearly half of the Vampire Count's army. Yet Mannfred escaped and within the month had seized the town of Felph and created a new army. When the army of the Ostermark Count lay siege

to Felph, Mannfred unleashed a mighty magical storm that killed dozens of soldiers with bolts of purple lightning, their still-smoking bodies rising to their feet to grapple with their former comrades. The Undead sallied forth from the town and routed their enemies, and soon Mannfred's army was stronger than it had ever been.

On and on the campaign continued, with Mannfred never quite able to get the resounding victory he needed to destroy his foes, while the forces of the Empire could not slay the Vampire Count and end his threat for the last time. Twice Mannfred retreated into Sylvania to escape pursuit. The first time he smashed the Averland and Stirland army sent after him, raising up an uncountable horde of Zombies at Bylorhof. He then launched a counter-offensive that saw his army reach the walls of Averheim before an unlikely alliance of Stirland and Reikland relieved the beleaguered Wissenland capital. This second time, Mannfred was driven back into the Sylvanian forests. Determined not to make the same mistakes 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. Warriors despatched by the High King of the Dwarfs aided in the fighting. Now united, the citizens of the Empire were relentless. Eventually Mannfred was brought to battle at Hel Fenn.

Mannfred's army was vast, his Necromantic power having raised a legion of Zombies from the muddy depths of Hel Fenn. Untiring, Mannfred's unliving host continued to retreat into the swamps, drawing the exhausted Imperial army onwards further into the filth and gloom. Yet Mannfred had not reckoned on the determination of his foes and eventually he was brought to battle in the eastern reaches of the great marshland. Dwarf Gyrocopters buzzed overhead and unleashed hails of bullets and gouts of flame into the Zombie horde, while the tired but relentless warriors of the Empire and Dwarfs advanced with sword, halberd and hammer.

Mannfred saw that victory was beyond him and attempted to flee in a chariot made of iron and bone. Mounted upon a majestic Griffon, the Count of Stirland gave chase and caught Mannfred at the very edge of the swamps. The Count's Runefang cleaved great wounds into Mannfred's flesh and his mangled corpse sank into the depths of the swamp. Despite a long search, neither man nor Dwarf ever located Mannfred's body. For his feat Martin, Count of Stirland, claimed all of Sylvania. Nobody else bothered to dispute his claim to such a blighted land. Thus ended Mannfred, the last of the Vampire Counts.

Or that is how it seemed at the time. Certainly, the end of the Wars of the Vampire Counts did not end the threat posed by Vampires. To this day, the descendants of Vlad's bloody line still hold sway over parts of Sylvania and hide in other parts of the Empire. Some persistent tales even claim that Mannfred dwells again in Drakenhof Castle, awaiting the time to wreak his unholy revenge on the men of the Empire.



# The Realm of Sylvania





# THE LANDS OF SYLVANIA

**From the Spider Haunts to the Bane of Troth, Wolfcrag to the Necromanse, Sylvania is a realm steeped in dark legend. Under the shadow of the Vampires its populace have become a terrified, superstitious people.**

Never has a land been so forsaken by nature and the gods as Sylvania. Close to uninhabitable, Sylvania's forests are dingy copses of twisted, half-rotted trees that claw what nourishment they can from the thin soil. Desolate moorlands and rocky hills punctuate the yellow-leafed woods, wind-swept and storm-shrouded by dark clouds that seep down from the World's Edge Mountains on an almost daily basis.

It is a depressing, dismal realm settled in the time of Sigmar by dissident, evil men dispossessed by the god-king's unification of the peoples of the Empire. When warstone shards fell upon the lands in 1111, Sylvania's fell reputation was sealed, as the dead erupted from their graves and laid siege to the villages and towns. Ever since, it has been a loathed and feared province, avoided by the other people of the Empire, commonfolk and lawmakers alike.



Sparsely populated, Sylvania has long proved a refuge for men intent on dark deeds and secretive studies, as well as evil creatures hunted by the forces of the Emperor. Long before Vlad von Carstein unleashed his Undead armies upon the Empire, Sylvania had been home to Crypt Ghouls, Necromancers and Chaos worshippers. Sylvania is nominally part of Stirland now, Vlad's bloody legacy though holds Sylvania in its infernal grip; Sylvania is still home to brooding malice and evil powers.

In half-ruined castles, dark mausoleums and forgotten keeps dwell the Vampire progeny of Vlad von Carstein. Though they are wary now of the Empire, united as it is under the rule of Emperor Karl Franz, the surviving von Carsteins still plot and scheme, and dream of immortal power. They muster their forces in secret, building armies of the dead from bodies and bones, waiting for any sign of weakness in the Empire.

## The Villages and Towns

The scattered villages and hamlets of Sylvania are even more isolated and parochial than other settlements of the Empire. Grubbing what existence they can from the infertile land, the peasantry live in small communities of inter-related families, never venturing far from their crude hovels for fear of what lies in wait in the wilderness that surrounds them.

There are few stone roads; rutted, half-flooded tracks and paths link most villages, all but impossible to navigate except in a couple of relatively dry summer months. For the rest of the year, the villages are cut off from all except the most desperate or foolish travellers and the villagers have little knowledge of the outside world. Not that the populace care overly much for news. They are for the most part concerned with day-to-day survival, raising famished, skinny goats and pigs, tending to what scraps of farmland they have in the hope of gathering enough crops to survive the long and cruel winter.

Sylvanian villages are in a constant state of disrepair, for good stone and wood is hard to come by, and many buildings have been patched up for centuries, even millennia. All, however, have barred or boarded windows and heavy doors to keep out the night's predators. Crude fetishes and charms of a dozen gods hang on every lintel and frame. The villagers daub symbols of protection on their doors and gates with pig's blood, to guard against the unnatural horrors of this frightful land. Ever since Vlad closed the holy shrines, they have fallen into disregard, for no priest ventures into Sylvania without a sturdy guard of armed men. Of these, none wishes to stay for more than the few days needed to gather their meagre tithes or perform what rituals they can for the ungrateful peasantry. Truly, Sylvania is a godless realm, for darkness claimed it many centuries ago.

## Drakenhof Castle

Drakenhof Castle is the accursed Citadel where Vlad von Carstein began his reign of terror, and from whose battlements he summoned his Undead army. Dark forces are still drawn to this place and it is shunned by the locals. It was home to generations of von Draks before Vlad came, and it was the home of Mannfred von Carstein before the last of the Vampire Counts was dispatched at the battle of Hel Fenn.

Adventurers still seek the castle out because of the treasure trove of occult lore rumoured to be contained in its library. It is said that copies of all the great sorcerous works can be found there, but no-one who has sought them has ever returned. The castle itself is





huge, built on top of a massive cliff from where it dominates the surrounding forest. It has four mighty towers and a gigantic central keep, beneath which are a huge number of crypts, dungeons and abandoned torture chambers. Secret passages run all the way through the cliff and are said to come out in the woods. The notorious poet-adventurer Felix Jaeger, purportedly the last visitor to Drakenhof, reports that the castle seems abandoned. The curtains and tapestries have rotted away, and the furniture is cracked and dusty. In the dining hall the obsidian goblets, from which Mannfred and his lackeys used to drink blood, still stand undisturbed on the banqueting table.

The walls of the great hall are hung all along with portraits of the Vampire Counts: tall, gaunt, red-eyed men. It is possible that since they could not see themselves in mirrors, the Counts required the pictures to remind them of their preferred physical likeness. In recent years it seems that some Undead evil has returned to the castle. Peasants in nearby villages claim their young people are mysteriously vanishing. Huge red-eyed wolves prowl the forest and keep trespassers at bay. By night, sinister coaches make their way there, and the dead once more stir uneasily in their tombs.

### Fort Oberstyre

When Vlad von Carstein was defeated at the Siege of Altdorf, the Count of Stirland ordered a castle to be built, overlooking the westward road from Sylvania. Fort Oberstyre took twenty-three years to build, but in its day was the epitome of Imperial construction and military technology. Its angled walls were proof against rocks and cannonballs and its stake-lined moat was thought to be impenetrable. It could hold a garrison of three thousand men and was protected by four cannon batteries that left no approach unguarded.

Yet the ongoing political and military battles for control of the Empire sapped Stirland's coffers and in 2088 the garrison was reduced to just seven hundred men; three of the batteries were removed for use in the siege of Glustebad and many of the battlements began to fall into disrepair. When Konrad attacked in 2094, Fort Oberstyre held out for less than two hours. Konrad leapt the moat and scaled the wall of the gate tower before lowering the drawbridge to allow his Vampire knight allies and skeletal men-at-arms to swiftly butcher all inside.

After Konrad was finally despatched at the Battle of Grim Moor, Fort Oberstyre was renovated and heavily rebuilt and the Count of Stirland maintained a full strength garrison despite the drain on his treasury. In mockery of these efforts, Mannfred von Carstein swept away the defenders in a single night. As the sun set on Fort Oberstyre, Mannfred used his Necromantic enchantments to rouse the spirits of those slain by Konrad and set them upon the soldiers within. The wailing spectres and ghosts killed men with their chilling touch and the garrison, driven mad with fear, surrendered or fled before dawn's rays touched the castle's walls.

Ever since, there have been several attempts to reclaim Fort Oberstyre, but even the most dedicated Priests of Morr and the witch hunters have failed to exorcise the wild spirits that now rule the castle. Whole garrisons stationed at Fort Oberstyre have committed suicide rather than spend another night in its haunted chambers and it remains an evil blight upon travellers using the western road, luring them to their doom on storm-wracked nights.



### Hunger Wood

Of all the miserable forests of Sylvania, Hunger Wood is the least populated and most despised by the Sylvanian folk. It is a spirit-infested maze of briars and bogs, in which the unwary are easily trapped. Parties that venture beneath the contorted boughs do not return. Instead, they are doomed to wander for days and weeks, until they are lost and crazed with hunger and thirst, forced to fall upon each other to feed and drink, devouring human flesh and drinking blood to survive. For centuries, this hellish wood has claimed its victims and several tribes of Crypt Ghouls claim it as their territory.

On the southern border of Hunger Wood stands Castle Templehof, once home to Countess Emmanuelle. A cousin of Konrad von Carstein, Emmanuelle fought against the Dwarfs during the infamous Night Siege. Dark spells swathed her fortress and its surrounds in an ever-present gloom, and for several months the Dwarfs fought in darkness, preyed upon by the voracious creatures of the woods and the minions of the Countess Emmanuelle. Eventually the castle was stormed and Emmanuelle slain, and the Dwarfs laid runic markers upon the dreadful site to repel Dark Magic. Over recent decades these markers have faded in power and some have been removed; foul things once more stir in the southern boundaries of Hunger Wood, guided by some evil intelligence.

## Grim Moor

Between Templehof and the shores of Helsee lies Grim Moor. A stretch of peat bogs and trickling waterways that rises into muddy hills to the west, it was upon Grim Moor that Konrad made his final stand against an army of men and Dwarfs. It was not an idle choice, for Konrad was insane, not foolish. The hills of Grim Moor are dotted with ancient tombs and cairns and from here his Necromancers had drawn forth a great number of Wraiths, Wights and other Undead. Close to their own burial grounds, these creatures were more powerful than on Konrad's distant campaigns and but for Konrad's madness, and the endeavours of the Dwarf hero Grufbad and the young Count Helmar, it is likely Konrad would have been victorious.

Despite the best efforts of the Dwarf runesmiths the ancient magic of the cairns still hold strong. When Morrslieb waxes strong the ghosts of the prehistoric dead march and fight across the moorlands, their tattered armies surrounded by a spectral glow that can be seen for many miles across the night sky. Shriill battle cries and the distant clash of weapons echo upon the chilling winds and on such nights the people of nearby villages stuff goat's cheese into their ears and hide beneath the bed covers.



## Hel Fenn

Second in infamy only to Castle Drakenhof, Hel Fenn is the centre of Zombie activity in Sylvania. In ages past, the tribes of men who scratched a living from these lands used to bury their dead in this swampland in the east of Sylvania. When the great warpstone showers came, Hel Fenn boiled, churned and fumed, and spewed forth a multitude of dead from centuries past. Rotted corpses erupting from the thrashing mire engulfed entire villages, as Zombies draped with mud and reeds broke into houses and carried away the living.

It was to Hel Fenn that Mannfred finally retreated when his campaign against the Empire faltered and then failed. In the middle of the blighted marshland, he turned at bay to confront his pursuers. Even as the Imperial army trudged through the mire, grasping hands from the chill waters dragged soldiers to their doom, while at night sentries were lured to their deaths by flickering ghostlights in the gloom. Fully a quarter of the Empire's army died in Hel Fenn before they even saw battle. Nearly as many deserted on the hideous march in pursuit of the Vampire Count as former comrades returned in the darkness to attack the camps. Even after Mannfred's defeat, the marshes took a heavy toll and of those soldiers that survived the battle against the Vampire hundreds never escaped the clutches of Hel Fenn. Trapped by the Dark Magic unleashed in the battle, these poor souls still wander the marshes as stumbling Zombies. These foul creatures remain like rotten fruit to be harvested and so Hel Fenn remains a haunt of Vampires and Necromancers seeking to control the Undead hordes of the swamps.

## Corpse Run

A stretch of the Aver Reach river, the Corpse Run forms a nauseating barrier between the south of Sylvania and Averland. Upstream in the Worlds Edge Mountains, melting snow and spring floods often wash through burial grounds, both new and ancient. By quirk of the flow of the Aver Reach, these bones and body parts are often deposited around a small island south west of Ghoull Wood. The bottom of this unwholesome stream is littered with bones polished smooth over many centuries, along with rotting limbs and disfigured heads. Tainted with warpstone dust, the Corpse Run is home to many mutated fish, which feed upon the corrupted corpses to grow into monstrous carnivorous terrors. Driven into a frenzy by the smell of flesh, these creatures have been known to leap from the water to attack people – even the most foolhardy fisherman steers clear of Corpse Run!

The warpstone also infects the bodies of the dead, and on occasion they rise from their watery graves to attack nearby villages. Zombies hung with dirty grey weeds and gnawed by fish drag themselves up the riverbank to waylay travellers. Skeletons covered in algae and encrusted with filth lurch mindlessly along the river road. During Konrad von Carstein's attacks upon Averland, the Vampire's thrall Necromancers commanded the Undead creatures of Corpse Run. They directed the river-dead into towns and villages to spread chaos, terror and disease, paving the way for Konrad's relentless advances.



# Domains of the Vampires

- ✕ Battles fought by Vlad
- ✕ Battles fought by Manfred
- ✕ Battles fought by Konrad



TALABECLAND

OSTERMARK

SYLVANIA

STIRLAND

THE MOOT

AVERLAND

Lair of  
Rahtep

River Talabec

Talabheim

Elven Ruins

The Great Forest

Blood  
Falls

Kemperbad

Grünburg

Day of  
Living Death

Blood Keep

Nuln

Wurtbad

River Stir

Grim Moor

Former site  
of Mordheim

Hel Fenn

Tower of  
Melkhior

Waldenhof

Silver  
Pinnacle

Drakenhof

Aver Reach

River Aver

Blue Reach

The Three  
Towers

Black Water

The Old Dwarf Road

Night of  
Screaming

Slaughter  
at Sarheim



# INFAMOUS VAMPIRES

**Though the rise of the von Carsteins heralded the gravest Undead threat to the Old World since the time of Nagash, there have been many Vampires that have plagued the lands of men.**

## The Master of Shadows

Amongst the dark, twisting alleyways and sordid haunts of Marienburg's east docklands lurk footpads, cut-throats, cultists and all manner of wicked and deadly folk. These are men hardened by a life of constant crime. Yet there is a name that strikes fear into the hearts of even these ruthless and selfish men – the Master of Shadows. None have ever seen the Master of Shadows, or at least none have ever survived to speak of it, but his presence is felt everywhere. From the musky black lotus dens of the Suidworf to the illegal fighting pits beneath the warehouse district, no criminal act takes place without the Master of Shadows' consent. Some believe him to be a dispossessed noble from the Reikland, others claim that he was once a high priest of the cult of Ranald. The foolish scoff and say that he is a myth, but they do not live long.



Even the oldest smugglers and fences cannot remember a time when things were different. As they learned their illicit trades from the greybeards of the day, they were taught not to cross the Master of Shadows, and of the grisly fates that have befallen those that defied his wishes. Every lowlife thief and petty crook in the east dock has heard of 'Bent Harald'; how he was found with no hands or heart after he burgled a nobleman's house against the Master of Shadows' orders. Then there is the tale of Geidrik Henstlewurt who was found on the steps of the Great Temple, his dead face screaming in a pale rictus of utter terror. Everyone knows not to cross the Master of Shadows, for his spies see every misdeed and his retribution is truly terrible.

Were these underground denizens to know the truth, their terror would be all the greater. The Master of Shadows is a Vampire who has stalked the streets of Marienburg since he deserted Mannfred von Carstein following the Sylvanian count's aborted attack on the city. For generations this Vampire has moved amongst the living, masquerading as one of them whilst feeding upon young, innocent victims. He has many guises. To the criminal underclass he is the Master of Shadows; the ruling elite of the city know him as the reclusive Baron von Kasparlund; to traders he is the Secretary of the Merchant's Guild, Daimler Voltz; secretive cultists fear him as the Magister of the Temple Ascendant.

With these multitudinous personae to hide his true nature, the Master of Shadows continues to weave his plots, growing in strength and influence year by year. He has wealth and physical power aplenty, and over the decades, as the number of his victims has multiplied, so too have the Undead minions at his command. So great has this hidden army become, perhaps even he does not know the full extent of its numbers. All across Marienburg, in every strata of society, the Master of the Shadows' Zombies and thrall creatures slay those who oppose his rise to power. Slowly, unseen, the Master of Shadows' grip on Marienburg tightens, until the day he reveals himself, becoming ruler of the city and plunging it into an age of Undead slavery.

## The Line of W'soran

There is one foul dynasty of Vampires that has perhaps brought as much death and misery to the living as the kin of Vlad von Carstein. These are the despicable descendants of the Vampire W'soran. In the ancient court of Nagash, one Vampire above all others learnt the great spells of Necromancy and dedicated his Unlife to the pursuit of the magical arts. This was W'soran and he went on to found a line of Vampire wizards that has survived to the present day. Other Vampires refer





distastefully to these withered, rotting creatures as Necrarchs; an ancient word meaning 'living corpse', something far more filthy and decrepit than a 'true' Vampire. Caring not for physical appearance, W'soran's disciples turn all their energies to the manipulation of dead flesh, content for their own bodies to decay until they become as foul as the corpses upon which the Necrarchs experiment.

As he had learned from Nagash, so W'soran was ever keen to pass on his lore to willing students. W'soran's most ambitious follower was Melkhior, a loathsome creature who eventually betrayed and destroyed W'soran, and took the Book of Nagash from his former master's library of grimoires. Melkhior experimented with the living as well as the dead, trying to find out how they could overcome their fear of death. Countless men were sacrificed to Melkhior's obsession but still the answer eluded him. He became so suffused with Dark Magic that he decomposed to the point where he was a skeletal, reeking horror. His eyes were pools of darkness that harboured the purest evil and an aura of death hung heavily about him.

In the total darkness of his hellish fortress, Melkhior painted on human skins. He painted terrifying scenes of a world where there are no living, where the Undead walk the land and withered, dead trees blight the bleak landscape. Melkhior claimed that he painted visions of the future, glimpses of a time that is to come. Pain, suffering and horror fascinated this mad being. Melkhior's abandoned 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 that scream endlessly in the darkness, limbs that crawl in lightless passageways, and countless other horrors created by Melkhior's dark arts.

Melkhior took on many apprentices over the millennia, though by far the most powerful is Zacharias. Little is known of the life of Zacharias before he succumbed to the lure of the Necromantic arts. He studied under the tutelage of Dieter Helsnicht and it is probably through this great Necromancer's influence that Zacharias was able to discover the location of the hidden tower of the Vampire Lord Melkhior. His intentions were to sneak into the tower's crypt and steal away the Book of Nagash that Melkhior stole from W'soran. As he crept into the tower grounds, Zacharias was caught. That night rather than killing the overly inquisitive Necromancer, Melkhior gave him the blood kiss and took him on as a pupil.

Over the following years Zacharias embraced the power Melkhior had bestowed upon him. Each night for many decades the two would rise from their morbid chambers and each night Melkhior would tell Zacharias of how he grew bored of his student's company and how he would probably kill Zacharias before dawn. But Zacharias was a keen pupil and constantly surprised Melkhior with his capacity to learn, staving off his execution every night with some new insight or show of progress. Melkhior taught his acolyte everything he knew, but never let Zacharias near his precious Book of Nagash.

Melkhior would often fall into fits of insanity, killing his living servants and drinking their blood in great feasts of flesh. Zacharias was wise and always avoided his master's wrath at these times. It was during one of these bloodfeasts that Zacharias boldly crept into Melkhior's chamber. There on a great plinth was the unholy Book of Nagash. Unfortunately for Zacharias, Melkhior returned to his chamber whilst Zacharias was still reading and a great fight ensued. Invigorated by the blood of his dead slaves Melkhior was too powerful for Zacharias.

Deeply wounded, Zacharias fled into the Middle Mountains. For a year the minions of Melkhior pursued the former acolyte. From one cave refuge to the next fled Zacharias, tired and severely emaciated from lack of blood. Finally, Zacharias stumbled into an immense cavern in the heart of the mountains. The Vampire slumped into a small niche to the rear of the cavern and was consumed by a deep slumber. Exhausted from the fight with Melkhior and the constant pursuit of Melkhior's dark servants, Zacharias' rest lasted for over a decade.

During this time a Black Dragon discovered the cave. Unaware of the Undead abomination that slept within, she made her nest there, and she gathered a mound of treasure upon which to rest. When Zacharias awoke, his thirst was great and the sleeping dragon was a perfect source of nourishment. Finding soft, exposed flesh on the Dragon's underside, he bit deep





into the unknowing Dragon. The blood of the great beast flowed through the veins of Zacharias, empowering him with its legendary strength. Over the following month Zacharias drank from the Dragon, supping at its life fluid like an obscene babe in arms. Using the Dark Necromantic powers he had learnt from Melkhior Zacharias raised the Dragon from death and on its back flew to Melkhior's keep to confront his former master.

It is said that so powerful were the magical forces unleashed, that the tower was all but destroyed. When the dust and debris cleared Zacharias was the victor. Of Melkhior, no one knows; some say he was slain and Zacharias drank his blood to gain his powers. Others believe Melkhior is hiding, plotting revenge on his former pupil. Zacharias now rules the Forest of Shadows where both Orcs of the mountains and men of the forest live in equal fear of the Necrarch's power.

### The Red Duke

The tale of the Red Duke is an ancient Bretonnian story, well known throughout those lands. There are many versions, some of which portray the Duke as a tragic victim, others that paint a story of a heartless, bloodthirsty beast. The troubadours of Bretonnia use all manner of flouncing, flowery language for their chansons and tales, making it all but impossible to tell historical fact from linguistic embroidery.



The tales concern a Duke of Aquitaine who was wounded during the crusades against Araby, and found in a deep coma from which he could not be awoken. His loyal retainers carried him on the long journey back to Aquitaine. Across burning desert and through Skaven- and Orc-infested lands they marched, bearing their feverish lord upon a covered bier. Most of them died on the journey, but the Duke survived and was taken to the chambers of his castle to die.

A gloom fell over his castle as he finally succumbed to his illness. His knights, who had endured so much in his service, mourned greatly and swore to serve their master even in death – an oath that would lead to their downfall. The Duke was buried with due ceremony in the mausoleums of his family in the castle catacombs, as was their custom.

For three days the Duke rested within his sarcophagus. Then, as the more cliché-loving storytellers would have us believe, there came a dark and stormy night like no other witnessed in Aquitaine. Amidst the clamour of thunder and the flash of lightning, the dead duke rose from his stone coffin. He was no longer a champion of the King but a foul lord of the Undead.

In a few terrible hours the Duke slew his retainers and raised them back from the dead to be his Undead army and servants. As mindless Zombies his serfs served their master in death. Skeletal men-at-arms now patrolled the Duke's castle. His knights who had so recklessly sworn away their souls returned as vengeful Wights. The peasants began to refer to this Vampire as the Red Duke, after his evil thirst and blood-hued armour. The Red Duke was filled with vanity and ambition, and sought to overthrow the king. The Vampire duke gathered his forces and sought allies against the ruler of Bretonnia, yet the king was forewarned and raised his own army. At Ceren Fields the two hosts met.

As the flower of Bretonnian chivalry battled against the army of the dead, the Red Duke sought out the king and challenged him to personal combat. The two squared off against each other, the king atop his snorting warhorse, the Red Duke mounted upon an unliving steed of bone and magic. The two raised their lances in salute and charged.

Though both were knights of great expertise and skill, the Lady blessed the king that day. Louis triumphed over the Red Duke, transfixing the Vampire with his lance. Without their lord's power to sustain them, the Red Duke's army crumbled to dust and piles of bone.

The castle of Aquitaine was razed to the ground and the earth around ploughed with salt blessed by Grail Knights. Despite the urging of his advisors, the king did not burn the Red Duke's body, but was instead moved to commemorate the life of his champion rather than the dark nature of his death. The king built a great tomb to the Duke of Aquitaine's glory and sealed it with a mark of the Grail. Then he ordered the birth name of the Red Duke to be removed from all records, so that the shameful events would pass from memory.





But the Red Duke was not destroyed by that lance strike. The power of his Unlife was bound within a crimson jewel that he wore on a chain about his neck, which the Red Duke had fuelled with the blood of innocents. In the darkness of his grave, the jewel regenerated the Red Duke, until he rose from his coffin once again.

Alone and trapped by magic within his tomb, the Red Duke raged for centuries. The monument to his glory had become an ironic prison. In the solitary darkness the Red Duke ranted and raved, cursed the gods and swore revenge on those that had imprisoned him. For all the magic that bound him, the Vampire's presence could not be masked and over a thousand years after his fall the Red Duke was freed by a coven of evil followers.

In the centuries that had passed, a new family had taken rule over Aquitaine and the duke had raised a castle upon the Red Duke's ancient lands. Filled with jealousy and paranoia, the Red Duke terrorised the folk of Aquitaine and drank deep of Bretonnian blood. He raised another army of the dead to overthrow this usurper. Once more at Ceren Fields the knights of Bretonnia and the Undead host of the Red Duke clashed. As before, the army of Bretonnia proved the strongest and the Undead soldiers were banished back to their graves. This time the Red Duke proved too powerful to slay and he killed dozens of brave knights to escape final destruction, before galloping into the shadowy boughs of the Forest of Chalons to elude pursuit. Aquitaine folklore is littered with tales of the dark knight who stalks the moonless nights and feeds on the living; the jealous Red Duke who will once more return to seek revenge against the lords of Bretonnia.

### The Black Prince

The Border Principalities are wild lands ruled over by dozens of robber barons and petty nobles. These small provinces war frequently, and are beset by the raids of greenskins from the south. Yet there is one town, protected by a soaring dark citadel, which has survived the trials and tribulations of the Borderlands for many centuries, outliving many of the longest-ruling dynasties of the region. This small kingdom is the domain of Gashnag, the Black Prince, scion of ancient Strigos.

While other Vampires of the Strigoi claw an existence in the filth of old crypts, dreaming of glories past, Gashnag has raised himself from the sewers (quite literally). In him is reborn the ancient power of the Strigoi, or so he tells unthinking courtiers. The realm of Gashnag has developed a sinister reputation amongst the other Border Princes. Wolf packs prowl its borders like patrols, and merchants who pass into the cursed lands never return. There are tales of foolhardy nobles who besieged the dark citadel, and even more tales of their grisly deaths.

Though none of the townsfolk have seen them, hundreds of Crypt Ghouls haunt the catacombs of the citadel. By secret ways they move into and out of the castle to act as the court of the Black Prince, bringing

news of the wider world and despatched on errands of their dark lord. The wolves that prowl the realm of Gashnag answer his call too. No flocks of the local farmers have ever been harmed by these voracious packs, yet the livestock of rival towns seem to be plagued by their attacks.

When a tribe of ravenous Ogres descended from the Black Mountains and laid waste to three kingdoms in a rampage of hungry destruction, it was Gashnag who rode out alone to meet them. He returned the next night and planted a pole in the town square, adorned with the heads of a dozen Ogres. It is not just protection that Gashnag offers his subjects. A strange air of romance and daring surrounds his kingdom, drawing all manner of devoted yet misguided folk.

For all his bestial appearance and brutal appetite, Gashnag is not without wit and guile. He has practised hard to conserve his most vicious rages for enemies on the battlefield. Gashnag has even travelled abroad, swathed in a thick cloak to hide his misshapen form. Through his agents, Gashnag has paid bards and troubadours to spread tales of his greatness (and good looks!) across the Old World and as far afield as Araby. These fanciful tales speak of a dashing prince, disinherited from his fortune, who seeks a loved one to provide him with an heir. It is perhaps best not to speak of what Gashnag would do should a suitable lady of breeding declare her interest...



## The Krudenwald Fiend

For over three hundred years successive Counts of Hochland have offered a princely reward for the destruction of a bloodthirsty beast that has terrorised the forests around Krudenwald. The woodcuts that depict this creature show it to be a monstrous wolf, that can run on its hind legs and stands twice the height of a tall man. Local legend holds that on the darkest nights of the year, the Fiend of Krudenwald stalks the forest at the head of a great pack of monstrous wolves. Their howls echo through the trees, and swarms of gigantic bats swoop down through the canopy at their hellish call. Other things, man-like yet devolved and depraved, carrying bone-tipped clubs and bloodstained rocks, lope beneath the boughs following the spectral hunt.

The Fiend of Krudenwald preys upon villages isolated from each other by the bitter winter nights. With no soldiers to patrol the roads, no huntsmen to guard the woodland tracks, the Fiend and its unholy pack are free to roam and attack at will. Nobody ventures out into the winter dark in Krudenwald, and great bonfires light the night sky to ward away the voracious beast..



Yet every winter there are ignorant travellers upon the road that are found brutally ripped apart and drained of blood. As the spring thaws come and people travel abroad again, they find farmsteads with their doors smashed in, the bloodless bodies of the families and their livestock scattered about the yards and barns. No tracks are ever found, no body of bat or wolf. Those that survive give thanks to Taal and Rhea for sparing them, yet all are consumed by sadness and anxiety, for they know that winter will come again all too soon.

## The Queen of Mysteries

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 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 tongue of Nehekhar. She is the same decadent Vampire Queen who fled the sack of Lahmia and whose blood created all of Vampirekind. Neferata has no equal, for she holds much of the knowledge that was lost during the destruction of Lahmia; ancient rituals and lore that only she will ever know.

Queen Neferata is said to be divinely beautiful. She has the appearance of a young maiden and her intricately plaited black tresses flow around a face as white as alabaster. Long years of evil have washed all trace of pity and compassion from her yellow eyes, leaving only her ageless cruelty and ancient disdain.

Neferata surrounds herself with a network of other female vampires, who are bound to her by blood and ambition. The Vampires of this 'Lahmian Sisterhood' are the ageless queen's spies and agents in the outside world, and Neferata uses their beguiling charms to weave a web of intrigue that ensnares mortals and Vampires alike. Her memories reach back to an age when Lahmia was a sprawling city filled with worshippers who adored her and her every whim was obeyed by a legion of followers. The Silver Pinnacle where Neferata dwells is a monument to its Undead mistress. Statues of ancient Nehekharan gods guard the portrait-filled galleries and chambers, while regiments of skeletal warriors and Wights stand in readiness upon the fortified walls and parapets. The few valuable artefacts Neferata salvaged from Lahmia during her flight are kept within an ancient Dwarf treasure vault, guarded by the cursed spirits of Neferata's victims.

The Queen of Mysteries dreams of enslaving all the Vampires of the known world. As the first and oldest of the blood drinkers, she believes that all Vampirekind owe her their allegiance. When her descendants have sworn their loyalty to Neferata on bended knee, she will return to ruined Lahmia at the head of an Undead army. There she will overthrow the mummified rulers of that desolate city and reclaim her throne. The glories of Lahmia will be rebuilt anew – a glory of sandstone, marble and gold – and Neferata's Temple of Blood will become her palace once more. There she will rule as a beautiful goddess of death!



# NOTABLE UNDEAD EVENTS

## Imperial Year

- 2500 The rise of Nehekharu. Upon their death, the Priest Kings are entombed in great pyramids.
- 2000 Birth of Nagash.
- 1968 A group of Dark Elves driven off-course is forced to dock in Khemri. Nagash studies their Dark Magic and proves a more than apt pupil.
- 1950- Nagash begins to prolong his fading youth by
- 1750 distilling an elixir from human blood. He recruits certain depraved noblemen to rule under him. They start to see themselves as gods and the city's population as cattle. As their span of life extends beyond that of ordinary mortals they shun the light and seek out cool, dark places to hide from the burning day.
- Nagash slays the Priest King of Khemri and seizes power.
- Nagash orders the construction of the Black Pyramid, one of the largest structures ever built by man, dwarfing even the Great Pyramid of Khemri.
- 1750- The Priest Kings become afraid of Nagash and form a
- 1650 great confederation against him. After nearly a century of warfare, Nagash's power is finally broken, and he is forced to flee north. The Queen of Lahmia secretly takes Nagash's books, seeking to copy his Dark Magic.
- 1500- Nagash uses Undead slaves to excavate mines beneath
- 1350 Cripple Peak to create Nagashizzar. Primitive human tribesmen start to worship Nagash as a god, leading to their devolution into the corpse-eating race of Ghouls.
- c1200 The rulers of Lahmia become aware of the Great Necromancer's presence and send emissaries to him. Rumour of this reaches the Priest Kings, and the followers of Nagash are defeated and driven out by an alliance led by the Priest King Alcadizaar.
- 1163- Nagash launches war on the Priest Kings.
- 1152 Alongside other fell creatures, the Vampires lead Nagash's armies. The Priest Kings are united under King Alcadizaar, and his formidable leadership defeats Nagash's first assault. The Vampire W'Soran stays with Nagash and dares his wrath, the other Vampires flee to escape the Great Necromancer's anger.
- Nagash unleashes a plague upon the land. His own Undead forces are immune but the folk of the land die in droves. A new army of Undead invades the lands of the Priest Kings, sweeping all before them. Alcadizaar is brought in chains to Nagashizzar to be tormented by Nagash.

## Imperial Year

- 1151 The Great Ritual. After consuming prodigious amounts of warpstone, Nagash begins the Ritual of the Waking. Sensing the danger they are in, the Skaven of Cripple Peak free King Alcadizaar, who cuts down Nagash and flees with his Crown of Sorcery.
- 1150 W'soran quits Nagashizzar with a cabal of Nagash's most powerful priests and one of the Great Necromancer's spell books.
- 1147 The body of Alcadizaar is discovered by Kadon, who wrests the Crown of Sorcery from the dead king's grasp. Possessed by the spirit of Nagash the shaman founds the city of Mourkhain.
- 1122 W'soran gives the blood kiss to his apprentices so that they may continue to aid him in his studies for eternity.
- 1020 Kadon's Undead empire is overrun by the Orc warlord Dork Redeye.
- 600 Vorag Bloodytooth unites the scattered tribes of Ghouls that lurk below Cripple Peak and becomes the first and only Ghoul King. The vast if undisciplined army under his command quickly overruns and all but destroys the Red Cloud Goblin tribe. The survivors of the tribe are enslaved and forced to build the Fortress of Vorag to the east of the Plain of Bones.
- Vorag next turns on the Grey Hag Goblin tribe, who are forced to retreat into their mountain lair. While besieging the Goblin lair Vorag is struck by a well-aimed shot from a Goblin bolt thrower and killed. Leaderless, the Ghouls scatter and make their way back to Cripple Peak. The fortress of Vorag is forgotten and falls into ruin.
- 326 The Dwarf city of Silver Pinnacle is invaded by Neferata, former queen of Lahmia.
- 250 Ushoran founds the city of Strigos upon the ruins of Mourkhain.
- 223 Melkhior, one of W'soran's students, slays his master and takes the Book of Nagash from his vault.
- 15 Nagash returns to rebuild his empire of the dead. He attacks the newly-founded Empire of Sigmar, and several Vampires return from their exile to fight alongside the liche lord. Nagash is slain by the man-god and the Vampires flee into hiding once more, pursued by the warriors of Sigmar.



## Imperial Year

- c200 Strigos is sacked by Orcs and Goblins, led by Garsnag Craktoof. Ushoran is destroyed by an Orc shaman. The surviving Strigoi Vampires are driven into the wilds and their people scattered.
- 253 Abhorash slays a Dragon in the Worlds Edge Mountains and drinks its blood, curing himself of his Thirst. His followers spread across the world seeking to emulate their master.
- 876 Norse raiders on the way to Lustria capture an Empire merchant ship and unwittingly take on board the body of the Vampire Luthor Harkon. When the ship arrives in Lustria the entire crew has been turned into Undead. Luthor shipwrecks vessels and raises their crews, creating a fleet of Zombie pirate vessels that terrorise the eastern coast of Lustria. The place gains an evil reputation and becomes known as the Vampire Coast.
- 1111 The Black Death unleashed by the Skaven wipes out nine tenths of the Empire's population. Skaven erupt from their hidden tunnel systems and overrun the land. In Sylvania the Necromancer Vanhal raises a huge Undead army from the bodies of the plague's victims and turns back the Skaven invaders.
- 1112-1124 Vanhal builds the fortress of Vanhaldenschlosse and carves out a powerful Undead empire. Over the following decade Vanhal, the remnants of the Empire, and the Skaven fight a prolonged war against each other. The war ends when Vanhal is assassinated and his Undead horde wiped out. The Skaven, weakened by their war with Vanhal, are defeated and driven back underground by Count Mandred Skaven Slayer.
- 1207-1244 Dieter Helsenicht is discovered to be a Necromancer and driven out of the Empire city of Middenheim. He escapes to the Forest of Shadows where he raises a large Undead army and attacks the Empire. He annihilates one Empire army that is sent to stop him, but is defeated at the Battle of Beeckerhoven by a combined Empire and Kislevite force. Dieter's body is never recovered.
- 1454 The Duke of Aquitaine returns from the crusades as a Vampire. Known as the Red Duke, he is finally defeated at Ceren Field and his body magically entombed.
- 1681 The Night of the Restless Dead. Nagash returns to life once again, 1,666 years after he was slain by Sigmar. For one night throughout the Known World the dead stir and walk the land, sowing terror and confusion amongst the living. Many Vampires come out of hiding and wage war to increase their domains. Entire villages and towns are overrun and destroyed before the night of terror ends.

## Imperial Year

- 1797 Vlad von Carstein becomes the first Vampire Count of Sylvania, and marries Countess Isabella von Drak. Over the following two centuries, the remaining aristocratic families are infected with the curse of Vampirism.
- 1887 Walach Harkon arrives at Blood Keep and in one night defeats their best warriors. He slaughters the unworthy, but spares a few and turns them into Vampires.
- 1932 The Red Duke is freed by his disciples and once more wages war on Aquitaine. His army is again defeated at Ceren Field, and the Red Duke flees to the sanctuary of the Forest of Chalons.
- 1943 Witch hunter Gunther van Hel assaults Blood Keep with an army drawn from several Imperial provinces.
- 1946 Blood Keep falls to the Imperial siege. Walach Harkon and several of his followers escape the pursuing forces of the Empire.
- 2000 A warpstone meteor destroys the city of Mordheim. Vlad von Carstein sends agents to the ruined city to secure warpstone shards with which he can power his magic.
- 2010 Wars of the Vampire Counts begin with the devastation of Ostermark by Vlad von Carstein. Undead armies rampage between Stirlund and the northern border.
- 2014 Vlad attacks Middenheim and is slain by Jerek Kruger, Grand Master of the Knights of the White Wolf.
- 2015 Vlad returns to Middenheim and butchers Jerek Kruger and his knights.
- 2051 Vlad von Carstein is slain at the Siege of Altdorf, and Isabella commits suicide rather than carry on in Unlife without him. The Vampire Counts fight amongst themselves and their Undead army splinters into separate feuding forces.
- 2053 Fritz von Carstein attacks Middenheim and is destroyed in the battle.
- 2058 Konrad von Carstein leads an army of Wights into the Moor and ravages several villages. He is forced to return to Sylvania when Hans von Carstein takes up residence in Drakenhof castle and claims the rulership of Sylvania.
- 2059 Konrad von Carstein kills Hans von Carstein during a quarrel.



## Imperial Year

- 2092 Helmut van Hal, witch hunter of the Empire, leads a force of Stirlanders over the border of Sylvania. He burns the villages of Dechstein, and Lichenheim, and slays Pieter von Carstein as he rests in the crypt of Castle Sternieste.
- 2094 Mannfred von Carstein leaves Sylvania and travels south. Konrad von Carstein begins his bloody reign over Sylvania.
- 2095 Konrad leads his forces against the Empire, attacking Stirland, Averland, Reikland and Ostermark in a series of bloody campaigns.
- 2100 Konrad's rampage is stopped by a union of armies from Stirland, Marienburg and Reikland, aided by Dwarfs sent by the High King of Karaz-a-Karak. After the Battle of Four Armies, Count Helmut is nearly elected as Emperor until it is discovered that he is in fact a Zombie controlled by Konrad von Carstein.
- 2101 Konrad leads a lightning series of attacks across Stirland, Hochland and Middenland, but eventually his army is so depleted that he must return to Sylvania to regather his strength.
- 2105 Konrad replenishes his ranks by sending agents to kidnap several nobles from neighbouring Stirland and Ostermark and then turning them into Vampires.
- 2107 Konrad's captive Necromancers raise another army, which the Vampire Count leads into the Empire in an attempt to seize Averheim.
- 2108 The Undead of Sylvania continue to plague  
-2121 Ostermark and Stirland, though Konrad himself is rarely seen. When the Blood Count takes command of the armies, a series of impulsive assaults against Imperial castles sees the Undead horde repelled several times with great losses.
- 2121 Konrad is finally defeated by a combined Empire and Dwarf army at the Battle of Grim Moor. He is slain by Grufbad and Count Helmar.
- 2122 Mannfred returns to Sylvania and takes undisputed rule over the von Carsteins. He bides his time and builds alliances with Vampires beyond the borders of Sylvania, include the Sisterhood of Silver Pinnacle.
- 2132 Mannfred von Carstein launches a surprise winter attack against the Empire when it is in the grip of a vicious civil war. He almost succeeds in capturing Altdorf, but is thwarted by the Grand Theogonist of Sigmar, Kurt III.

## Imperial Year

- 2133 Mannfred besieges Marienburg but is forced to withdraw by an army from Altdorf.
- 2124 The forces of the Empire and Mannfred's  
-2145 Undead fight over a dozen battles in an attempt to gain a decisive superiority. After two decades of sporadic war, Mannfred is finally forced to retreat back to Sylvania by a combined army of Empire troops.
- 2145 Determined to end the threat of the Vampire Counts once and for all, the various factions of the Empire unite and, along with their Dwarf allies, scour the dark forests of Sylvania. Mannfred is finally brought to bay at Hel Fenn, where he is defeated and his Undead army destroyed.
- 2300 Duke Maldred of Moussillon is slain by the Red Pox and the city falls into decay. No Duke claims the castle or its lands and the Undead walk amongst the ruins.
- 2304-5 The forces of Ostermark fight several battles with the Undead hordes of Waldakir Rahtep, before the Vampire is eventually slain by Captain Stefan von Kessel.
- 2491 Heinrich Kemmler, the Lichemaster, finds the burial mound of the dread Krell and raises the Chaos Champion back to life. At the head of a powerful Undead horde the two sweep down from the Grey Mountains into Bretonnia. In a wild battle at la Maisontaal Abbey their army suffers such heavy casualties that they are forced to retreat back into the Grey Mountains.
- 2505 Itinerant poet and adventurer Felix Jaeger claims to meet Mannfred von Carstein in Drakenhof Castle.
- 2506 In an ironic repeat of history, Melkhior's apprentice, Zacharias, attempts to steal the Book of Nagash from his master. Melkhior awakes and drives Zacharias from his tower and pursues him across the Old World.
- 2518 Zacharias eventually hides in the Middle Mountains, but his lair is found by a Black Dragon. Zacharias slays it and uses the Dragon's carcass as a mount, returning to Melkhior's tower and defeating his former master.
- 2520 Following rumours of activity in Drakenhof Castle, Grand Theogonist Volkmar despatches the witch hunter Gunther Stahlberg. Once Stahlberg crosses the border of Sylvania, he is never heard from again.
- 2523 Warbands following the Chaos Lord Vardek Crom cross Peak Pass and descend into Sylvania. None emerge from its borders, and it is rumoured a great Undead army has been raised from their bodies.



# THE ARMY OF THE NIGHT

**T**he storm had come quickly. Since noon it had moved from the Worlds Edge Mountains in the east, against the wind. By dusk it had swathed the banks of the River Stir in darkness. Half a mile back from the western bank, drawn up along Bleak Ridge, the army of the Elector of Ostermark shivered in the unnatural cold.

The sun was little more than a pale disk behind the dark clouds that now roiled above them, robbed of all light and warmth. In the cold and dark, a mist began to rise from the river. The gurgling and slapping of water amplified and flattened as the fog thickened; a bank of dense mist bubbled over the bank and began to creep westwards towards the soldiers of the Empire.

Other sounds could now be heard: creaks, groans, rattles, and muffled chanting. Horsemen suddenly appeared, galloping hard from the direction of the Ersvester bridge. They were Pistoliers and their calls of alarm needed no further explanation – the enemy had taken the crossing.

Wreathed in the crawling mist, Zombies emerged, shuffling forwards with awkward, lop-sided steps. Row after row of newly-risen creatures shambling onwards, their eyes vacant but for the baleful glow of magic. The shout of an artillery captain sounded flat and distant in the murk, and a moment later three dull roars heralded the firing of the cannons. Cutting swirling trails through the mist, the cannonballs ploughed into the Zombies, sending limbs flying, smashing bodies to paste, carving furrows of flesh in the Undead ranks.

Nimuses of unboly power grew within the mist, highlighting baggard-faced Necromancers cloaked in the skins of men, leaning atop staves carved of bone and gristle. Under the magical urgings of the decrepit wizards, bone knitted with bone and flesh fused as the ragged Zombies felled by the cannons dragged their parts together once more. With lipless moans, the Zombies clawed back to their feet and resumed their stumbling advance.

Crossbow bolts and handgun shot screamed through the mist, cutting down whole ranks of the shambling Undead. The crackle of the Pistoliers' weapons joined the fusillade; dozens of corpses flopped and wriggled upon the ground like beached fish.

Hideous, screeching bats flapped out of the gloom to swoop down upon the heads of the gunners. Other flying beasts, more monstrous still, circled in

the cold skies, silhouetted against the pale light of the setting sun. To the north a dire horn resounded and evil-looking knights cantered forward upon unnatural black-skinned steeds. Their armour was lacquered with crimson, they held wicked lances in their gauntleted hands, and above them flew a ragged standard showing a great red dragon. They were knights from Blood Keep, brought to this battlefield by bloodthirsty pacts best left unknown.

Regiments of skeletal warriors joined the Zombies, advancing in unison, marching implacably forward step after step. The storm broke above the Skeleton legion and lightning flickered through the skies, reflected off tarnished bronze, rusted iron and bare bone.

Gibbering grunts and mournful howls greeted the rain as it began to slash down, announcing the arrival of the Crypt Ghouls. They bounded forward in packs, wary of the storm that matted their bairy bodies, sniffing the air around them. Some carried bones and crude stone weapons; others simply bared their long fangs and snarled at the men of the Empire.

Having crossed the river, the army of Sylvania halted and stood in dreadful silence. For what seemed like an eternity, the Undead army waited. Unmanned by their fear, a few soldiers dropped their weapons and broke ranks, the shouts of their sergeants deaf in their ears. The Undead host parted, opening a gap in their numbers. Along this avenue of Undeath advanced a regiment of dread Wights, decked in rusted armour, their skeletal hands gripped around glowing swords. One bore a macabre banner, emblazoned with a name: von Carstein. These were the Drakenhof Guard, wicked knights sworn to serve the Vampire Counts of Sylvania for eternity. Wisps of dark sorcery trickled from their eye sockets and played as a nimbus around their winged helms.

At their head strode a monstrous figure of a man. He wielded two swords, one of them burning with pale green flame. His face was bare, twisted into a raging snarl that revealed fangs as long as daggers. A shock of wild hair framed the feral face, and dark eyes that pierced souls bore into the hearts of the Empire soldiers. There was rage in that stare... and utter madness.

A frightened whisper began somewhere in the Empire line; was taken up and amplified, until the soldiery of Ostermark were hissing and cursing with fear.

"Konrad... The Beast is here!"





# VAMPIRE COUNTS BESTIARY

This 'Bestiary' section of the book details the forces used by the Vampire Counts – the units and some famous 'special characters' that you can choose to field in your army.

On the following pages are the complete rules for the models in the Undead army of Sylvania. Each entry includes the model's profile and special rules. This is normally used in combination with the army list to create a force that can be used in a one-off game of Warhammer. However, players can design scenarios with specific forces involved, or run a series of games in a campaign, both of which may well use the information in this section without recourse to the Vampire Counts army list.

For details of equipment and options available to units, please refer to the army list on pages 88-95.

## Special Rules

Many troop types have special rules to reflect their unique nature and abilities, and these are given in each Bestiary entry. To save space and repetition, where a model has a special rule that is explained in the Warhammer rulebook, only the name of the rule is given in this section



## UNDEAD SPECIAL RULES

Although not every creature in the armies of the Vampire Counts is technically one of the living dead, all the warriors and creatures of the Vampire's army are bound to the will and magical power of their general. Some may be mesmerised and kept in thrall, others are slavish followers or creatures of little willpower that are easily dominated by the Vampire's personality. The following rules apply to all models in the Vampire Counts army with the 'Undead' rule.

### Immune to Psychology

Undead are *Immune to Psychology*.

### Fear

Undead models cause *Fear*.

### Marching

Undead units cannot march move unless they are characters, or are within 6" of a model with the Vampire rule (or 12" of the general) at the start of their Movement phase. All of the normal rules for marching still apply – for example, they cannot march through difficult terrain.

### Break Tests

Undead cannot be broken, but Undead units beaten in combat suffer one Wound for every point by which they lose the combat. No armour saves are allowed against these Wounds. If characters are present in the unit, or if a character is riding a monster, the controlling player first allocates Wounds to the unit or mount (up to their current Wounds), then divides the remaining wounds as equally as possible amongst any characters.

In multiple combats, *each* Undead unit on the losing side suffers one wound for every point their side has lost the combat by.

### The General

If the general is destroyed, an Undead army will slowly crumble to pieces, dissipate in the winds of magic or slink back to their lairs. To represent this, at the end of the phase when the General is killed, and at the start of each friendly turn thereafter, all friendly Undead units on the battlefield must take a Leadership test. If the test is failed, the unit suffers a number of wounds equal to the amount by which they failed the Leadership test. No armour saves are allowed against such wounds. Note that if the General is taken below one Wound, but regenerates or otherwise regains enough Wounds to come back, this rule does not apply – the General has to be dead (permanently removed).

**Example:** *The player takes a Leadership test for a Skeleton unit (Ld 3), and rolls a 7. This is 4 more than their Ld, so the unit suffers 4 wounds.*

Models with the Vampire rule and characters never suffer wounds because of a destroyed General. Units can use the Leadership of a character leading the unit for this test, as normal. Ridden Abyssal Terrors and Zombie Dragons use their rider's Ld.

### Battle Standard

Undead units that are within 12" of their Battle Standard suffer one less wound than they normally would when defeated in combat or when suffering casualties because of the death of the general.

**Example:** *A unit of Skeletons loses a combat by three. They should lose three Skeletons, but the Battle Standard is within 12" of the unit, so they will only lose two models.*

# VAMPIRES

Vampires are incredibly powerful Undead creatures. Unlike most of the Undead, Vampires retain all of their intelligence and will, and hence all of their ambition and desire. This makes them very dangerous indeed, for they can continue to grow and learn, spending eternity perfecting their skills and honing their plans and schemes. A Vampire is ultimately a selfish creature, which retains much of the traits and drives it possessed when a mortal. Whilst the crudest of their kind exist only to feed, some lust after temporal power, whilst others strive to attain unparalleled Necromantic skills or possession of immense wealth.

Vampires have no set appearance, other than being basically humanoid. Most can pass as human at a distance. Some are even more convincing mimics of mankind, and hide their evil nature behind a veneer of aristocratic nobility. Sometimes they are darkly handsome or disturbingly beautiful. Only those that feed well and regularly can maintain the masquerade of the living for any length of time. Yet for all of their guile and glammers, a Vampire is a dead thing, possessed of no heartbeat and no breath. It is a rotting corpse kept animated by its immortal will and Dark Magic. The strain of retaining their appearance is a drain on a Vampire's energies, and when it is stressed or angered, particularly in the heat of battle, its true



face may be revealed. Some Vampires make no attempt to hide their unholy nature. These creatures revel in the crepulance and decay that has become their existence. Their skin has sloughed off, their fangs are prominent and their fingernails have become curling talons. The scent of gravedust hangs around them, mixed with the stench of rotted meat and stale blood.

The greatest curse of Neferata's legacy is that Vampires cannot live on normal food and drink, but must imbibe fresh blood for sustenance. For the youngest Vampires the red thirst is very strong. At this stage they are often rash and easily caught and killed by witch hunters and other enemies, and some never overcome their primal hunting instincts. Most Vampires learn how to survive on less and less fresh blood, until they need to feed only every few years.

Vampires can feed off people without their victims becoming more Vampires. When a Vampire does wish to create another of its kind, it will give a human the 'blood kiss', although what this exactly entails remains obscure. Giving a person the blood kiss is not a casual act on the part of the Vampire. Vampires are selfish individuals and they are cautious when it comes to sharing their immortality with others. When the Priest Kings drove out Neferata and her kind, they destroyed the original Elixir of Life and its means of being created. Thus the taint of vampirism gets more diluted and weakened with every generation. The more debased the vampiric bloodline, the less powerful the Vampires of later generations. A Vampire that sires too many other Vampires will weaken itself and create fairly weak thralls. A Vampire that bestows the blood kiss too freely will often be hunted down and slain by its own kind. The most ancient Vampires can exert significant control over their underlings. As Vampires grow in age, their will either strengthens until they are independent of their sire, or weakens to the point that they become little more than a pawn to their creator's whims.

As a Vampire ages, its powers increase. Its Necromantic abilities expand, both naturally and through study. Along with its spellcasting abilities growing, an older Vampire becomes more in tune with Dark Magic, and is able to call upon creatures such as wolves and bats, and sometimes even learn how to change into these forms. As the years pass into decades Vampires become physically stronger and their willpower increases, although many also lose their sanity as the decades become centuries.

There is very little known concerning the capabilities of Vampires. Not all Vampires have the same power or abilities and these manifest themselves physically and magically in different ways. As magical creatures Vampires possess many strange characteristics, but there is as much folklore as there is truth. It is believed that they cast no reflection in mirrors. It is widely accepted that Vampires can charm or hypnotise ordinary people with their powerful will. Many tales



speaking of the mesmerizing gaze of these Undead lords. People bitten by a Vampire become subject to the Vampire's will, increasingly so the more the Vampire feeds. There is no evidence one way or the other concerning whether Vampires can cross running water, although this idea may stem from the divine properties attributed to certain rivers such as the Talabec.

One source of debate is how sensitive a Vampire is to sunlight. In truth, this varies with age and lineage. The sun weakens them, and may even kill lesser Vampires. The greatest Vampires can move abroad during daylight, though they do not favour it. To achieve its full power, such as in battle, a Vampire summons dark clouds to swathe the sky and swarms of bats to obscure sunlight. The majority of Vampires sleep, or are at least otherwise dormant, during daylight. There is no evidence to suggest that Vampires must lie in coffins filled with their native earth, though if such ground is steeped in Dark Magic this would bolster the Vampire's strength, so there may be some basis to this belief. Vampires are practitioners of magic, and hence depending on their studies may have other magical abilities as well as their Necromancy.

Vampires are incredibly ancient beings and the vaults of their Sylvanian keeps hide great stores of magical artefacts, as well as armour, swords, axes, lances and other wargear. Some of these treasure troves contain items dating back to the wars with Nehekharu, trophies taken in battle, magical tomes, the works of thrall Necromancers and such. When a Vampire goes to war, it is often clad in the finest suit of armour and armed to the teeth (so to speak...).

Though formidable, Vampires are not impervious to damage, although they are very hard to kill. The most traditional method is a stake through the heart! If this is not possible, then removing the head from the body is usually fatal. Younger Vampires may be slain by wounds severe enough to kill a mortal warrior. For all their strength and resilience, even the oldest Vampires can be utterly destroyed if cut into pieces – especially if those pieces are then scattered. Many witch hunters and priesthoods prescribe ritual dismemberment of a Vampire's remains to ensure that it is truly destroyed.

The destruction of a Vampire does not always end with the same result. Some accounts claim that Isabella collapsed into a pile of dust. Some Vampires burst into flames, although this may simply be a spell cast by the Vampire to cover its escape! Often a Vampire simply expires and leaves a lifeless (really lifeless) corpse. This means that if a would-be victim manages to slay a Vampire attacker, they often end up with the body of a normal man or woman, which requires speedy explanation to the authorities. Conversely, some nobles of the Empire have slain a political foe and later expediently claimed him to have been a Vampire.

Witch hunters are taught many methods to use against the Undead. These include reciting prayers and hymns from holy books, as well as the proffering of sacred symbols such as hammers of Sigmar or Ulrican



wolfs' heads. Garlic and other substances, such as witchbane and bloodwort, can be used to keep a Vampire at bay – for a time at least. Sacred water, such as the tears sometimes wept by statues of Shallya or that taken from forest lakes dedicated to Taal, can blind and burn a Vampire. A priest who proffers his symbol at a Vampire channels the Winds of Magic to create a barrier. The will of the Vampire is pitted against the belief of the priest, creating an unconscious contest to take control of the magical energy.

For all the ignorance and speculation that surrounds Vampires, one thing is known for sure – few warriors face a Vampire and survive.

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

### Special Rules Undead.

**Vampire:** Vampire characters are wizards, as explained in The Black Art (page 38). A Vampire is a level 1 wizard, a Vampire Lord is a level 2 wizard. Also, models and units with the Vampire rule are affected differently by certain items, abilities and spells. Vampire characters have access to certain magic items (see pages 84-87) and may have Vampiric Powers (pages 82-83).

# WIGHT KING



All across the Old World there can be found the tombs and cairns of the ancestors of men. Atop rocky hillocks, within forest groves and high in the mountains, those cultures that once lived in what is now the Empire entombed their greatest leaders in mighty barrows. Spells of protection were laid upon these tombs, to ward away grave robbers and animals. Crude runes were carved into the lintels of the graves and amulets and talismans were hung from the walls. That many of these golden charms still hang in place is testament to the magic they contain. The chieftains of the ancient tribes were buried in their full ceremonial panoply, with bronze breastplates and winged helms adorning them. The tribe's shamans placed the best swords, axes and spears in the dead grip of the ancient kings, as they were laid on the funeral slabs. The walls were painted with scenes of the leader's life, so that should they awaken they would be reminded of their greatest deeds and most heroic victories.

Not all of these tombs lie silent. Some were built in areas where Dark Magic flows and pools. In these accursed places, the incumbents rest uneasily, their souls flickering between the world of mortals and the realm of the afterlife. When the Dark Magic grows strong, the ancient warlords rise from their crypts as Wight Kings, eyes glowing with unnatural life. Even for those prehistoric

kings who lie in relatively safe tombs, there is not always the rest they yearn. Necromancers and Vampires break open the seals of the ancient cairns and use their magical powers to resurrect the dead within, enslaving the entombed lord to their will.

In the peaks of the Vaults, the savage tribesmen continue to bury their dead in the fashion of the ancient men. In caves facing towards the sunrise they place the bodies of their leaders in a sitting position, surrounded by their meagre riches. Every year the tribesmen return to pay homage to the chieftains of the past, and every year there are always a few who are no longer in place.

Suffused with Dark Magic, a Wight King's weapons shimmer with baleful energy. The merest touch of speartip or blade can drain the life from the Wight King's foes, or slice through flesh and bone with effortless ease. Wight Kings are incredibly powerful Undead, almost as hard to destroy as Vampires. Clad in ancient armour, their flesh all but withered away, there is little for an adversary to cut or stab. For these reasons a Vampire will often raise a Wight King to carry forth the Undead general's personal banner, the Wight King able to hold aloft the army standard amidst the fiercest fighting.

	M	WS	BS	S	T	W	I	A	Ld
Wight King	4	4	0	4	5	3	4	3	9

## Special Rules

### Undead.

**Wight Blade:** Any normal weapon carried by a Wight King has magical attacks (but all of the normal rules for that weapon still apply). The weapon also has the Killing Blow special rule. These Wight Blade rules are ignored if the Wight King has a magic weapon from the Artefacts of Death section.

## The Barrow Kings

*As well as the barbaric crypts of the pre-Empire tribes, there are other ancient monuments housing the dead kings and princes of old. At its peak, the ancient civilisation of Nebekbara stretched northwards into what is now the Badlands and Border Princes. Although they could not build the massive pyramids of their home cities, the Nebekbarans still constructed necropolises to house their dead. Many of these tomb settlements were unaffected by Nagash's great awakening and lie as tumbled ruins, but some were touched by the dark magic and their occupants arose from their slumbers just as in the south. These are the Barrow Kings, as jealous of the living as the Tomb Kings of Khemri, and as warlike and ambitious in death as they were in life.*



# NECROMANCER

It is invariably short-lived men rather than the longer-lived races who take up Necromancy. Scholars have often speculated on the reason for this. Perhaps because Elves have such vast lifespans they do not feel the need to prolong them by unnatural means. Dwarfs have no aptitude for magic. Orcs and Goblins have little concept of their own mortality and do not fear death in the way men do. Most Skaven are too caught up in their own scuttling pursuit of the way of the Horned Rat. Thus it is usually only men who study the Necromancer's art and set their feet on the road that will lead them to a peculiarly horrible form of everlasting life, or to an existence of eternal damnation.

Those individuals who turn to Necromancy are not necessarily evil to begin with. Many may well be inclined to madness and dark desires, for what else could lead them to the study of such a vile form of the mage's art? Some may desire knowledge for its own sake or seek to save their own lives or that of a loved one. However, even if they are not intrinsically bad men, something about their unnatural pursuit invariably turns them to a darker path. Perhaps it is the horror their fellows feel for them or perhaps the pulsing energy of Dark Magic inevitably warps their minds. For whatever reason, when men take to the path of Necromancy, madness is never far behind. Necromancers are shunned by all right-thinking people. Witch hunters trail them and the dark magicians are feared and hated as much as the worshippers of Chaos.

Mystery shrouds the study of Necromancy. To learn the art an aspirant must either find a Necromancer or Vampire and become his apprentice, or acquire one of the forbidden books such as the *Liber Mortis* or one of the Nine Books of Nagash. It is this that drives the majority of Necromancers to become servants of the Vampires, hoping to learn firsthand from the masters of death. For the majority of Necromancers, once they are in the thrall of the Vampire, they can never leave its service, for Vampires are notoriously domineering and loathe to let their devoted subjects depart. Finding a Vampire willing to be a tutor has its obvious difficulties. Many of those Necromancers who have sought apprenticeship with a Vampire have ended up serving in a more menial way, as an animated corpse or light snack, for instance, or as ingredients for a particularly difficult enchantment.

Given the morbid reputation and dreadful habits of Vampires, it is perhaps safer to seek out the books. The books of forbidden lore have their own perils. Many are copies of old texts from forgotten times and errors have often found their way into the copying process. There is no guarantee that any of the rituals found in them are correct. Some simply do not work. Others may go disastrously wrong, as when the infamous Jacques de Noirot accidentally animated all of the corpses in the cemeteries of Moussillon and then found he could not control them. Possessed of an insatiable desire for



human flesh, the Zombies devoured the Necromancer and then rampaged through the streets of Moussillon. After feeding on hundreds of peasants, merchants, craftsmen and knights, they were eventually destroyed by the King of Bretonnia's household troops.

As a man follows the dark path of the Necromancer, he becomes ever more detached from his mortal roots. Morbidly questing after the secrets of death, a Necromancer can come to resemble the shuddering creations of his magic. Those wizards deeply steeped in the art of Necromancy stand betwixt the living and the dead, neither wholly alive nor one of the Undead. His body twisted with unholy power, his mind seared by the horrors he has witnessed, a Necromancer has more in common with the Undead than the living.

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

## Magic

Necromancers are wizards and know one or more Necromancy spells. See *The Black Art* for details.

## Special Rules

### Undead.

# THE BLACK ART

Dark magic is a destructive, corrupting force. To channel its energies, Necromancers must use corpses to shield themselves from its effects. Without this protection, a Necromancer will slowly wither away until he becomes a wraith. A Vampire can unleash the full power of Dark Magic without risk of harming itself, and so has an intrinsic control over the Undead that a human Necromancer can never achieve. Only a few Vampires go on to learn new spells; the majority use their Necromancer minions to attend to the day-to-day rituals of summoning and binding. Many of a Necromancer's duties are less glorious and arcane than they first imagined. They are mainly responsible for digging up corpses, fixing broken Zombies and skeletons with wood, metal and nails so that they can be re-animated. Some also act as keepers for captive Dire Wolves and Fell Bats.

## Necromancy Spells

*Invocation of Nehek*, *Raise Dead* and *Vanbel's Danse Macabre* are Necromancy spells. A wizard can cast a Necromancy spell more than once in a Magic phase, and may even cast it several times upon the same unit.

All Vampire characters can instinctively manipulate the Undead and so know the *Invocation of Nehek* spell. Other spells are generated from the Lore of the Vampires as detailed on page 39.



Necromancers learn specific rituals and incantations, and their spells are determined in a different manner. A Necromancer's level and the number of spells that he knows are not linked. A Necromancer knows one of the three Necromancy spells (*Invocation of Nehek*, *Raise Dead* or *Vanbel's Danse Macabre*), and may know additional Necromancy spells as detailed in the army list. Choose these spells when you pick your army.

## Raised models and Victory Points

Necromancy may allow a Vampire Counts player to increase the size of units, and even to create new units on the battlefield. To calculate victory points for these units, the following rules are used. Units bought from the army list are worth their original points value when calculating victory points, even if they were increased in size during the game. New units created during the battle have a value of 50 points for the purposes of calculating victory points, no matter the size of the unit at the time it was created, or any later additions. It is useful to make a note on your army list when a new unit has been created, or to keep a separate record of new units that are subsequently destroyed.

### Invocation of Nehek Necromancy Spell

Cast on 4+

*The caster directs the Dark Magic to repair his vassals, breathing Unlife into long-dead cadavers.*

Target one of your own Undead units or characters within 18". The target unit regains D6 Wounds worth of models. Units with the Vampire or Ethereal rule, and non-infantry units, are harder to heal and only ever regain a single Wound.

The Wounds in a unit are regained in a strict order. First, the champion is resurrected, and then other command models. These models are placed in the front rank, displacing rank and file models as required. Once this has been done any rank and file models with multiple Wounds are healed back to the number of Wounds on their profile, then any remaining Wounds resurrect rank and file models – normally up to the unit's starting strength, though some units may be increased beyond this size. These models are added to the front rank until it reaches at least five models. Additional models may then be added to either the front or rear ranks. If the unit already has more than one rank, new models can only be added to the rear. Characters must be targeted separately to benefit from this spell. If the character is riding a non-cavalry mount the player must nominate whether the rider or the steed benefits from the spell.

Models that are resurrected within a unit that has charged that turn do not gain charge bonuses in the following Close Combat phase.



# LORE OF THE VAMPIRES

In addition to *Invocation of Nebek*, a Vampire knows one spell from the Lore of the Vampires for each magic level. To randomly generate a spell from the Lore of the Vampires, roll a D6 and consult the chart below. If you roll the same spell twice, roll again. A Vampire can swap one spell for *Raise Dead*.

D6	Spell	Difficulty	D6	Spell	Difficulty
1	Raise Dead	5+	4	Curse of Years	8+
2	Vanhel's Danse Macabre	7+	5	Wind of Undeath	12+
3	Gaze of Nagash	8+	6	Summon Undead Horde	12+

## Raise Dead

Cast on 5+

### Necromancy Spell

*War and plague are common within the Old World and the bones of their victims lie but shallowly buried. A Necromancer can awaken these mortal remains to serve him in a ghastly mockery of life.*

If successfully cast, choose any point within 12" of the caster and place a Zombie model on it then form the rest of the unit around it. The new unit consists of D3+4 Zombies. The unit can face any direction, but its front rank must consist of at least five models. The new unit must be at least 1" away from enemy units.

## Vanhel's Danse Macabre

Cast on 7+

### Necromancy Spell

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

This spell can be cast on a friendly Undead unit within 12" and has one of the following effects:

If the target is not in close combat, it can immediately make a move of up to 8" in the same way as a normal move made in the Movement phase – it can charge (up to 8"), wheel, turn, change formation or even reform. A unit that is charged by means of Vanhel's Danse Macabre can react to the charge as normal and must take any Psychology tests. A unit may only move once per Magic phase with Vanhel's Danse Macabre.

If the target unit is engaged in close combat, in the next Close Combat phase, all models in the unit benefit from the Always Strikes First special rule and may re-roll missed to hit rolls.

## Gaze of Nagash

Cast On 8+

*Bolts of Dark Magic leap from the Vampire's eyes, withering flesh and blackening bone.*

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

## Curse of Years

Cast on 8+

### Remains in Play

*The enemies of the Undead feel their bodies decaying and their hair turns grey. They collapse, unable to support themselves as withering age engulfs them.*

This spell can be cast on any enemy unit within 18", even one engaged in close combat. When cast, roll a D6 for each model in the unit – a score of 6 causes a Wound. If not subsequently dispelled, models in the unit suffer a Wound on a 5+ at the end of the next Magic phase. At the end of the following Magic phase they will suffer a Wound on a 4+ and so on, to a maximum of 2+. No armour saves are allowed against these wounds.

## Wind of Undeath

Cast on 12+

*The Vampire calls forth spectral winds that tear the souls from the bodies of his enemies. The Vampire then binds these departing spirits to his will.*

Roll a D6 for every enemy unit on the table (even if in combat). On a roll of 4+ the unit suffers a wound with no armour saves allowed. Also, a new Spirit Host unit is created within 12" of the Vampire, at least 1" from the enemy, with a number of Wounds equal to the number of Wounds inflicted by the spell. For example, if the Wind of Undeath inflicts 7 Wounds, the Spirit Host unit created consists of two bases, with a total of 7 Wounds.

## Summon Undead Horde

Cast on 12+

*The Vampire channels the winds of Magic to replenish his army.*

This spell may be used in one of two ways, declared at the time of the casting attempt:

You may create a new Zombie unit, with 5D6 models, using the rules for the Raise Dead spell.

Alternatively, it allows the Vampire to replenish 3D6 Wounds across any number of friendly units or characters. Rebuilt models are placed as detailed in *Invocation of Nebek*, and no Vampire, Ethereal or non-infantry unit may be given more than a single wound each from a single casting.

# SKELETON WARRIORS



For thousands of years armies have marched and fought across the Old World. There's barely a field, hill or valley that has not seen fierce fighting at some point in the near or distant past. Going as far back as the time of Sigmar and even earlier, these great battles have left unmarked graves beyond counting. Such charnel fields attract Dark Magic, and the souls of some warriors remain in this plane – the spirits of men betrayed by their commanders, of cowards who were cut down as they ran, or those who died without proper funeral rites being performed over their corpses.

Beneath the mud lie the bones of these bitter, ancient warriors. They are clad in their corroded armour; their lifeless hands grip swords, axes, spears and shields. A Necromancer or Vampire can use the coiling energies of Dark Magic to instill a semblance of life into these dormant warriors. Necromancy can return a flicker of spirit to the worm-gnawed skeletons held in the bosom of the bloodied dirt.

As the regiments of past massacres claw their way to the surface their eyes glow with unholy power. Silently they gather together in a semblance of their old ranks, mutely awaiting the commands of their new lord. Tattered banners flap in the unnatural breeze of their creation. Lipless horn blowers raise their instruments and sound a spectral, mournful dirge.

Though a Skeleton no longer possesses flesh to cut, nor organs to pierce, a well-aimed blow can destroy it. Dark Magic replaces flesh long since devoured by the creatures of the earth. An arrow or sword thrust can disrupt the magic binding together the ancient bones of these soldiers. However, even those that are felled can be raised again. Necromantic power knits together shattered bones and instills them with unholy vigour once more.

All that these long-dead fighters can recall of mortal life are faint memories of battles fought in ages past. All that they feel is the compulsion to fight and obey their masters. They have no true intelligence, though some vestige of old skills remains ingrained in their bones. Driven by the undying will of a Vampire these ragged warriors can still wield their swords and spears, and raise a shield to block an enemy attack.

A mortal who dares to fight an army of Skeletons is confronted by a ghastly apparition. Who could remain unafraid when faced with the soldiers of antiquity lurching towards him?

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

## Special Rules

### Undead.

### Geheimnisnacht

*There is a night every year that is considered an evil eve, when all the dark spirits of the world come forth and the creatures of Chaos howl in the darkness. This night is Geheimnisnacht. Geheimnisnacht is the only night of the year when the Chaos moon Morrslieb is always full. For the rest of the year its orbit and thus its phases are unpredictable. Morrslieb is an immense chunk of warpstone, a massive satellite of raw magic. When Morrslieb nears the Warhammer world the Winds of Magic blow a gale, and Dark Magic gathers as invisible tides and pools. It is this Dark Magic that stirs the dead in their grave, mutates unborn babes and drives livestock to devour each other. Geheimnisnacht is favoured by cultists, Necromancers, Vampires and other fell sorcerers for on this night their powers are at their height. Sacrifices are made to dark gods, and dire rituals of raising the dead bring forth armies from their graves. The most blasphemous and unboly weapons are forged on this long night. The ordinary people of the Old World bar their doors and windows. They stoke their fires high and sit vigil through the dark hours, praying they will survive to see the dawn.*



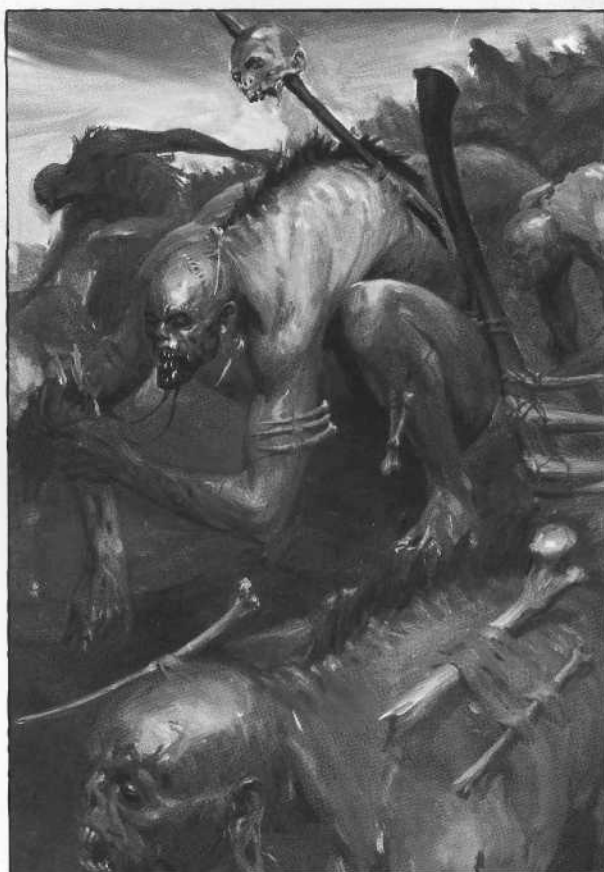
# CRYPT GHOULS

Crypt Ghouls are ugly, stooping creatures with only a vestigial sense of reason. Their skin is dark and filthy, their eyes bestial and insane, and their snarling lips reveal sharp-pointed teeth in their slaverling mouths. They dress only in the rags they pull from their victims and carry weapons they have picked up or have crudely fashioned from the remains of their unwholesome meals. They do not need such implements, however, as they have long claws sufficient for their needs. These natural weapons are encrusted with the filth of decay. Those that take even the lightest scratch from a Crypt Ghoul's swipe might die from their infected wounds.

Though not truly the living dead, Crypt Ghouls can unconsciously feel the Dark Magic that surrounds all of the most powerful Undead lords. They are drawn to Vampires like moths to a flame, and their newfound master quickly dominates their weak wills. Crypt Ghouls are cowardly, selfish creatures and will usually slink away from combat in small groups rather than retreat or rout en masse like a regiment. Though they cannot literally be raised like the living dead, Crypt Ghouls can be summoned through Dark Magic. Those who are fleeing are infused with the ire of their master and they unwillingly rejoin their packs. Crypt ghouls tend to follow the armies of the Undead, seeking to feast on the battlefield after the enemy has been defeated. These skulking onlookers can be gripped by the power of the Undead commander and dragged forth to bolster the numbers of their filthy kin.

The first Ghouls were the descendants of insane and evil-hearted cannibals – men who ate the flesh of their dead. They lived upon the shores of the Sour Sea, drawn to dwell under the looming, freezing shadow of Nagashizzar. These primitive tribes worshipped the Great Necromancer, and partook of the Dark Feast. While great fires burned to attract the attention of their dark god, the elders of the tribes would prepare chosen sacrifices for ritual slaughter – criminals and captives of other tribes when possible, the members of ill-favoured families when necessary. The tribes would gorge themselves on the flesh of their own, and generation-by-generation they devolved and were driven mad by it. Now they roam the Desolation of Nagash and the surrounding lands, preying on travellers in their search for fresh meat.

When the lean and hungry times of pestilence and famine come upon the Old World, certain depraved persons take to feasting on the flesh of humans to stay alive. The most isolated farms, and sometimes whole villages, have devolved to this vile state, and the practice has become customary rather than necessary. Certain in-bred hamlets in Sylvania have been burned to the ground by the Emperor's troops because of this disgusting affliction. Literally driven underground, these cannibals and their offspring hide in catacombs and mausoleums, devouring the carcasses of nobles, and take to living in the graveyards of the poor, feeding on peasant corpses.



The Priests of Morr do what they can to protect their holy Gardens against the encroachments of Crypt Ghouls, but many of the Old World's graveyards and cemeteries date back a thousand years or more. Beneath them are labyrinths of subterranean chambers and tunnels, for countless generations dug larger and larger tombs for their dead and erected ever greater mausoleums. On occasion the Brotherhood of Morr will employ a professional witch hunter to sweep the catacombs with sword and fire. As time passes the Crypt Ghouls return to eat the dead and prey upon isolated mourners and priests. Other colonies of ghoulish fiends creep through the years undiscovered.

It is said that a small army of these foul, verminous creatures dwells within the great burial crypts on the hills around Mousillon. It is true that the tomb guards of that city are all well-armed, and never enter the mausoleums except in bands of at least a dozen men.

	M	WS	BS	S	T	W	I	A	Ld
Crypt Ghouls	4	3	0	3	4	1	3	2	5
Crypt Ghast	4	3	0	3	4	1	3	3	5

**Special Rules**  
Undead, Poisoned Attacks.

# ZOMBIES



Zombies are the corpses of the freshly dead revived by the power of Dark Magic. Across the Old World and beyond, random pools of Dark Magic can animate those interred recently in their graves. In such places mindless, flailing creatures burst forth to terrorise the living. Known variously as Zombiyes, Zhombies, Coffin Walkers and Corpse Puppets by different peoples, these are the weakest of all Undead. Local militia and the warbands of witch hunters can easily destroy individual Zombies and small groups.

Zombies are poor fighters, lacking any kind of coordination or strength, and their rotted bodies are easily hacked apart or crushed. Yet mobs of Zombies are easily sustained by Necromancy. It is when a Vampire raises up a great horde of Zombies that they prove a great threat. Their numbers can seem limitless as they press relentlessly forwards, the fallen dead staggering back to their feet moments after being cut down. Massive Zombie mobs are used by Vampires and their minions to engage and exhaust the hosts of their enemies before committing more deadly regiments of Undead warriors.

The flesh of a Zombie is rank, blotched with rot and riven with maggots and vermin. Their skin hangs in strips, revealing withered muscle, still hearts and

bloodless veins. Many Zombies are strange hybrids of flesh and other materials, their raised bodies strengthened with wood and metal, twisted with the bones of other creatures and held together with rusted coffin nails. Terrible lights burn in the Zombies' putrefying eyes and they are gripped by an urge to kill and devour all living things.

Slow and mindless, a single Zombie presents little physical threat to trained warriors. However, as a horde, Zombies will eventually overwhelm even the toughest and skilled soldiers. Only the bravest mortals fight to the last. Most turn and flee sooner or later, losing more of their number as the Zombies lunge forward and drag down the slowest.

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

## Special Rules

### Undead,

**Shambling Horde:** Zombies never pursue or overrun. Instead, enemy units fleeing from contact with Zombies suffer D6 Strength 2 hits for each rank of 5 or more Zombies. For example, a Zombie unit with five ranks inflicts 5D6 S2 hits.

**The Newly Dead:** Units of Zombies cannot be joined by characters. *Invocation of Nebek* raises D6+4 Zombies instead of the normal D6, and Zombies units can be increased beyond their starting size.

## Vanhal's Legacy

*In 1111 the dead first walked in Sylvania. Corpses marked with the black blotches of the plague refused to stay in their graves. Soon armies of decomposing corpses shambling about the land needing only a will to guide them. They found it in the form of Frederick van Hal, whose name would become corrupted by later generations to Vanbal and Vanbel. He bound the huge Undead horde and conquered the land that would become known as Sylvania. He built his keep at Vanbaldenschlosse, the ruined site of which is still shunned today. In the time of the Death, the Empire writhed under Skaven oppression and only the evil ratmen contained the expansion of Vanbal's necromantic domain. The Skaven and the Undead expended their strength in a long and futile war that eventually caused the downfall of both. Vanbal was assassinated by his apprentice Lothar von Diehl who was himself driven out of Vanbaldenschlosse by a band of knights apparently led by his master's ghost. After von Diehl's disappearance, the Undead armies wandered the land aimlessly once more, slaughtering the living, but were eventually destroyed piecemeal by their opponents.*



# CORPSE CART

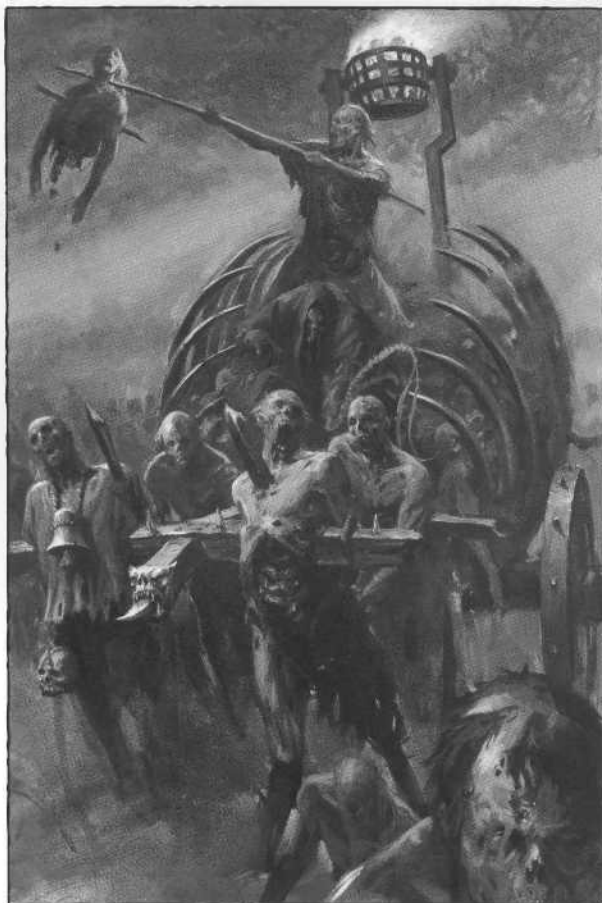
When Vlad unleashed the armies of Sylvania upon the Empire, between the trudging crowds of Zombies and the ranks of Skeletons could be seen the disgusting Corpse Carts. Driven by macabre, shrouded figures, these wagons are made of rotted wood, rusted metal and diseased flesh, heaped with writhing body parts. Clawed limbs reach out from the Corpse Cart's interior to grab at those close by. The Corpse Carts act like magnets to Dark Magic, drawing its power from the ground and air and animating the dead around them. Sometimes a Corpse Cart is hung with a great bell, with a clapper of pure warpstone. When Necromantic magic is cast upon the Corpse Cart the bell tolls menacingly and ripples of Dark Magic spread out from the Corpse Cart. Under the influence of this mystical knell, the dead are drawn back together and corpses stagger to their feet. Other times, Corpse Carts have been sighted with braziers burning with dark flames. The smoke from these balefires contains particles of warpstone, which interfere with the Winds of Magic and drive enemy wizards insane.

Though Vlad used the power of the Corpse Carts, it was not the first of the Vampire Counts who created them. On Geheimnisnacht of the year 1111, Morrslieb showered down great meteors upon the lands of Sylvania and legions of black-blotched plague victims rose from the mass graves, their flesh pocked and burnt. The chunks of warpstone also affected the plague wagons that transported the thousands of dead to the charnel pits. Bodies fused together into writhing Undead masses, and the drivers of the carts changed into strange, withered creatures. Frederick van Hal formed an army of the Undead from the stumbling legions of the newly risen, using his Dark Magic to bind the Corpse Carts to his will.

Infused with warpstone and driven forth by van Hal's evil, the Corpse Carts acted as foci for the Necromancer's magic. When van Hal's apprentice killed him, the Corpse Carts could not be controlled or destroyed. Without van Hal's guiding influence, they disappeared into the wilds, and over a thousand years the Corpse Carts have wandered along the back roads and dirt tracks of Sylvania bringing death and misery. On dark nights they enter villages, stirring the dead in their graves and polluting the dreams of sleeping peasants, filling them with nightmares of rotting death. Occasionally a Vampire unearths van Hal's secret and calls the Corpse Carts to its army.

Similar constructs are found near the damned city of Mousillon. Folklore tells of macabre wagons hung with scraps of brightly-coloured skin, known as Charnevals. Morbid chansons tell of entranced mortals drained of life by a Charneval, their husk-like bodies climbing on board to join its eternal procession through the night.

	M	WS	BS	S	T	W	I	A	Ld
Corpse Cart	4	2	0	2	4	3	12	D6*7	



**Designer's notes:** *The Corpse Cart is a strange creation, not truly a chariot or creature. In game terms, the Corpse Cart moves and fights as a monster.*

**\*2D6 Attacks:** *At the start of each round of Close Combat, roll 2D6 to determine the number of Attacks.*

## Special Rules

**Undead, Regeneration, 5+ armour save,**

**Miasma of Deathly Vigour:** This power is a Bound spell with power level 3. If it is successfully cast, all friendly Undead units within 6", including the Corpse Cart, have the Always Strikes First rule. This lasts until the start of the next friendly Magic phase.

The Corpse Cart may also have one of the following rules (see the army list on page 93):

**Balefire:** For each Corpse Cart with Balefire within 24", enemy wizards suffer a -1 modifier to their casting rolls when attempting to cast spells.

**Unholy Lodestone:** If a friendly unit within 6" of one or more Unholy Lodestones, including the Corpse Cart, is targeted by Invocation of Nehek, the unit gains an additional wound. Vampire units still only gain a single wound – the Unholy Lodestone has no effect.

# GRAVE GUARD



Upon the walls of Drakenhof Castle and other Vampire-haunted keeps of Sylvania patrol tireless warriors clad in ancient armour and wielding glowing blades. These dread sentries are the Grave Guard – Wights drawn from their ancient tombs to act as guardians for the Vampire rulers of Sylvania. Although their bodies have decayed leaving only bones and tattered flesh, Grave Guard are held together by evil magic so strong that it has endured for centuries. They wear ancient battle gear of bronze and black iron, corroded by time and dusty with the years. These eerie, silent sentinels stand constant vigil on the crumbling battlements and at the iron-bound gates, never resting, eternally ready to defend their Vampire master. When a Vampire marches forth, its Grave Guard advance at the vanguard of the Undead host. They form a formidable corps of warriors, protected by heavy armour, their enchanted blades cutting down the toughest of enemies.

	M	WS	BS	S	T	W	I	A	Ld
Grave Guard	4	3	0	4	4	1	3	1	6
Seneschal	4	3	0	4	4	1	3	2	6

## Special Rules

### Undead,

**Wight Blade:** Any weapon carried by a Grave Guard makes magical attacks (but all of the normal rules for that weapon still apply). The weapon also has the Killing Blow special rule.

**A** surge of excitement invigorated Pietr as he snapped the neck of another Orc. The sluggish, bitter blood that spilled from the creature's mouth did not interest Pietr in the slightest. The moment of death was far more intoxicating as the Vampire's dark magic grew in power; Pietr fed off the dispersing essence of the Orc warrior and felt the strength in his dead muscles swelling.

A crude cleaver-like blade thudded into Pietr's arm, clanging off his lacquered armour. Contemptuously, Pietr lashed out with his claws, gouging furrows across the Orc's face, tearing it off in one swipe. As another blow skidded ineffectually from Pietr's helm, the Vampire looked at the tattered web of skin that drooped from his fingers, and casually flicked it away. A speartip plunged into Pietr's cheek, piercing the rotted flesh, and Pietr broke from his bloodthirsty reverie to focus on the Greenskins swarming around him.

With a snarl, the Vampire slashed his sword across the chest of an Orc, knocking it backwards into its bellowing fellows. A reverse sweep decapitated another Greenskin, and Pietr's armour was drenched in an arterial fountain. Driven on by the instinct to

kill, by the love of death, Pietr backed and chopped, until he stopped suddenly, realising with a start that his foes had scattered and fled.

Ahead lay the crude collection of tents and huts that the Greenskins had tried to protect. The Orcs were rallying after their initial rout, and were gathering inside the log walls of the compound.

"Attend me," Pietr snarled, gesturing to an imposing figure that stood nearby, clad in tarnished gold and bronze armour, a glowing sword in its skeletal grip.

Asteron, long-dead king of the Dolgars, approached Pietr, the Wight's eyes blazing from within the visor of his winged helm.

What is your will, master?

The Wight's thoughts entered Pietr's head without sound, resonating like the echoes of a crypt.

"Assemble your warriors, prepare for the final attack," Pietr commanded.

As you will it, master, so shall it be.



# BLACK KNIGHTS

In the times before the Empire, there were few domesticated horses, and horsemen were exceedingly rare. In most tribes, a steed was a great symbol of wealth and status. So it was often that only a chieftain and his closest warriors would ride mounted into battle. When these knights died their horses were ritually killed and buried in the barrows alongside them, to carry them in the afterlife.

Many centuries later, foul Vampires summon forth the enchanted bones of these ancient knights. Borne by their sorcerous steeds, the Black Knights exist neither fully in the hereafter, nor wholly in the material world. They can pass through walls without hindrance, and gallop at full speed across fen and moor.

	M	WS	BS	S	T	W	I	A	Ld
Black Knight	4	3	0	4	4	1	3	1	6
Hell Knight	4	3	0	4	4	1	3	2	6

## Special Rules

### Undead.

**Wight Blade:** Any weapon carried by a Black Knight makes magical attacks (but all of the normal rules for that weapon still apply). The weapon also has the Killing Blow special rule.



# SKELETAL STEED

In the time before the coming of Sigmar, evil kings and leaders of men would bargain with Sorcerers to enchant their steeds. With runic brands upon their flanks, talismans woven into the manes and tails, and enchantments laid upon their bridles, these horses were protected from the blows of the enemy and harmful magic.

So potent were these sorceries that the horses were protected even after death. Long after their masters were laid to rest, these creatures endure, until their bodies rotted away and only bones remain. Such creatures can bear their riders between the realms of the living and the dead.

	M	WS	BS	S	T	W	I	A	Ld
Skeletal Steed	8	2	0	3	3	1	2	1	4

## Special Rules

### Undead.

**Insubstantial Steeds:** For movement purposes only, a model mounted upon a Skeletal Steed is treated as Ethereal (see the box on page 48). If a unit mounted on Skeletal Steeds is joined by a character without a Skeletal Steed it loses this ability, and thus suffers terrain penalties for movement as normal.



# BLOOD KNIGHTS



Many years ago, the people of the Empire would have named the knights of the Order of the Blood Dragon amongst the noblest of warriors defending their lands. Their great fortress, Blood Keep, guarded the passes to Bretonnia and was famed for the strength of its walls and the valour of its defenders. As the Tome of Lamentations records, one night a man of great stature and noble bearing appeared before the gates and demanded entrance. He named himself as Walach of the Harkon family, and when the knights opened the gates, they sealed their doom.

Walach challenged the knights to combat. He slew them with ease, for he was a Vampire who had learned his war craft from the great Abhorash. Though no knight could hope to defeat the Undead monster, Walach spared those who fought bravely and with honour. To these knights he passed on his vampirism, the others he slew without pause and fed on their blood. Blood Keep became a Vampire lair, from which the deadly knights preyed upon those they once protected. Many decades later, the witch hunter Gunther van Hel discovered the truth and attacked Blood Keep with an army sent from Wissenland and Reikland, and supported by four Knightly Orders. The siege lasted for three years, during which the bloodshed was like nothing the men of the Empire had seen. Van Hel and his soldiers destroyed many

Vampires when they finally stormed the castle, and hunted the survivors through the wilds for years to come. Blood Keep fell into ruin and its evil masters passed into myth.

The Blood Dragons may have been defeated, but some escaped, scattering across the Empire, Bretonnia, Tilea and further afield. Accomplished with lance and sword, these warriors became dark mercenaries, solitary duellists and fearsome raiders.

The Blood Knights are a macabre parody of the virtuous templars that Walach turned. Though they retain the dragon as their symbol, their armour is encrusted with images of death and slaughter. Their blades are fell weapons inscribed with dark runes, chased with precious metals and fashioned in the likeness of evil beasts. The blazons and crests of Blood Keep take the shape of dragons and dragon wings. The knights do not ride flesh-and-blood horses, but charge upon evil Nightmares with fiery eyes and foetid breath, clad in thick barding painted with disturbing icons of necromantic power.

Now, centuries after the demise of their order, there are whispers that Blood Keep is once again inhabited. Those who live near the mountains say nocturnal hunters perturb the folk of the Dwarf Holds. Gossipmongers claim that immortal knights once more feast on human blood in the ancient halls, and skeletal sentries patrol the ramparts. Some even say that dread Walach has returned, and that he is gathering his forces to wage war upon the lands of men that tried to destroy him.

They are the most fearsome knights in all of the Old World. Their training and discipline in life is married with the unnatural speed and strength of Undeath. The Blood Knights are nigh indestructible, and their bloodthirst makes them ferocious and implacable. Such is their honour that they will refuse no challenge, and will fight at the forefront of an army. It is said that even the fabled Grail Knights of Bretonnia cannot match the Blood Knights on the field of battle.

	M	WS	BS	S	T	W	I	A	Ld
Blood Knight	4	5	3	5	4	1	4	2	7
Kastellan	4	5	3	5	4	1	4	3	7
Nightmare	8	3	0	4	4	1	2	1	3

## Special Rules

**Undead, Vampire** (see page 35), **Frenzy**.

**Martial Honour:** Unless the unit has been joined by a character with an equal or higher Ld, a Kastellan must always issue a challenge when possible, and must answer any challenge issued by the enemy. If a unit has no Kastellan, then a Blood Knight may be nominated to answer a challenge, just like a normal unit champion (note that Blood Knights cannot themselves issue challenges, only answer them).



# THE BLACK COACH

All across the Old World are dark tales that speak of the Black Coaches. These are omens of disaster and death. It is a horrific, unholy thing from the realm of Undeath, neither wholly real nor wholly immaterial. A Black Coach is a herald of famine, war and murder, the sight of which can drive a sane man to suicide and cause families to fall upon themselves in senseless killing. Many an Imperial road warden or Bretonnian knight has mistakenly attempted to halt one of these ghostly apparitions, and died for their troubles. Legends say the driver of a Black Coach is a terrifying Wraith, and grisly, insubstantial steeds pull it. A Black Coach feeds on the souls of mortals, growing more powerful on the spirits of those slain nearby. Driven on by the undying will of the Vampire within, the Black Coach tramples enemies into the ground, and its mere presence can drain the blood from a man.

When a Vampire is 'slain', its body may crumble to dust or immolate into a pile of ashes, or otherwise decompose. For the most powerful Vampires, this does not necessarily signal their demise, for its wicked spirit can live on even in these frugal remains. If a Vampire's followers can gather its physical remnants, they can construct a coffin in which to keep the unholy remains safe. This gives the Vampire's servants time to perform certain rituals that will create a carriage to bear the remains of their lord while it regenerates.

By summoning a Black Coach, the Vampire's retainers can transport their master's rejuvenating form to places of slaughter such as battlefields and plague-stricken towns. This allows the Vampire to revivify itself on the coalescing Dark Magic.



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

## Special Rules

**Undead, Chariot, 4+ Ward Save, 3+ armour save, Terror, Vampire** (see page 35).

**Evocation of Death:** At the start of every Magic phase, the Black Coach can absorb magical energy. Roll the dice in the power dice pool, and those generated for any wizard within 6" of a Black Coach. Any of these dice that score a 6 are absorbed by the Black Coach and are discarded. If there is more than one Black Coach on the battlefield, or a particular wizard is within 6" of more than one Black Coach, randomly determine which Black Coach gains the benefit of each absorbed dice – each dice can only affect one Black Coach.

Each dice absorbed by the Black Coach permanently increases the Black Coach's abilities, as detailed on the Evocation of Death Effects Chart opposite. All of these increases are cumulative with each other.

## Evocation of Death Effects Chart

### Dice Effect

- 1 The Black Coach grows gleaming scythes and inflicts +1 impact hits when it charges.
- 2 The Cairn Wraith driver and the steeds pulling the Black Coach are filled with unholy energy. They *Hate* all enemies.
- 3 A pulsing nimbus of darkness envelops the Black Coach, sucking away all magical energy. The Black Coach gains Magic Resistance (3).
- 4 Blades and fangs glow with green witchfires as the Vampire within the Black Coach regains his strength. The Black Coach's impact hits, steeds and Cairn Wraith gain Killing Blow.
- 5 The Black Coach flickers between the world of the living and the realm of the dead. The Black Coach is ethereal.
- 6+ Howling winds swirl around the Black Coach, lifting it into the air. The Black Coach becomes a flyer.

# SPRIT HOST



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

All the peoples of the Old World share a common view of what happens to the souls of the dead. They pass into the underworld, the land of Morr. It is possible for the priests of Morr and wizards of the Amethyst College to contact a soul in the underworld and remind it of its past life, strengthening its grip on its memories. The mortal can then commune with the spirit, and learn of things that have passed and things that are yet to pass. The Empire's citizens, and those of other nations, also believe that sometimes Morr will close the gates of the underworld, and forbid a spirit from entering. He may do this if the soul is that of a murdered innocent, for instance, or the person has sworn an oath that they have not yet fulfilled. These souls burn brightly in the underworld and disturb the other spirits, and so Morr banishes them back to the realm of the living.

These banished souls become ghosts and revenants, forced to haunt the homes and battlefields where

they died. A Vampire can use its Necromantic power to call forth these spirits, channelling Dark Magic so that the roaming souls can manifest themselves. The most daring Necromancers, so it is claimed, can even send their spirits to the underworld of Morr. Once there they can rescue a few souls, stealing them from under the gaze of the God of the Dead. However, sometimes Morr catches these interlopers, imprisoning them for eternity. Their body falls into a coma and then slowly rots away, while their soul suffers eternal anguish.

Sylvania has a long history of misery and suffering, and is rife with polluting warpstone and Dark Magic. As well as animating the physical remains of the dead, this potent sorcerous energy also has an effect on the souls of the departed. When Vlad cast out the priests of Morr, wardens of the dead, he ensured that the spirits of those who had died could not pass on to the afterlife.

Across Sylvania many poltergeists and ghosts haunt the peasants with dreadful groans and freezing touches, sometimes driving whole villages to be abandoned. When the Vampire Counts march to war, the spirits of the restless dead are pulled along by the Dark Magic of the army. Insubstantial and impervious to mortal weapons, these angry ghosts swarm over the enemy, leeching energy from the living.

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

## Special Rules

Undead, Ethereal.

### Ethereal Creatures

Ethereal models can't be wounded except by spells and magical attacks or effects. Ethereal creatures can still be beaten in close combat and suffer extra wounds because combat results are not wholly dependent upon casualties. The close combat attacks of Ethereal creatures count as magical. Non-Ethereal characters cannot join Ethereal units.

### Ethereal Movement

Ethereal creatures treat all terrain as open terrain for the purposes of movement. They may not finish their movement inside impassable terrain. They are also never affected by any special rule, spell or item that would otherwise reduce their movement or stop them moving completely (such as the Pit of Shades spell, for example).

Ethereal units cannot see through anything that would block the line of sight of normal units. Also, Ethereal creatures block line of sight normally (other models cannot see through them).



# CAIRN WRAITH AND TOMB BANSHEE

Cairn Wraiths and Tomb Banshees are amongst the most powerful of the Undead. Though they lack physical form, their touch drains the life of a mortal. Their very presence fills the air with dread, and most who face them are driven mad with fear long before they are killed. Though possessed of their own will, there are rituals that a Vampire uses to call forth these unquiet spirits and bind them to his army. Filled with rage, the spirits fall upon the enemy. Only when released can they return to their dismal abodes.

Before the founding of the Colleges of Magic, men knew little about the magical arts. For thousands of years there were tribal wise men, gifted seers, healers, astrologers and others who were viewed with suspicion, awe or fear. Through a quirk of nature or mindset, these lucky few were able to use the Winds of Magic with relative safety. For most, the only magic that could be harnessed was sorcery – the use of magic in its undivided form. These sorcerers dabbled with magical energies, scribbling their sporadic findings into stone tablets, recording their crude knowledge on ancient vellum and crumbling parchments. Many did not realise the dangers of what they were doing, nor the harm their magic did to those around them. Slowly, the sorcery corrupted them. These sorcerers became steeped in Dark Magic and they learned to extend the span of their lives by decades, even centuries.

However, there were many who only preserved their spirits and not their bodies. Decay would take a sorcerer's mortal body, rotting it away even as he sought to sustain it. With no corporeal form to speak of, these sorcerers became wandering spirits – wraiths, spectres, ghosts. As their grip on the world of mortals weakened, these vagrant souls were drawn by Dark Magic to places of death, where they lingered, feeding on the sorrow of mourners. Not truly alive but unable to die, they became chilling shadows caught between this world and the next. Bound in the mortal realm to tombs and barrows, swathed in robes of shadow like visions of Death, these spirits became Cairn Wraiths.

Many sorceresses, enchantresses and witches have plagued Man over the centuries. The most bitter, restless spirits of these evil-hearted women become Tomb Banshees. Known as Grave Harridans in the southern Empire, The Wailing Hags in Bretonnia and the Freezing Shriek by Dwarfs, these shades cannot pass into the afterlife. They fear to cross the void and face whatever punishment awaits them for their evil deeds. Tomb Banshees constantly howl in remembrance of the pleasures of life that were theirs, and in bitterness for the peace of the grave that they cannot attain. Their wail can be lethal to mortals, and strikes terror into the hearts of all who hear it. Those who do not have hearts of iron can die of sheer fright upon hearing their mournful screams.

A Tomb Banshee's visage is skull-like, framed by tattered shadows of hair that writhe like a nest of

serpents. She is swathed in flimsy shrouds and grave-robes, which swirl with a life of their own. A Tomb Banshee is surrounded by flickering ghostlights – the souls of the men she murdered whilst alive.

	M	WS	BS	S	T	W	I	A	Ld
Cairn Wraith	6	3	0	3	3	2	2	3	5
Tomb Banshee	6	3	0	3	3	2	3	1	5

## Special Rules

**Undead, Ethereal, Skirmishers, Terror.**

**Ghostly Howl (Tomb Banshee only):** A Tomb Banshee can use her Ghostly Howl against a single unit in the Shooting phase, even if she has marched or charged, or is engaged in close combat. This attack has a range of 8". A Tomb Banshee does not need a line of sight to her target. If engaged in combat, a Tomb Banshee may only target a unit that she is in contact with. To resolve the attack, roll 2D6+2. For each point by which the roll beats the target's Leadership, the target unit suffers 1 Wound. Use the highest Leadership value (including a leading character's, General within 12", etc). Distribute each wound as for shooting hits (discard wounds hitting war machines). No armour save is allowed against a Ghostly Howl. A Tomb Banshee may use her Ghostly Howl as a stand and shoot charge reaction.





# BAT SWARMS



When the armies of the Vampires march to war, the skies above them are obscured by multitudes of bats. Like great nebulous shadows these immense clouds obscure light of sun and moon alike, swathing the battlefield in darkness. As battle commences, hundreds of these animals descend on the enemy and attack, called by the will of a Vampire. These are no ordinary bats, but bloodthirsty scavengers that descend in great swarms to attack bands of travellers. Mutated by the Dark Magic that saturates the ancient towers and caves where they roost, these bats can grow so large their wingspan can be as wide as a man's outstretched arms. In dark clouds they fall upon the foe, chittering, scratching and biting. Though each bat presents little threat to an armoured warrior, when numbered in their scores they can tear the skin from a man and strip the flesh from his bones in minutes.

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

## Special Rules

**Undead, Swarm, Flying Unit.**

**Cloud of Horror:** Bat Swarms have unit strength 3. However, their flying move is restricted to a maximum of 10" rather than 20".

# FELL BATS

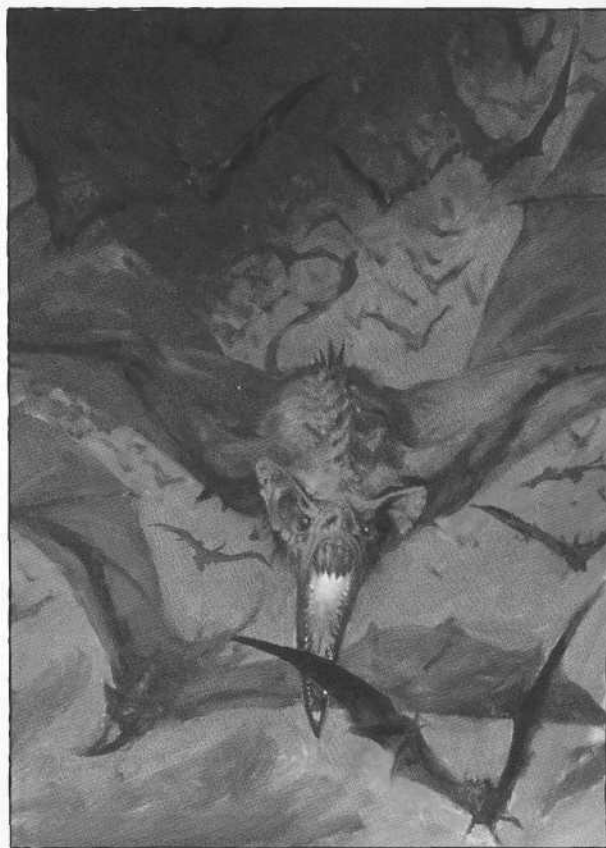
In the benighted lands of Sylvania the skies harbour all manner of deadly creatures that prey upon villagers and travellers. These winged predators are known by locals as Fell Bats, or sometimes Bloodwings or Vampire Bats. They bear as much resemblance to ordinary bats as a maddened lion bears to a domestic cat. They are horrific predators as large as a man, with broad leathery wings strong enough to drag their victims into the air. Fell Bats have distended mouths filled with sharp fangs dripping with noxious phlegm.

It is speculated by scholars that centuries ago the ancestors of the Fell Bats fed upon tainted corpses, or perhaps even the blood of a Vampire. Corrupted by the curse of Undeath, these creatures have little instinct except to kill and feed. Vampires sometimes take a great deal of interest in their foul pets, feeding them on fresh blood and gory gruel made from the organs of the Vampire's victims. The Fell Bats fall under the control of the Vampire, and act as guardians, scouts and hunters for the undying lord.

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

## Special Rules

**Undead, Flying Unit.**





# DIRE WOLVES

The lands of Sylvania are plagued by giant wolves that emerge in winter from their lairs high in the Worlds Edge Mountains. Driven by hunger, they descend to the foothills in large packs, attacking farms and villages and preying on travellers out in the wilds. The men of the Empire hunt these beasts mercilessly, but this only serves to keep their numbers in check and their voracious attacks at bay for a short time.

In the blighted lands of Sylvania, wolf corpses must be burnt or buried deeply, for those that are not will return from the dead and continue the hunt in Unlife. Even when these precautions are taken and the bodies of these monstrous wolves are buried in deep pits, the Dark Magic can gather and resurrect them. Half-rotted, their fur matted with blood and grime, the animated carcasses claw their way through the earth to hunt again. The smell of decaying flesh surrounds them, maggots writhe in open wounds and charred skin hangs from their bones in ragged flaps.

These Dire Wolves are the hunting hounds of the Vampires. They gather in great packs around the castles and towers of the Undead lords of Sylvania, their piercing howls echoing for miles across the still night. When the Princes of Undeath march to war, the Dire Wolves follow, treating the Vampire as their pack leader. Though Undead, their senses are as keen as they were in life, and the Dire Wolves lead the army, tracking down the living. In battle the Dire Wolves often speed along the flanks of the Undead army, driving away enemy cavalry and picking on small, vulnerable regiments or war machine crews.

Dire Wolves are macabre parodies of normal wolves. Their flesh hangs in tatters from cracking bones, their skulls and innards exposed through tears in their skin. They are swathed in an eerie, glimmering twilight and their eyes glow with unnatural energy. The stench of death hangs on their hot breath and their howls cause shivers of fear to freeze the bold of the bravest warriors. When they are slain their bodies dissolve into a coiling miasma, leaving nothing behind.

Vampires sometimes breed these creatures in pens deep below their castles and towers, feeding them on local peasants and goading them to the heights of viciousness. The Vampires imbue their creations with Dark Magic to increase vitality and bestow a callous cunning. These monstrous creations are known as Doom Wolves, and the Vampires send these larger, more intelligent beasts to lead the Dire Wolf packs.

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

## Special Rules

Undead, Fast Cavalry.



## Mourkhain

*Named as Morgheim on certain Imperial maps, which means the Place of Death, the city of Mourkhain lies in the heart of the Badlands. Though now it is a tumbled ruin haunted by the spirits of the ancient dead, it was once a great city and flourished under the reign of successive Undead rulers.*

*Mourkhain was founded by the shaman Kadon, after his discovery of the Crown of Nagash. Controlled by the nascent spirit of the Great Necromancer, Kadon built a settlement atop the burial mound of the ancient Nebekharan King Alcadizaar. With his Undead armies, Kadon pushed back the Greenskin tribes, and an evil civilisation flourished for a brief time. A huge force of Zombies laboured endlessly to raise great towers and citadels, and the cult of Nagash spread across the Badlands. The host of Mourkhain even laid siege to the Dwarf Hold of Barak Varr, though was defeated after many battles. Eventually the Orcs attacked in such force that Mourkhain could not stand against the green horde, and the Necromancers of Kadon were slain or driven out.*



# NIGHTMARE



Vampires do not ride to battle atop mounts of mortal flesh and blood. The steeds of the Vampire lords are monstrous, unnatural destriers called Nightmares. Some Nightmares are the carcasses of dead warhorses, brought back to life through Necromantic magic. Though their flesh is withered and their skin pocked and rank, these mighty steeds are infused with Dark Magic and can easily bite or kick a soldier to death. Other Nightmares are sorcerous constructs of bone, wood and metal, empowered by magic. The most impressive Nightmares are those born out of defiled flesh and bone, reared on fresh blood until they stand tall and proud. Their shadowy flanks shimmer with magical energy, their eyes glow like hot coals and their hooves burn with a coruscating magical flame. Smoke snorts from a Nightmare's flaring nostrils, carrying the stench of brimstone and decay. These beasts are often clad in heavy barding or wear caparisons of rusting chainmail. They have viciously spiked chamfrons to protect their heads and gore a soldier, and barbed flanchards on their flanks to tear at the flesh of foes.

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

**Special Rules**  
Undead.

# HELLSTEED

There is a particular type of Nightmare known as a Hellsteed. Although at first glance a Hellsteed is a winged horse, it is far more than any mortal creature. Its skin can be thick and covered in hard scales or ridged with protective protrusions of bone. It has long fangs, and claws instead of hooves, and is easily capable of disembowelling an armoured man.

A Hellsteed's wings are bat-like and broad of span, tipped with talons, and when furled they are protected by thick scales and bone protrusions. Some Hellsteeds have no skin, their exposed tendons and muscles stretching and bunching as they power through the air. A Hellsteed might have a mane and tale of flame, matching the fires that burn in its eye sockets.

Hellsteeds are notoriously vicious, and Vampires possessed of a strong mind delight in breaking one of these wild creatures to their will. In battle, Hellsteeds are driven mad by the scent of death and strain at their reins, eager to rip and smash, to devour living flesh.

	M	WS	BS	S	T	W	I	A	Ld
Hellsteed	8	3	0	4	4	1	2	1	3

**Special Rules**  
Undead, Fly.





# ABYSSAL TERROR

The most warlike Vampires ride to battle on the backs of monstrous, dread-inspiring winged mounts. Some are huge bat-like beasts with slavering jaws and leathery wings, with serpentine tails tipped with a numbing sting. Others are creatures of Chaos from the mountains, hybrids of wolf and eagle with rapacious hunger, or gigantic lizard-headed vultures from the Northlands. Some are nightmarish creations of Dark Magic, bound with fear and shadows and given bodies of writhing blood and flayed skin. Necromancers and Vampires who pursue the study of Dark Magic often create a mount for themselves by reanimating the bodies of Pegasi, Hippogriffs or Manticores. Often they will use parts from many different monsters, fusing together sinew and bone with ragged muscles and tattered skin to create a shocking mockery of the mighty beasts that soar through the turbulent skies of the Chaos Wastes.

Some mounts are stranger still, such as the twin-headed winged serpent that is said to have carried Frederick Van Hal into battle against the Skaven. The chronicles of the Grand Theogonists record that at the Siege of Altdorf by Vlad von Carstein, Vampires took to the skies on zombified Wyverns and Griffons. In the far south, ancient Arabyan tales speak of Arkhan the Black's chariot, built around the still-living heart and wings of a Manticore. Whatever their form, these creatures are powerful and deadly, and cause grown men to flee in dread. A Vampire mounted on the back of such a monster can smash regiments and overwhelm the strongest heroes of their enemy.



	M	WS	BS	S	T	W	I	A	Ld
Abyssal Terror	6	4	0	5	5	4	2	3	4

## Special Rules

Undead, Terror, Fly, Large Target.

## Nagashizzar

*By the shores of the Sour Sea, surrounded by the glittering desert of the Desolation of Nagash, is Nagashizzar, the Cursed Pit, mightiest fortress this world has ever seen. Built by the tireless labour of countless Undead things the castle rises nearly half a mile over the desert. It was excavated from the living rock of Cripple Peak and the mountain top is its highest spire. Hundreds of other great towers bristle from the mountain side. By night terrible green witchlights burn in their windows.*

*Nagashizzar is a fortified mountain pierced by countless leagues of corridor. Within thousands of chambers hundreds of Undead things wait ready to answer their Lord's every command. Vast as this great army is, it is but a tiny fraction of the legions who once served the Great Necromancer. Four mighty gates guard the approaches to Nagashizzar, each watched over by mighty war machines of the most dangerous type – animated golems of bone, bolt throwers that fire the thigh-bones of giants wound round with deadly runes, catapults that throw screaming skulls*

*and worse. The gates themselves are made from some nameless black metal which shines like burnished obsidian and is ten times harder than steel. The pits beneath Nagashizzar extend down almost twice the height of the mountain, forming a huge boneycomb of galleries and mines where once Undead and Skaven toiled to find warpstone. These corridors are patrolled by untiring sentries from Nagash's Undead legions, who must be eternally vigilant in case the Skaven should ever return.*

*Within his audience chamber at the height of the peak the husk of Nagash sits on his throne of skulls. He has brooded here for over a millennium, waiting and planning, guiding his agents by the power of his thoughts. The only living things within this vast fortress are the disciples of Nagash. These madmen worship Nagash as a god and lead his cult until the day he re-emerges from his citadel to conquer the world. Now infused by the power of the Dark Magic that has surged through the world since the last Chaos incursion, Nagash is almost ready to strike.*

# VARGHULF



Within every Vampire lurks a predatory creature, driven to feed on blood time and again. For many Vampires it is a curse, something to keep in check, an unavoidable price for their powers. These Vampires maintain the pretences of the living, moving amongst human society and concealing their nature. Yet not all Vampires care for the trappings of life or seek to control their inner urges. There are a few Vampires who embrace their thirst, who allow the bestial hunter within to take over.

These are the Varghulfs – blood-mad killers that exist only to feed. Like enraged, starved wolves, they run rampant, devouring whole villages and yet never satiating their thirst. They slaughter without mercy, luxuriating in bloody carnage. As well as devouring the living, a Varghulf will ransack graves and feast upon the bodies of the dead. Other Vampires consider them disgusting scavengers, though nonetheless desirable and deadly fighters despite their uncivilised behaviour.

A Varghulf has a monstrously swollen body, swelled by the life essence of its many victims. Unbound by human form, a Varghulf is a contorted mass of packed muscle, giving it the strength to crush a carriage or smash through a wall to get at its prey. Powerful legs and broad wing-flaps allow them to chase down their kill in swift, gliding leaps. A Varghulf's main weapon is a wide mouth filled with dagger-like fangs capable of

puncturing armour and crushing bone. They use their immense claws to strip flesh from bones, the better to suck at the marrow of their prey.

Though a voracious, single-minded killer when gripped by its blood thirst, a Varghulf is far from mindless. They do not possess the aptitude or inclination for Necromancy, but as Vampires their presence acts as a conduit for Dark Magic. Ghouls in particular are drawn to a Varghulf, recognising something of their own nature in the massive beast. On occasion a Varghulf will become a leader of a large pack of Crypt Ghouls, king of a loathsome court of flesh-eaters. From a secret cave or decrepit mausoleum the Varghulf sends forth its gruesome attendants to bring it victims to kill, or corpses if the living cannot be taken. For their part, the Crypt Ghouls gain a powerful protector, something the cowardly creatures value highly.

	M	WS	BS	S	T	W	I	A	Ld
Varghulf	8	5	0	5	5	4	2	5	4

## Special Rules

**Undead, Vampire, Terror, Regenerate, Hatred (all enemies),**

**Bestial Fury:** For the purposes of calculating combat resolution bonuses, a Varghulf counts as having no flanks or rear.

## The Kingdom of Strigos

*Some of the oldest Varghulfs are truly ancient. These are the Vampires of the Strigoi; bestial descendants of the Vampires that once ruled the city of Strigos in the Badlands. When their undying king, Ushoran, was slain and the city razed by Greenskins, the Strigoi spread out across the world to seek refuge with other Vampires. Ushoran had been an arrogant lord and other Vampires remembered this. The Strigoi were cast out or hunted down by their 'civilised' kin, and over time the Strigoi devolved into filthy, brutish monsters. They remember something of their golden age as lords of an eternal kingdom. Their long lives are fuelled by a bitter hatred of the living creatures and other Vampires that brought about their fall from power.*

*The Strigany families who roam the Old World as itinerant pedlars in garish caravans are descended from the mortal inhabitants of Strigos. Their ancient association with the forces of darkness means the Strigany have an ill reputation in the Empire and beyond. The Strigany are widely believed to still be in league with their Vampire masters, leading to hatred and persecution wherever they travel.*



# ZOMBIE DRAGON

North of the Kingdom of the Dead, east of the Worlds Edge Mountains, lies the Plain of Bones. The northern and eastern edges of this awful place abut the empire of the Chaos Dwarfs where the dread tower of Gorgoth looks out over the Desolation of Azgorh. The southern boundary lies on beaches of poisoned sand along the shores of the Sea of Dread. This is a desert land, despoiled by windblown pollutants carried from the furnaces and factories of the Chaos Dwarf empire and ravaged by centuries of abuse by wandering tribes of Orcs and Goblins.

The Plain of Bones is a desert of multi-coloured refractive sand from which rear huge rib-cages many times larger than a man. For this is the place where dragons came to die, to rest their bones amongst those of their ancestors as they had done for millions of years, before any other sentient beings walked the world.

Here lie the bones of the great ancestral dragons: rib-cages as large as hills mingle with skulls the size of castle towers and leg-bones larger than mighty oak trees. These bones date from the great days of the draconic race. Today's dragons are a lesser breed, still incomparably mightier than other races, but mere pygmies compared to their ancestors.

Since the time before the first great Chaos incursion, dragons flew to this parched land when they knew their time of dying was upon them. At the end of their last flight they would lie where they fell. No-one knows what instinct drew them, but over the long millennia literally tens of thousands came here in their last hours. This continued until the time of the first great Chaos incursion when dark power seeped out of the north and malignant evil entered the corpses of the dead dragons.

Soon the deceased monsters stirred once more, their eyes bright with unnatural light. These fell creatures still prowl the Plain of Bones, evil and near mindless, driven by terrible unnatural hungers. Dragons are proud creatures and do not willingly submit themselves to such a fate. They no longer come here to die, though no-one knows where they now go to end their days.

To aid their digestion dragons swallow vast amounts of gold and gems. These line their stomach, the grinding action helping to break down the vast meals that dragons devour. When dragons die their glittering carcasses contain a king's ransom for those bold or fool enough to claim it. In a land devoid of drinkable water and home to poisonous scorpions and mutated monsters, death comes easily. Some die after drinking from toxic wells; others fall prey to the great Zombie Dragons. The glistening bones of treasure-seekers lie strewn across the sands of the world's most inhospitable place. Yet these perils mean nothing to the Undead, so it is to the Plain of Bones that a Vampire travels to claim a Zombie Dragon as its mount.



Animated by Dark Magic, a Zombie Dragon is borne aloft by great tattered wings, its body covered with thick, withered hide. Though once it breathed fire capable of melting steel, a Zombie Dragon belches forth a cloud of noxious gas, foetid with decay, which strips flesh from bones and corrodes armour. A Zombie Dragon's claws and sword-like teeth remain as sharp and deadly as they were in life, and a Zombie Dragon is capable of ripping an armoured knight in half and gulping down his warhorse. When such a fearsome monster is used as a steed by a powerful Vampire Lord, even the greatest heroes and sturdiest warriors fight a foe against which there can be no hope of victory.

	M	WS	BS	S	T	W	I	A	Ld
Zombie Dragon	6	6	0	6	5	5	2	5	4

## Special Rules

**Undead, Fly, Large Target, Terror, 5+ Scaly Skin save,**

**Pestilential Breath:** The Zombie Dragon has a breath weapon attack. Any model hit suffers a Strength 2 hit, with a -3 armour save modifier.

**Cloud of Flies:** Enemies in contact with a Zombie Dragon deduct 1 from their rolls to hit in close combat.



# A TERROR UNLEASHED

**C**louds swathed the night sky. Only the pale green tinge of Morrslieb shone down upon the gloomy forests of Sylvania; the fell light of the Chaos moon, harbinger of evil. Like a throbbing eye, it pulsed down over the peaks of the World Edge Mountains, bathing the lands in Dark Magic.

A smaller glow greeted the dire orb, spilling sickly from a brazier atop the rampart of Drakenhof Castle. Warpstone hissed and bubbled in magical fire, sputtering noxious smoke into the still air, illuminating the soaring towers of the keep with a nauseating hue. A tall figure strode through the fog, causing it to swirl in vortexes that split into the moaning faces of souls trapped in eternal torment. The magical fumes coiled about Vlad von Carstein, seeming to paw at his pallid face and seep into his body as he stood at the battlement. The Vampire Count's eyes blazed with power as he gazed out across Sylvania, his immortal stare reaching out beyond the foetid woodlands to the dark forests of the Empire.

Vlad brought forth a great book bound in human skin. It crawled within his grasp, trying to break free, but Vlad's grip was like iron. As he opened its ancient pages, the archaic words of Nagash, scrawled in blood, writhed upon parchment woven from human sinew, trying to hide their secrets from the Vampire. With the magic of warpstone fuelling his will, Vlad turned his eyes to the ragged pages. He fixed the spells in place, extending his unyielding will through a grim stare. Wrestling with the powerful energies coursing through his body, Vlad forced himself to concentrate. His veins burned and his skin raged with agony, but Vlad steeled himself against the pain and began the ritual.

The words came slowly at first, just a murmur upon the Vampire's cold lips. They were ancient words, bastardised Nebekharan and Elvish concocted by the Great Necromancer as he sought to unravel the mysteries of life and death. With greater strength, Vlad spoke the horrifying incantations, his voice growing in volume. Dark magic burned within the warpstone smoke, coruscating in black waves around the Vampire. Vlad raised his shaking clawed hands into the air, the Book of Nagash held in front of him by the power of the count's infernal gaze. Like a storm breaking, Vlad's voice boomed out across his lands, carrying with it the magic of death and the energy of Unlife.

In long-abandoned gardens of Morr dead things scraped at their stone coffins. Casket lids creaked

and dusty earth shifted as corpses clawed their way to the surface. In the swamps, half-rotted creatures pulled themselves free from their sucking marshland graves. To the north, under the desecrated soil of Vanbaldenschlosse, skeletal hands tightened on sword hilts and spear shafts and bones broken by battles of antiquity knitted together. To the east upon the foothills of the mountains, the rune-carved lintels of prehistoric barrows burned with the vigour of Undeath. Unearthly shrieks echoed through the streets and alleys of Drakenhof as the souls of the von Draks' victims surged back into the world seeking vengeance.

The sound of thousands of fluttering wings resounded through the forests and grew louder. Blacker than the night sky, a heaving cloud of bats gathered about Drakenhof castle, swooping and screaming, surrounding the blasted keep with a whirlwind of fangs and red eyes. The growling and howling of wolves joined the clamour as dead beasts loped from the forests and prowled to and fro before the castle gates, awaiting the command of their new master.

All across Sylvania, the living woke from their restless sleep, disturbed by the haunting whispers in their nightmares.

The Book of Nagash closed with a thunderclap and fell to the flagstones at Vlad's feet, wisps of steam rising from its lead bindings. The Count of Sylvania could feel the Dark Magic that suffused his realm, and could sense the legions rising from the graves. Once more, Vlad looked westward. Here the nobles of the Empire squabbled and fought, allowing anarchy to reign and their people to die in famine and pointless war. Here the greatest nation of the Old World rotted from within, soon to collapse under its own rancid dilapidation.

Vlad would not allow that to happen. He would bring order where now there was mayhem. He would bring leadership where now there was weakness. Under his rule, the Empire would be united forever. With Vlad as its immortal emperor, never again would the Empire fall prey to the petty schemes of mortal men. Alive or as the Undead, the people of the Empire would serve their new emperor without question. Vlad's undying reign would sweep away lawlessness and disorder for eternity.

With the armies of the Empire at his command, nothing would stop Vlad; no force in this world or the next.





# COUNT VLAD 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 in the heart of the Empire.

Count Vlad was a towering figure of a man, with a mane of black hair and piercing eyes. Those who met him and survived described him as having a feral charm and being extremely intelligent, but with an evil temper that could turn into a berserk 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.

No records tell of the origins of Vlad before his coming to Sylvania. Even the Vampires of Sylvania know nothing of Vlad's life before that fateful night in Drakenhof, and Vlad certainly never recorded his history. That he had spent much time in the north was clear from his accent. However, he might not have been born there, and may even have only travelled to the realm of the Tzars after being turned into a Vampire. That he knew much about the workings of the Empire, its division at the time of his arrival, attests to a knowledge of the Electors' dealings for many years. In all possibility, Vlad might have been a noble of the Empire who was dispossessed some time earlier.

Baseless speculation even contests that he was in some way a relation (possibly ancestor!) of one of the contenders to the Imperial throne. With his death all knowledge of Vlad's earlier life passed away.

Vlad was not the first Vampire to have been encountered in the Empire, but before his rise to power these Undead creatures had been solitary predators, a few of them perhaps having amassed small forces. It was Vlad's usurpation of Sylvania, and his ascendancy to the position of Count, that marked a new era in the Empire.

The first Vampire Count of Sylvania, Vlad had designs not only to create a realm of the dead, but also sought dominion over the living. Vlad waged his war in order to become Emperor, just as the other claimants of the time. With the might of the Empire at his command, he would have become one of the most powerful rulers in the world, and who can say how far Vlad's dominion of Undeath would have stretched across the globe? That he came so close to achieving his ambition should have been a warning to the other Elector Counts, but as soon as Vlad was destroyed they forgot the lessons of the first war and fell to bickering again, paving the way for Vlad's unholy successors. These descendants have continued to assail the Empire to this day.

	M	WS	BS	S	T	W	I	A	Ld
Vlad	6	7	5	5	5	3	7	5	10

*Vlad blends Necromantic ability with an awesome fighting prowess. Most importantly, he is almost indestructible and other Vampires in his army become very resilient.*

## Weapons and Equipment

Vlad carries the Carstein Ring (returns to life on a roll of 2+) and Blood Drinker (each Wound restores one wound on Vlad or his unit). See pages 84 and 86.

## Magic

Vlad is a level 3 wizard and knows Invocation of Nehek and three spells from the Lore of the Vampires (see page 39).

## Vampiric Powers

Vlad has Aura of Dark Majesty, Walking Death and Beguile. This means enemy within 6" are at -1 Ld, Vlad grants a +1 combat resolution bonus, and may re-roll to wound against one enemy unless it passes a Ld test at -3. See pages 82-83 for the full rules.

## Special Rules

**Undead, Terror, Vampire.**

**The Master of the Ring:** Vlad knows the secrets of the Carstein Ring and uses the full extent of its powers. In addition to its usual effects, the Carstein Ring grants Vlad a 4+ ward save.



# COUNTESS ISABELLA VON CARSTEIN

Daughter of the mad Count Otto von Drak, in life Isabella was like many of her noble counterparts. She was vain, immoral and selfish, and cared little for anything that did not affect her personal comfort and standing. Though very intelligent, she had a classical rather than practical education. She was considered somewhat strange for her love of some of the more male pursuits such as hunting and falconry rather than needlework and music. In fact, outside of Sylvania, the only thing that made Isabella vaguely desirable as a wife was her stunning, cold beauty. This, however, was not enough to tempt suitors who would be worthy of inheriting the throne of Sylvania, and mad Otto certainly did not wish to give her hand to any of his rivals within the province.

When Vlad arrived the night of Otto's death, Isabella was pleased that her uncle Leopold would not inherit, though far from happy at having to marry this sinister stranger. As the months passed, what had started out as a marriage of convenience developed into something far more. Vlad's vampiric charm was irresistible, and Isabella's devotion to him grew so strong that Vlad and his wife became inseparable. 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 ranks of the Undead. As a Vampire, Countess Isabella was forever at Vlad's side, feeding his ambition and teaching him the ways of the Sylvania court and about the wider Empire.

When Vlad set forth on his mission to become Emperor, Isabella accompanied him. Isabella carried an heirloom of the von Draks with her – a chalice made for her great grandmother, Countess Bathori. Corrupted by Dark Magic, this golden goblet was forever filled with fresh blood, from which Isabella drank even in the midst of the fiercest fighting.

It is claimed that when Vlad died, Isabella was fighting atop one of the gate towers of Altdorf. Protected by a bodyguard of Wights, she battled against the self-declared Emperor Ludwig and his greatswords. When the wights collapsed around her, Isabella realised that her beloved had been finally destroyed. So stricken was Isabella that she turned from the men battling against her and flung herself from the tower. Isabella's body impaled on the stakes below like her husband, before crumbling into dust.

*Lacking the close combat skills of the other Vampires, Isabella is a support character, able to wield a little bit of magic and offer healing to others of her kind. When Isabella is used in combination with Vlad, the Vampiric Count and Countess become extremely difficult to destroy.*

	M	WS	BS	S	T	W	I	A	Ld
Isabella	6	4	4	4	4	2	6	2	7



## Weapons and Equipment

Hand weapon and the Blood Chalice of Bathori.

## Enchanted Item

### Blood Chalice of Bathori

*Countless are the innocent souls whose life essence has flowed into this bewitched goblet.*

Isabella, or another wounded Vampire in the same unit, may drink from the Blood Chalice of Bathori at the start of each friendly Magic phase. The Vampire regains a single wound lost earlier in the battle.

## Magic

Isabella is a Level 1 wizard and knows the Invocation of Nehek spell and a spell from the Lore of the Vampires.

## Vampiric Powers

Isabella has Beguile and re-rolls to wound against one enemy unless it passes a Ld test at -3. See page 83.

## Special Rules

### Undead, Vampire.

**Beloved of Vlad:** If Vlad and Isabella are both fielded in the same army, Isabella is worth double victory points to the enemy. However, Vlad becomes subject to Frenzy and Hatred should Isabella be slain.

# MANNFRED VON CARSTEIN

While Vlad von Carstein was the most physically powerful of the Vampire Counts, Mannfred was certainly the most cunning. Some say that Mannfred betrayed Vlad, and that he allowed his master's ring to be stolen. When Vlad was slain, Mannfred did not involve himself in the infighting that would see Konrad rise to prominence. Instead, Mannfred travelled, seeking to deepen his knowledge of Necromantic lore. He visited the ancient tombs of Nehekara and wrested the secrets of the Liche Priests from them.

Mannfred von Carstein studied the ancient spells within the Book of the Dead and his power over Dark Magic grew. Eventually, Mannfred's journeys took him all the way to Nagashizzar and there he studied under the great masters who serve Nagash. None can say what foul bargains Mannfred made with these unholy sorcerers in return for their knowledge. Having learnt many of the darkest secrets of man and magic, Mannfred finally returned to Sylvania and took over the Undead legions in the wake of Konrad's death.

Mannfred was almost as masterful as Vlad at concealing his true nature. As he sought for allies beyond Sylvania's borders, frequently Mannfred would travel abroad in the guise of an Imperial lord with striking features and raven hair. He was always courteous and lordly to those he met on his travels, as befits a noble from such a powerful family. When Mannfred revealed himself at the height of his power, his appearance was

far more horrifying. Infused with Necromantic energy, his face became contorted and almost corpse-like, and his skin writhed with magical energy.

In the end Mannfred was defeated and his army annihilated at the Battle of Hel Fenn. History records that Mannfred fell whilst trying to retreat from the battle, and so Hel Fen is celebrated for the demise of the last of the Vampire Counts of Sylvania.

Yet not everyone believes that Mannfred was destroyed at Hel Fenn. Persistent rumour has it that Mannfred von Carstein still exists to this day, threatening to return once more at the head of the Undead Sylvania armies. Indeed, the minor poet Felix Jaeger claims to have encountered him while in the company of the Dwarf Gotrek Gurnisson as recently as 2503. Jaeger, however, is a known criminal and populist agitator and his accounts of his travels are highly fanciful. One doubts whether a mighty Vampire such as Mannfred von Carstein could really be put to flight by an outcast Dwarf wielding a pair of silver candlesticks, as Jaeger claims occurred.

Some tavern storytellers even claim that Mannfred rode from Drakenhof Castle to lead an Undead army against the forces of Chaos during the great invasion of Archaon. If Mannfred truly survived then perhaps it is now, as the Empire wars against the armies of Chaos, that he will again battle for the Imperial throne.



## The Carstein Ring

*On his hand Vlad wore the infamous Carstein Ring, a magical artefact that gave Vlad the ability to cheat death time and again. The origins of the ring are as mysterious as Vlad's own. One Imperial scholar claims that the ring dates back thousands of years, and was created by Nagash for the Vampire Vashanesh. A few self-styled 'experts' on the Undead even claim that this means Vlad was actually Vashanesh. However, there is only one obscure reference to this meeting, thought unreliable by many.*

*Also, the appearance of the Carstein Ring, as described by those who fought Vlad, was more contemporary in design. If indeed Nagash ever made such a ring, it is more likely that the Carstein Ring is a less powerful copy. Vlad demonstrated no particular skills of artisanship, so it is certain that the Carstein Ring was not made by him. It is more likely that Vlad forced a thrall Necromancer to create it or took it from its owner.*

*Some believe that Mannfred spent much of his time away from Sylvania seeking Felix Mann to recover the ring. If he was successful, he never revealed this to anyone else.*



## COUNT MANNFRED

*Mannfred is the most magically gifted of all of the von Carsteins. The rules below allow you to field Mannfred as he was at the height of his power.*

	M	WS	BS	S	T	W	I	A	Ld
Count Mannfred	6	7	5	5	5	3(5)	7	4	10

### Weapons and Equipment

The Sword of Unholy Power (see below), the Armour of Templehof (see below – bonus included in profile above). Mannfred may also be given two Arcane Items from the Artefacts of Death section.

### Magic Weapon

#### Sword of Unholy Power

*The taste of blood unlocks the dire powers of this blade, allowing the wielder to exert greater control over the Winds of Magic.*

For each unsaved wound caused by the sword, Mannfred gains an extra dice in the following Magic phase. This will be a power dice in his own Magic phase, or an additional dispel dice in the enemy's.

### Magic Armour

#### Armour of Templehof

*A product of ancient and twisted sorcery, this construct fuses with the wearer, imbuing his essence with tremendous endurance.*

Heavy armour. The wearer gains +2 wounds.

## MANNFRED THE ACOLYTE

*This is Mannfred as he was during the reign of Vlad. Although not as accomplished in the Black Art as he would become, Mannfred the Acolyte is still a skillful and formidable Necromancer.*

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

### Weapons and Equipment

The Sword of Unholy Power (see above) and a single Arcane Item from the Artefacts of Death.

### Mount

Mannfred the Acolyte may ride either a barded Nightmare, or an Abyssal Terror.

### Magic

Mannfred the Acolyte is a Level 2 wizard and knows Invocation of Nehek and *all* the spells of the Lore of the Vampires.

### Vampiric Powers

Mannfred the Acolyte has the Walking Death power (+1 combat resolution bonus – see page 83).

### Special Rules

Undead, Vampire.

### Mount

Count Mannfred may ride a barded Nightmare, Hellsteed or Abyssal Terror

### Magic

Count Mannfred is a Level 4 wizard and knows Invocation of Nehek and *all* of the spells from the Lore of the Vampires (page 39) and the Lore of Death (see the Warhammer rulebook).

### Vampiric Powers

Count Mannfred has Master of the Black Arts, Lord of the Dead and Summon Creatures of the Night. This means he has +2 power dice, may raise Skeleton Warriors, Dire Wolves, Bat Swarms and Fell Bats beyond their starting size, and adds +1 when casting Invocation of Nehek on these units. See pages 82-83.

### Special Rules

Undead, Vampire.



*"It was a dreadful place; a land perpetually shrouded in gloom and mist, where abandoned castles glared down like hungry ogres on the dismal roads; where sullen villagers, some bearing obvious stigmata of mutation, mumbled dark warnings against going abroad by night; and where, one evening, a red-eyed, pale-faced nobleman studied us hungrily through the curtained window of his night-black coach, for all the world like a Bretonnian epicure inspecting his next meal.*

*At the sight of him an awful premonition ran through my mind, that we would come to terrible harm on our journey. I mentioned my forebodings to my companion but he, as ever, insisted on mocking my premonitions of disaster, and then went on to make his usual disparaging remarks concerning the hardihood of the entire race of Man. I take no pleasure in stating that subsequent events were to prove my worst fears well-founded. Of all the awful lands that I had then journeyed through, I have no hesitation in saying that Sylvania was easily the most dire."*

*From My Travels With Gotrek, Vol IV, By Felix Jaeger. Altdorf Press, 2505.*

# KONRAD VON CARSTEIN

There are few things more dangerous than a violent lunatic, but one of them is an immortal violent lunatic with the strength and speed of a Vampire. Quite what possessed Vlad to bestow Vampirism on the insane Konrad, rather than simply cutting off his head, will never be known. Perhaps Konrad's complete lack of scruples and his tenuous grasp on reality amused the first of the Vampire Counts.

Adding a literal bloodthirst to Konrad's figurative one did little for the noble's stretched sanity. Vlad had considered this, and Konrad was one of the last of the von Carsteins to be turned. Once given the blood kiss, Konrad made no attempt to hide his supernatural powers, and fed openly on his friends and subjects (as well as rats, cats, cows, wandering pedlars and anything else with a pulse that came too close).

Konrad appointed himself as something of a berserk enforcer for Vlad, executing anyone who displeased the Count. This also included anyone who displeased Konrad. Over time this encompassed many victims, including enemy generals, priests of all descriptions, people with a squint, and several Necromancers that had laughed at Konrad's pitiful magical skills.



When Konrad usurped power after Vlad's death, he took a very different view to Necromancers, and encouraged many to join his entourage. He rewarded them greatly, for though he was barking mad, Konrad was not stupid. He needed the necromancers to raise his armies for him, and while they served him well he guaranteed their safety.

In battle, Konrad would lose all self-restraint. He revelled in the shedding of blood, and was a skilled swordsman. Driven on by a never-ending rage, Konrad led his army more as a bloodthirsty whirlwind than a general, his unconscious will pushing his minions forwards. However, when in this state Konrad was also prone to excessive feeding, and would sometimes stop in the middle of a battle to lick clean his armour and sword, or drink from fallen enemies. It was during one of these vague fits that Konrad was slain by the Dwarf Thane Grufbad and the Elector Count Helmar.

*A crazed butcher, Konrad has no subtlety at all and is a (slightly uncontrollable) killing machine. Though he lacks magic, Konrad's vicious temperament makes him an almost unmatched Hero-level fighter.*

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

## Weapons and Equipment

Hand weapon, heavy armour and the Sword of Waldenhof (see below).

## Magic Weapon

### Sword of Waldenhof

*The heirloom of the lords of Waldenhof Castle, this sword bites deeply when it strikes.*

Any model wounded by the Sword of Waldenhof (after saves, etc) loses 2 Wounds instead of 1. Konrad may use the Sword of Waldenhof and still benefit from his additional hand weapon.

## Vampiric Powers

Konrad has Red Fury (gets +1 attack for each wound inflicted) and Infinite Hatred (may re-roll all missed close combat attacks). See pages 82-83.

## Special Rules

### Undead, Vampire.

**One Bat Short of a Belfry:** At the start of each of Konrad's turns, you must determine the state of the mad Vampire's fragile mind.

Roll a D6. On a roll of a 1, 2 or 3 Konrad is subject to the rules for Stupidity until the start of his next turn. On a roll of a 4, 5 or 6 Konrad is subject to Frenzy until the start of his next turn. Konrad may become subject to Frenzy even if he has previously been beaten in a round of combat.



# THE VAMPIRE AND THE DRAGON

The Vampires have a legend that speaks of the deadliest of Undead lords. He was a captain in the guard of Queen Neferata in Labmia, the strongest of all her warriors. Ancient scrolls claim that none could best him with a blade. Neferata took a liking to this warrior, Abhorash, and tricked him into drinking her blood, thus tainting him with vampirism. The epitome of martial pride, Abhorash initially refused to feed on humans. Eventually his thirst became too strong and he slaughtered a dozen of the Queen's subjects in a night of gory feasting.

His skills augmented with vampiric speed and strength, there were none that could match Abhorash in any feat of arms. He became commander of the Labmian Queen's bodyguard and was at the forefront of the defence of the city when the Priest Kings sought to destroy the Vampires. The crumbling hieroglyphs of Khemrian tombs assert that Abhorash slew hundreds of the Priest Kings' warriors until the steps of the palace were awash with blood. Despite his efforts, the city fell. Abhorash did not join Nagash with the other Vampires, but instead chose exile, followed by a handful of zealous Vampire disciples.

While other Vampires sought dominion over the living or the study of necromantic lore, Abhorash directed his powers to attaining the pinnacle of martial achievement. He taught his followers that single combat and honour in battle were the only true measures of greatness, and said that only the impure needed to feed upon the weak. Abhorash refused to drink from those he deemed weak, and contented himself with the blood of tribal chiefs and other great fighters. Abhorash travelled far in the pursuit of his goal. He sought out the most lauded warriors, and slew unnumbered Orc warlords, human tribal leaders, Champions of Chaos and other great fighters. None could match him.

Eventually Abhorash's quest took him to a mighty peak in the Worlds Edge Mountains, its summit wreathed in fire and smoke. He scaled the daunting edifice in a single day, and came upon the lair of an ancient, immense red dragon. Knowing that he had found the challenge he had been seeking, Abhorash dared to enter the cave of the beast.

The Vampire and Dragon threw themselves at each other. The monster's breath bathed Abhorash in flame, but his immortal flesh did not char. Its claws and fangs tore rents in his shield and armour, while Abhorash's sword cleaved immense gasbes in the thick hide of the dragon. They battled for the whole of the night, and the mountains echoed with the fierceness of the clash. Just before daybreak, Abhorash's sword found the dragon's heart and he



dealt it a fatal blow. Even as the last of the dragon's life bubbled from the wound, Abhorash bared his fangs and burrowed his head into the gaping cut, gulping deeply at the lifeblood of the Dragon.

Abhorash drank and drank, filling himself with the dragon's life force. He cast the monstrous beast's bloodless carcass from the mountaintop and gave a roar of victory that caused avalanches to tumble for many miles around. Invigorated by the blood of the dragon, infused with its ancient strength, Abhorash no longer thirsted for the blood of men. He had finally freed himself from the blighted Unlife laid upon him by Neferata.

Inspired by his deeds, Abhorash's Vampiric followers dispersed far and wide across the world, seeking to emulate the achievements of their undying master. Many died in battle against heroic warriors and fearsome beasts, others survive and their names have passed into infamy: Walach; The Red Duke; Varison the Blade; the Dark Knight of Maleaux and others. To this day, ambitious Vampires seek the mountain home of Abhorash, hoping that he will deem their goals worthy enough to pass on to them his creed of war.

# RAISING THE DEAD

There are many ways an aspiring lord of the night can reign over the lands of the living with a Vampire Counts army.

There is a breadth of different characters and unit types in the Vampire Counts army, so choosing a strategy or image to focus your choices can help tremendously. You can overpower your foes with monstrous, hard-hitting Vampires leading units of Skeletons, Grave Guard, Black Knights and Blood Knights. You might like a shambling horde of Zombies constantly bolstered by the power of Necromancy. Whatever you choose, it is important to remember that the Vampire Counts are a 'combined arms' force, meaning that each unit has to work alongside the other units in the army, so that the whole is greater than the sum of its parts.

## It's all about the Vampires

Vampires are the most potent and flexible units in the whole army; a Vampire can be tailored to many different roles using magic items and Vampiric Powers. There are two main means of using this flexibility. Firstly, you can choose several Vampires with different abilities and approach the battle with a mixture of combat and magic. Alternatively, you can concentrate on Vampiric Powers and magic items that focus your Vampires to one extreme – such as multiple Necromancy-using Vampires, or Vampires that are all created to maximise your combat resolution scores, for example. Your Vampires are also the key to effectively manoeuvring the army, as your units can only March when within 6" of one of these Undead nobles. Bear in mind the units that you are going to have your Vampires leading, and choose items and abilities that either counter the unit's shortcomings or maximise their strengths.

The choice starts with your general, who must be a Vampire. As the will behind the whole army, he has to survive, but he is also the most powerful fighter in the army and so you will want to have him getting stuck into combat. Never skimp on protection for your general, otherwise he may get destroyed and the rest of your army will crumble into defeat.

## The Army of Pietr von Carstein

The army shown below is an example of a rounded force that is flexible enough to take on all-comers. The main magical power comes from Pietr von Carstein himself, whose magic items and Vampiric Powers are geared towards supporting the rest of the army rather than providing him with extra punch in close combat.

In particular, Summon Creatures of the Night allows Pietr to increase the size of the Dire Wolves and Fell Bats units beyond their starting strength. These should be used to combat enemy skirmishers and fast cavalry that threaten to outflank your Undead. They can also attack enemy war machines, and the Dire Wolves can make vital flank or rear charges. The Zombies and Skeletons provide weight of numbers in combat, while the Grave Guard and Blood Knights are the real 'hammer' units that will do most of the damage to the enemy. The combination of the Wight King's banner and the Blood Knight's own standard makes them virtually unstoppable on the charge, although if they get bogged down in combat their small number will mean they rapidly lose models to combat resolution.

## Army List

<b>Vampire Lord</b> .....390	<b>Vampire</b> .....175	<b>20 Skeleton Warriors</b> .....205
Supernatural Horror	Tomb Blade	Command
Dark Acolyte	Walking Death	Banner of the Dead Legion
Forbidden Lore	Beguile	
Summon Creatures of the Night		<b>10 Crypt Ghouls</b> .....90
Walach's Bloody Hauberk	<b>Wight King</b> .....145	Crypt Ghast
Book of Arkhan	Skeletal Steed with barding	
	Sword of Kings	<b>20 Grave Guard</b> .....305
<b>Necromancer</b> .....210	Gem of Blood	Command
<i>Invocation of Nebek</i>	<b>5 Dire Wolves</b> .....50	Icon of Vengeance
<i>Raise Dead</i>	Doom Wolf	
<i>Vanbel's Dance Macabre</i>	<b>5 Dire Wolves</b> .....50	<b>4 Fell Bats</b> .....80
Dispell Scroll		<b>5 Blood Knights</b> .....420
Mounted on Corpse Cart	<b>25 Zombies</b> .....108	Command
with Unholy Loadstone	Standard	Kastellan with the Cursed Book
		Flag of Blood Keep
		<b>TOTAL</b> .....2228





This army concentrates on Skeleton Warriors, Grave Guard and Blood Knights to give a hard-hitting force, supported by swift-moving Dire Wolves and Fell Bats.



# LORDS OF UNDEATH



▲ Konrad von Carstein.



▲ The Carstein Ring



▲ Vlad von Carstein, Lord of Sylvania.



▲ Mannfred von Carstein on barded Nightmare.



▲ Mannfred's cloak is alive with spirits of the dead and magical energy.







▲ The Drakenhof Banner, Battle Standard of the von Carsteins.



▲ Wight King mounted on barded Skeletal Steed.



▲ This Wight King bears the Drakenhof Banner.



▲ Necromancers, depraved servants of the Vampire Counts.



▲ The Screaming Banner, carried by the horde of Melkhior.



▲ A bestial Vampire Lord.



▲ Aristocratic Vampire.





# SKELETON WARRIORS



▲ There are many colours and techniques you can use to paint Skeletons and their equipment. This selection shows just a few of the different methods you could use.



▲ Skeleton warriors armed with hand weapons and shields.







A regiment of Skeletons armed with spears and shields.



▲ Shields can be painted with all manner of designs and emblems.



▲ This colour scheme uses a pale blue to give an eerie, ethereal feel to the army.

▲ These skeletons have been painted with a very stark red, strongly contrasting with the polished bone.



# CORPSE CART & ZOMBIES



▲ A Corpse Cart with Balefire interferes with an enemy wizard's magic.



▲ A Corpse Cart with Unholy Lodestone, to aid the summoning of more Undead.





# CRYPT GHOULS



▲ Ghouls exhibit a range of pallid, necrotic skin tones.





# GRAVE GUARD

- The dread Drakenhof Guard – Grave Guard armed with hand weapons and shields.



- ▲ Ancient Wights fight in the wargear of ages past.

# BLACK KNIGHTS



- ▲ A regiment of Black Knights from the army of Vlad von Carstein.



# BLOOD KNIGHTS



◀ The Knights of Blood Keep are skilled and ferocious warriors.



◀ Blood Knight Standard Bearer.



▶ Blood Knight Kastellan.







# BEASTS OF UNDEATH



▲ A terrifying Varghulf.



- ▲ Dire Wolves have
- bruised flesh, diseased wounds, and exposed muscles and innards.







▲ A Vampire Lord, steeped in Necromantic power and riding a Zombie Dragon.



Bat Swarms and Fell Bats.











# COLOURS OF DEATH



◀ This red and black livery gives a Vampire Counts army a suitable grim and forbidding look.



◀ The contrast between bone and black makes these strong colours for an army of the Vampire Counts.



◀ The Undead legion of a particularly bloodthirsty Vampire may well use a very prominent red.







▲ Regimental standards.



▲ Some designs for Blood Knight shields.



◀ The Flag of Blood Keep – a banner suitable for a Battle Standard Bearer.



▲ Lance pennant designs for Blood Knights or Black Knights.

► The morbid heraldic devices of this standard might be seen in Undead armies from Bretonnia, such as those led by the Red Duke.









# THE SILVER PRINCESS

**I**n 2293 of the Imperial Calendar, the Empire was still in much disarray. Three Elector Counts laid claim to the Imperial throne, and barons warred with each other over power and land. The Vampire Wars had ended, and the bickering noble families had forgotten their unity against the dread threat of the Vampires, believing them destroyed.

In that year, a strange visitor came to the court of Stirland. The heralds announced her as Princess Layla of Copber, one of the Arabyan cities of the south. Her slim figure was swathed in black silk robes, which danced and swayed with a life of their own. A mask of silver depicting a beautiful yet stern expression concealed her face, beneath a thick beadscarf of crimson wool. Olive-skinned retainers accompanied her, casting rose water upon her body and into the air. Soldiers dressed in black mail and enamelled plate, their heads covered by spiked helmets with blank faceplates, marched stiffly behind the princess as she made her way into the chamber of Count Ewald.

The Count was awestruck by the graceful apparition before him, and without question or hesitation, Ewald invited the princess to stay in his castle. The two dined alone, while the Count's men remarked upon the silence of her guards, who did not enter the barracks, but left the castle and stationed themselves in black tents in the archery fields outside. No fire burned in their camp and curious sentries on the battlements above could not hear a single voice. The only movement was of the endlessly patrolling soldiers.

The following morning, Ewald announced his betrothal to Princess Layla, to forge an alliance with the Arabyans. With these new allies, he promised, he would be able to take the Imperial Throne for Stirland. Many were heartened by this news, for the Count needed an heir, and Stirland's fortunes were waning in the fight for domination. There were a few, however, who did not like this turn of events. Chief amongst them was Gerhardt, the Count's Chancellor of the Treasury. He had heard of exorbitant dowries asked by Arabyan lords for the marriage of their daughters, and suspected that Layla was not even a princess. He set his agents to spying on the princess and her entourage.

Weeks passed, and Gerhardt had no word from his spies. Layla was rarely seen, though the count spent almost all of his time with her. Gerhardt feared his agents had been slain and investigated for himself. That night he placed five of his sturdiest fighters outside the quarters given over to Layla. Then, by a hidden route known only to a few servants and courtiers, entered the chambers to see what was concealed within.

What he found was far more fearsome than a gold-hungry woman. Layla's silver mask lay upon the bed, her beaddress cast back. In the glitter of the candlelight, Gerhardt saw pale, bald skin. The princess hunched over something, and as she swayed to one side, the chancellor saw that it was one of his agents. Blood trickled from a wide gash in his neck as the 'princess' let his corpse drop to the ground. The chancellor could not stop a gasp of amazement escaping his lips, and quick as lightning Layla spun and saw him. Fangs as long as a man's fingers jutted from her mouth, and scar tissue and cuts twisted her bestial face. With no rose water to conceal it, the air was thick with the stench of decay. Gerhardt bellowed for his guards and fled back down the passage. The Vampire summoned her own warriors. Their fleshy faces revealed in the moonlight, Undead soldiers stormed the gates, while Layla stalked the corridors within. The Count himself was removed from danger, while battle raged across the walls and courtyard. For several hours the brave men of Stirland fought against the skeletal soldiers. As the first rays of dawn began to spread, the she-Vampire rejoined her warriors, having sated her thirst on dozens of soldiers and servants. The Undead army withdrew eastwards into the glimmering pre-dawn gloom, heading towards the mountains, and was never seen again.





# VAMPIRIC POWERS

Vampires are incredibly varied creatures, some dedicating their lives to warfare, while others delve into arcane lore or create vast Undead nations through political manipulation. On the following pages you will find powers that can be bought for your Vampires, divided into categories archetypical of the Vampires of the Old World. You cannot buy multiples of the same power for a single Vampire, but different Vampires in the army can have the same powers if you wish. You can freely combine Vampiric powers from different archetypes providing you do not exceed the points total allowed in the army list.

## The Severed

Some Vampires live a hermit-like existence in the wilds of the Old World, interacting infrequently with others of their kind. Such recluses prefer their own company, although some maintain a circle of minions to tend their needs. Through extended isolation, the Vampire loses all vestiges of its humanity.

### Spectral Form

50 points

*By shifting its physical form into a vaporous state, the Vampire becomes invulnerable to mortal weapons and is almost impossible to destroy.*

The Vampire is Ethereal. However, it may not join non-Ethereal units, nor may it be mounted or take any magic items.

### Ghoulkin

25 points

*This Vampire has a strong kinship with Ghouls, using them as its eyes and ears in the wider world.*

If your army contains any Vampires with this power, your units of Crypt Ghouls (and accompanying characters) may make a march move before the game. This move is made after deployment, but before the dice roll for first turn.

### Supernatural Horror

25 points

*The appearance of this Vampire reflects the evil in his veins a thousandfold. The true horror of the Vampire is open for all to see.*

The Vampire causes Terror.



## The Arkayne

For those who desire mastery of the black arts, the curse of Undeath grants many long centuries during which the secrets of Necromancy can be unlocked. Such study can be arduous and perilous, but many Vampires find its lure irresistible at some point in their unlives and will seek to increase their Necromantic powers. Necromancy is at the core of a Vampire's existence and to master it is to master themselves and their fate.

### Master of the Black Arts

50 points

*What challenge do the winds of magic present to a being who sits outside the loop of time? What mortal creature can match the magical prowess of one so ancient that its teacher might have been the Great Necromancer himself?*

The Vampire generates an additional 2 Power dice for itself in each of its own Magic phases.

### Forbidden Lore

35 points

*Long must one study to gain knowledge of the netherworld, but time is of little concern to an undying scholar.*

In addition to Invocation of Nehek the Vampire knows all of the spells from either the Lore of the Vampires or any one of the Lores of Magic in the Warhammer rulebook (except Lore of Life!).

### Dark Acolyte

30 points

*All Undead creatures are steeped in Dark Magic, and Vampires are no different. Some increase their powers through years of study and practise.*

This Vampire has an additional Magic level.



## The Bestialle

The curse of the Undead is not a stable thing, and many Vampires grow unable to control the red thirst, while others choose simply not to restrain their primal urges. Such beings swiftly devolve into terrible monsters, crazed and bestial things shunned by both the living and the dead, whose only drive is to feast upon mortal flesh and hot blood.

### Flying Horror

30 points

*This Vampire soars through the stormy skies, kept aloft with Dark Magic or bat-like wings.*

This Vampire has the Fly special rule.

### Infinite Hatred

25 points

*Driven by bloodlust beyond mortal comparison, the Vampire fights with an intensity that turns aside the most skilled parry or stoutest shield.*

The Vampire Hates all enemies and may re-roll failed rolls to hit in every round of close combat.

### Hunter in the Dark

25 points

*Who knows what terrors lurk in the dark places of the world, biding their time until the moment to strike has come?*

If on foot, the Vampire has the Scout special rule.





## The Martialle

The martial skills of a Vampire can be fed by the red thirst and honed through centuries, or even millennia, of warfare. Few foes can stand before a Vampire who has given over his existence to the arts of the slaughterer.

### Red Fury

50 points

*The Vampire enters the melee as he has always done in centuries past, with a savage and unstoppable bloodlust. It won't stop until all its enemies lie dead on the ground.*

For each unsaved wound that the Vampire causes it gets to immediately make an additional attack. These additional attacks do not benefit from the Red Fury rule. The Red Fury ability cannot be combined with a great weapon.

### Avatar of Death

20 points

*Trained by the best swordsmen of different periods and cultures, the Vampire has become a deadly warrior capable of slaying the most monstrous of foes.*

The Vampire wears heavy armour and is armed with either a great weapon, hand weapon and shield or two hand weapons.

### Dread Knight

25 points

*There are armour-clad Vampire Knights in the world, pursuing their martial glories with deathless vigour. Most famous are the Blood Dragons, but not all the deadly horsemen of the Old World were trained within Blood Keep.*

The Vampire has a lance, heavy armour, a shield and rides a barded Nightmare.



## The Courtly

Eternal life brings ample time to refine the practices and manners that are the trappings of many Vampires recruited from the noble houses of the Old World. The taint of the Undead also gifts a will as strong as steel that few mortal creatures can resist.

### Aura of Dark Majesty

50 points

*The very greatest of Vampires project an aura of utter supremacy and poise that induces fear and awe in even the proudest of beings. To be in the presence of this Vampire is to know your lowly place in the scheme of the world.*

All enemy units within 6" of one or more Vampires with Aura of Dark Majesty suffer a -1 penalty to their Leadership (cumulative with any other modifiers).

### Walking Death

25 points

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

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

### Beguide

25 points

*The entrancing gaze of the Vampire traps the weak-willed. Mesmerised, the Vampire's victim can do nothing to ward away the inevitable deathblow.*

At the beginning of the Close Combat phase, after challenges, select one model in contact with the Vampire. The Vampire may re-roll to Wound against the chosen model unless the target passes a Leadership test with a -3 modifier.



## The Master

All Vampires can control the Undead through their innate power, but some turn their will to the domination of these creatures to the exclusion of all other goals. Such Vampires have near limitless legions at their disposal.

### Lord of the Dead

15 points

*An army of ancient warriors stand ready to fulfil the commands of their Vampire general. Rank after rank of armed Skeletons rise from their graves to answer the Vampire's bidding.*

The Vampire may use *Invocation of Nebek* to increase units of Skeleton Warriors beyond their starting size, and adds +1 to his casting roll when casting *Invocation of Nebek* on these units.

### Summon Creatures of the Night

15 points

*Wolves and bats answer the magical call of the Vampire, bolstering its forces.*

The Vampire may use *Invocation of Nebek* to increase units of Dire Wolves, Bat Swarms and Fell Bats beyond their starting size and adds +1 to his casting roll when casting *Invocation of Nebek* on these units.

### Summon Ghouls

15 points

*Easily dominated by a stern master, Crypt Ghouls worship this Vampire as a living god of death.*

The Vampire may use *Invocation of Nebek* to increase units of Crypt Ghouls beyond their starting size and adds +1 to his casting roll when casting *Invocation of Nebek* on these units.





# ARTEFACTS OF DEATH

In this section, the common magic items are listed first (see the Warhammer rulebook for a complete description). They are followed by a list of 'Vampire Counts only' magic items. These items can only be used by models from this book. Magic Items must be selected within the points limitations set by the army list section. Note that the rules for magic items presented in the Warhammer rulebook also apply to the 'Vampire Counts only' magic items.

## COMMON MAGIC ITEMS

**Sword of Striking** ..... 15 points  
Weapon; +1 to hit

**Sword of Battle** ..... 15 points  
Weapon; +1 Attack

**Sword of Might** ..... 15 points  
Weapon; +1 Strength

**Biting Blade** ..... 5 points  
Weapon; -1 armour save

**Enchanted Shield** ..... 15 points  
Armour; 5+ armour save

**Talisman of Protection** ..... 15 points  
Talisman; 6+ ward save

**Staff of Sorcery** ..... 35 points  
Arcane; +1 to dispel

**Dispel Scroll** ..... 25 points  
Arcane; one use only; Automatically dispel an enemy spell.

**Power Stone** ..... 20 points  
Arcane; one use only; +2 dice to cast a spell.

**War Banner** ..... 25 points  
Banner; +1 combat resolution

## MAGIC WEAPONS

**Frostblade** ..... 100 points  
*This blade of blue ice-steel is bound with such deadly spells that its merest touch will suck the soul from its victim's body and freeze his heart.*

If a model suffers one or more Wounds from the Frostblade (after saves, etc) they are slain outright and lose all remaining Wounds.

**Dreadlance** ..... 60 points  
*The chosen weapon of the infamous Vampire knight, Varison, this lance is uncannily accurate, said to find its target even in the dark of night.*

Lance. Attacks with the Dreadlance hit automatically.

**The Black Axe of Krell** ..... 50 points  
(Wight King only)  
*When the Black Axe bites into flesh it leaves behind shards that eat their way to the victim's heart.*

Great weapon. The Black Axe does D3 Wounds. Any model wounded by the Black Axe but not slain must pass a Toughness test at the start of each of its subsequent turns or suffer an additional Wound.

**Blood Drinker** ..... 40 points  
(Vampires only)  
*Every time the bearer of this sword draws blood, the life force of the victim is used to revitalise the blade's master.*

For each unsaved wound inflicted by the Blood Drinker, the wielder (or unit he is with) immediately regains a single Wound suffered earlier in the battle, as if Invocation of Nehek had been cast on them.

**Skabscrath** ..... 30 points  
*The legendary blade of Undead mercenary Ennio Mordini, Skabscrath continually emits the terrible screams of all those it has slain.*  
The bearer causes Terror.

**Sword of Kings** ..... 25 points  
*This accursed and ageless blade thirsts for the souls of its enemies.*

This weapon has the Killing Blow special rule. If given to a Wight King it scores a Killing Blow on a 5+.

**Tomb Blade** ..... 25 points  
*This evil weapon entraps the souls of those it cleaves, binding their fleshes remains in servitude to the blades' unliving wielder.*

If the bearer is in a unit of Skeleton Warriors, for each model he slays in close combat an extra model is added to the unit following the rules given in the Invocation of Nehek spell. Newly created models are equipped the same as the rest of the unit.

**The Balefire Spike** ..... 10 points  
*When the Vampire hunters finally captured Mangari the Old, the butcher of Remasalia, they skewered the Undead lord with his own lance and burned him to dust. The lance endured where Mangari did not and still burns with the fires of his demise.*

Lance. Attacks with the Balefire Spike are flaming.





## MAGIC ARMOUR

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All Vampires may be given magic armour (including the Enchanted Shield). This replaces any similar items of mundane armour they possess through having the Avatar of Death or Dread Knight Vampiric Powers.

### Walach's Bloody Hauberk 45 points

*Once belonging to one of the greatest slaughterers of all time, vile magic has fused the blood of Walach's victims into this armour's enchantments, providing a shielding aura made of the souls of the damned.*

The wearer has a 4+ armour save that may be combined with steeds, shield, etc. Walach's Bloody Hauberk also confers a 5+ ward save.

### The Accursed Armour 25 points

*Some strange flaw in the enchantment of this armour renders the wearer considerably more resilient whilst robbing them of dexterity.*

Heavy armour. The wearer has +1 Toughness, but suffers -3 Weapon Skill and -3 Initiative.

### The Flayed Hauberk 25 points

*The design of this virulent crimson armour makes the wearer appear disturbingly similar to a flayed and abused cadaver.*

The Flayed Hauberk grants the wearer a 2+ armour save that cannot be improved by any means (shield, mount and so on).

### Armour of Night 25 points (Models on foot only)

*This black-enamelled armour swathes the wearer in an impenetrable cloud of darkness.*

Heavy armour. As long as the wearer is on his own, enemies suffer a -2 to hit penalty when shooting at him.

### Nightshroud 20 points (Necromancers may also wear the Nightshroud)

*Tendrils of shadow entangle all those who would strike the wearer of this armour, grappling with their swordarms and slowing their attacks.*

Light armour. Enemy models wishing to attack the wearer lose all charging bonuses, lose the Always Strikes First rule (if they have it) and have their Initiative reduced to 1.

### The Cadaverous Cuirass 15 points (Vampires only)

*The Vampire's exposed heart is protected by a cage of enchanted gold.*

Heavy armour. Killing Blow and/or Poisoned Attacks have no additional effect against the wearer.

## ENCHANTED ITEMS

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### The Hand of Dust 50 points (Bound Spell, Power Level 3)

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

When successfully used, this item inflicts 2D6 Strength 5 hits on one unit in base contact with the bearer, distributed as shooting hits. Roll a dice each time the Hand is used. On a 1, the power is exhausted and it cannot be used again during the battle.

### Rod of Flaming Death 40 points (Bound Spell, Power Level 3)

*This rod contains a spell of fiery destruction that takes the shape of a shrieking skull as it hurtles incandescently towards the enemy.*

When used, this item casts a magic missile with a range of 18" that inflicts D6 Strength 4 hits. Any unit taking one or more wounds from this attack must immediately take a Panic test. Roll a dice each time the Rod of Flaming Death is used. On a 1, the power is exhausted and the Rod of Flaming Death cannot be used again during the battle.

### Helm of Commandment 30 points

*An artefact of ancient Labmia, this corroded helmet can be used to infuse Undead servants with the wearer's sentience, making them formidable fighters.*

If the wearer is not in combat, one friendly Undead unit within 12" (not mounts) may use his Weapon Skill instead of their own for that Close Combat phase.

### The Cursed Book 20 points (One Use Only)

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

For one round of combat, enemy models are reduced to WS 1 when rolling to hit the bearer.

### Talisman of the Lycni 10 points (Vampires Only)

*The energy of this amulet allows the bearer to unleash the power of the beast that lurks deep inside its soul.*

A Vampire with the Talisman of the Lycni has a Movement value of 9.

## TALISMANS

### The Carstein Ring (Vampires only)

75 points

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

The first time the wearer of this ring is slain roll a D6 at the end of the phase. On a score of 2+ the vampire is immediately returned to 'life' with a single Wound. The returning model must be placed in the front rank of a friendly unit anywhere on the battlefield (even one in close combat). If there is no unit for the Vampire to join, it is removed as a casualty.

### Crown of the Damned

35 points

*The bearer draws revitalising energies from the spirits imprisoned within the Crown, but at times their eternal wailing can be overpowering.*

Grants the bearer a 4+ ward save, but the bearer is subject to *Stupidity*.

### Wristbands of Black Gold

30 points

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

Grants the bearer a 3+ ward save against ranged attacks of any kind (including war machines, templates, magic missiles, etc).

### The Gem of Blood

(One use only)

25 points

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

When the wearer suffers its first wound in close combat (before saves, Killing Blow, multiple Wounds, etc), the gem activates. Roll a dice. On a roll of a 1 the wearer suffers the Wound as normal, and an additional Wound with no armour save allowed. On a 2+ the Wound is saved, and is rebounded onto the model that caused it, with no armour save allowed.

## ARCANE ITEMS

### Skull Staff

65 points

*The Skull Staff constantly whispers to its bearer, revealing the secrets of the foes' magic and predicting the ebb and flow of the winds of magic.*

The bearer receives +1 to casting and dispelling rolls.

### Staff of Damnation

(Bound Spell, Power Level 3)

40 points

*This gnarled oaken stave contains a powerful spell that fills the Undead with fresh vitality.*

When the spell is successfully cast, friendly Undead models (and their mounts) within 12" of the bearer and in close combat each make a single attack. Any wounds caused are not counted for combat resolution in the subsequent Close Combat phase. Roll a dice each time the Staff of Damnation is used. On a 1, the power of the Staff is exhausted and it cannot be used again during the battle.

### The Book of Arkhan

(Bound Spell, Power Level 3)

35 points

*This terrible book is said to have belonged to Arkhan the Black, greatest of Nagash's generals. When its words are intoned, the Undead move with an unnatural vigour that defies belief.*

This item casts the spell *Vanbel's Danse Macabre* (see page 39). Roll a dice each time the Book of Arkhan is used. On a 1, its power is exhausted and cannot be used again during the battle.

### Sceptre de Noirot

25 points

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

The bearer raises D3+9 Zombies with each successful casting of *Raise Dead*.



### Crimson Gem of Lahmia

(Vampires only)

20 points

*Nourished with tainted blood, this amulet protects the wielder from the fickle nature of the winds of magic*

At any time in the Magic phase, the bearer may sacrifice a Wound to gain one power dice.

### Black Periapt

*This maleficent jewel has the power to trap the winds of magic and accumulate them for its bearer.*

15 points

The Black Periapt allows the bearer to save one of his own unused power dice or one of the army's unused dispel dice at the end of any Magic phase, and then add it to his side's power or dispel dice pool in the next Magic phase.



## MAGIC STANDARDS

### The Drakenhof Banner

125 points

*Unwilling to expend his power to endlessly replenish his armies, Count Vlad von Carstein had thrall Necromancers enchant his household standard to sustain his bodyguard.*

All models in the unit have Regeneration.

### The Flag of Blood Keep

75 points

*The Blood Knights hold the same disdain for ranged weapons now as they did in mortal life, a disgust exemplified by the magic woven into this banner.*

Grants the unit a 4+ ward save against ranged attacks of any kind (including war machines, templates, magic missiles, etc).



### Banner of the Barrows

45 points

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

All Grave Guard, Black Knights and Wight Kings in the unit (not mounts) receive +1 to hit in close combat.

### Screaming Banner

40 points

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

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

### Royal Standard of Strigos

35 points

*Infused with the last magic of this vanished kingdom, this banner bestows a portion of the Strigoi's legendary hatred upon those who carry their colours.*

All models in the unit Hate all enemies.

### Icon of Vengeance

25 points

*Infused with Dark Magic, this standard sustains the power of the Undead even when their master has been slain.*

The unit carrying this standard never takes casualties as a result of the general's death.

### Banner of the Dead Legion

25 points

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

Treat the unit carrying the banner as having twice the unit strength it actually does.

### Cursed Pennant of Mousillon

25 points

*This banner was taken by the Undead from where it flew above the keep of Duke Maldred of Mousillon. Legends claim the curse of Mousillon goes with it and all who bear it suffer from constant ill-fortune.*

If the enemy capture this standard they immediately suffer D6 Strength 4 hits, distributed as shooting hits. The unit also suffer an additional D6 Strength 3 hits at the start of each of its turns. The unit may abandon the Cursed Pennant at any time, in which case it suffers no further hits, but the standard is lost and so will not bestow any victory points for being captured.

### Banner of the Endless Nightmare

25 points

*Dating back to Nagash's invasion of Sigmar's empire, this banner is infused with Dark Magic that binds the Undead to its location and fills them with strength.*

The unit carrying this banner may add up to +4 to its combat resolution score for additional ranks, rather than the usual +3 bonus.

### Standard of Hellish Vigour

25 points

*The insane Vampire Melkior created this standard from the flayed skin of one of his Vampire acolytes. The Vampire's essence is still bound to the tattered rags of flesh and invigorates the Undead nearby.*

The unit carrying the standard may make march moves, as if it were within 6" of a Vampire.

### Standard of Everlasting Death

15 points

*The magic of the Standard of Everlasting Death imbues the regiment with enduring Unlife.*

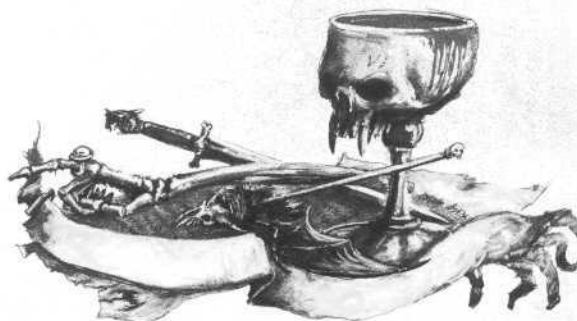
If the unit with this standard loses a combat, roll a D6. On a 4+, the unit suffers one less casualty than normal.

### Banner of Hellfire

10 points

*The magic exuded from this banner enchants the weapons of its bearers so that they burn with a magical green fire.*

All close combat attacks by models in the unit (not mounts) are magical flaming attacks.



# VAMPIRE COUNTS ARMY LIST

This army list enables you to turn your Citadel miniatures collection into an army ready for tabletop battle. As described in the Warhammer rulebook, the army list is divided into four sections: Characters (including Lords and Heroes), Core Units, Special Units and Rare Units.

The Vampire Counts army list represents the forces of the Undead as they were during the Wars of the Vampire Counts. It is focussed on the powerful Vampires of Sylvania and their Undead armies.

## Choosing an Army

Every miniature in the Warhammer range has a points cost that reflects how effective it is on the battlefield. For example, a Zombie costs just 4 points, while a mighty Vampire Lord costs 205 points! Both players choose armies to the agreed points total. You can spend less and will probably find it impossible to use up every last point. Most '2,000-point' armies, for example, will be something like 1,998 or 1,999 points.

To form your miniatures into an army, look up the relevant army list entry for each troop type. This tells you the points cost to add the models to your army and any options the unit may have. Then select your next unit, calculate its points and so on until you reach the agreed points total. In addition to the points, there are a few other rules that govern the units that you can include in your army, as detailed under Choosing Characters and Choosing Troops.

## Army List Entries

**Page Number:** The full rules for each troop type can be found on this page in the Bestiary section.

**Profiles:** The characteristic profiles for the model(s) in each unit are provided as a reminder.

**Unit Size:** Each troop entry specifies the minimum size for each unit, which is the fewest models needed to form that unit. Some units also have a maximum size.

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

**Special Rules:** Many troops have special rules that are fully described earlier in this book. The names of these rules are listed as a reminder.

**Options:** Many entries list equipment options, along with any additional points cost for giving them to the unit. This includes magic items and other upgrades for characters. It may also include the option to upgrade a unit member to a musician, champion, or standard bearer. Where units are given options for weapons, the entire unit must be equipped the same.

## Choosing Characters

Characters are divided into two categories: Lords and Heroes. The maximum number of characters an army can include is shown on the chart below. Of these, only a certain number can be Lords. Zombie Dragons also count towards your number of Heroes (see p91).

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

A Vampire Counts army must always include at least one Vampire character to act as its general. If you include more than one Vampire, then the one with the highest Leadership value is the general. When one or more Vampires have the same (and highest) Leadership, choose one to be the general at the start of the battle. Make sure that your opponent knows which Vampire is your general when you deploy your army.

Many characters can be equipped with magic items, representing ancient weapons, and other artefacts of considerable age and potency. Where characters have this option, it is included in their individual entries.

## Choosing Troops

The number of each type of unit allowed depends on the army's points value.

There is a minimum number of units from the Core units category that you must take. Dire Wolves, Corpse Carts and Bat Swarms do not count towards this minimum number of Core units.

For Special and Rare units, there is a maximum number of units that you can field.

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

Like many characters, some units can be equipped with magic items (normally a banner). Where units have this option, it is included in their individual entries.



# LORDS

## Vlad von Carstein 490 Points

Page 58

	M	WS	BS	S	T	W	I	A	LD
Vlad	6	7	5	5	5	3	7	5	10

You may only include one Vlad in your army.

### Magic:

Vlad is a Lvl 3 wizard and knows spells from the Lore of the Vampires.

### Vampiric Powers:

- Supernatural Horror
- Aura of Dark Majesty
- Walking Death
- Beguile

### Equipment:

- Blood Drinker
- Carstein Ring

### Special Rules:

- Undead
- Vampire
- The Master of the Ring

## Count Mannfred 475 Points

Page 60

	M	WS	BS	S	T	W	I	A	LD
Count Mannfred	6	7	5	5	5	3(5)	7	4	10

You may only include one Mannfred in your army.

### Magic:

Count Mannfred is a Lvl 4 wizard and knows all spells from the Lore of the Vampires and the Lore of Death.

### Vampiric Powers:

- Master of the Black Arts
- Lord of the Dead
- Summon Creatures of the Night

### Equipment:

- Sword of Unholy Power
- Armour of Templehof

### Special Rules:

- Undead
- Vampire

### Options:

#### Mount (one choice only):

- Barded Nightmare .....20pts
- Hellsteed .....30pts
- Abyssal Terror .....135pts

#### Magic Items:

Up to two Arcane Items for their listed points values.

## Vampire Lord 205 Points

Page 34

	M	WS	BS	S	T	W	I	A	LD
Vampire Lord	6	7	5	5	5	3	7	4	10

### Magic:

A Vampire Lord is a Lvl 2 wizard and knows spells from the Lore of the Vampires.

### Equipment:

- Hand weapon

### Special Rules:

- Undead
- Vampire

### Options:

#### Mount (one choice only):

- Nightmare .....20pts
- Hellsteed .....30pts
- Abyssal Terror .....135pts
- Zombie Dragon .....275pts

#### Magic Items:

Common / Vampire Counts lists up to a total of .....100pts

### Magic (once only):

- +1 magic level .....50pts

### Vampiric Powers:

Any, up to a total of .....100pts



# HEROES

## Mannfred the Acolyte 185 Points

Page 61

	M	WS	BS	S	T	W	I	A	LD
Mannfred	6	6	4	5	4	2	6	3	7

You may only include one Mannfred in your army.

### Magic:

Mannfred von Carstein is a Lvl 2 wizard and knows spells from the Lore of the Vampires.

### Vampiric Powers:

- Walking Death

### Equipment:

- Sword of Unholy Power

### Special Rules:

- Undead
- Vampire

### Options:

#### Mount (one choice only):

- Barded Nightmare ... 20pts
- Abyssal Terror ..... 135pts

#### Magic Items:

- One Arcane Item for its listed points value.



## Konrad von Carstein 145 Points

Page 62

	M	WS	BS	S	T	W	I	A	LD
Konrad	6	7	4	5	4	2	6	3	6

You may only include one Konrad in your army.

### Equipment:

- Hand weapon
- Heavy armour
- Sword of Waldenhof

### Special Rules:

- Undead
- Vampire
- One Bat Short of a Belfry

### Vampiric Powers:

- Red Fury
- Infinite Hatred



## Isabella von Carstein 90 Points

Page 59

	M	WS	BS	S	T	W	I	A	LD
Isabella	6	4	4	4	4	2	6	2	7

You may only include one Isabella in your army.

### Magic:

Isabella is a Lvl 1 wizard and knows spells from the Lore of the Vampires.

### Equipment:

- Hand weapon
- Blood Chalice of Bathori

### Special Rules:

- Undead
- Vampire
- Beloved of Vlad

### Vampiric Powers:

- Beguile



## Necromancer 55 Points

Page 37

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

### Magic:

A Necromancer is a Lvl 1 wizard and knows one Necromancy spell.

### Equipment:

- Hand weapon

### Special Rules:

- Undead

### Options:

#### Upgrade:

- Per extra
- Necromancy spell ... 15pts

#### Mount (one choice only):

- Nightmare ..... 15pts
- Corpse Cart (see page 93 for cost and options)

#### Magic Items:

- Common / Vampire
- Counts lists up to a total of ..... 50pts





# HEROES

## Vampire\* 100 Points

Page 34

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

### Magic:

A Vampire is a Lvl 1 wizard and knows spells from the Lore of the Vampires.

### Equipment:

- Hand weapon

### Special Rules:

- Undead
- Vampire

### Options:

#### Mount (one choice only):

- Nightmare ..... 8pts
- Hellsteed ..... 20pts

#### Vampiric Powers:

Any, up to a total of ...50pts

#### Battle Standard Bearer:

See box out below

#### Magic Items:

Common / Vampire  
Counts lists up to  
a total of .....50pts

## Wight King\* 75 Points

Page 36

	M	WS	BS	S	T	W	I	A	LD
Wight King	4	4	0	4	5	3	4	3	9

### Equipment:

- Hand weapon
- Heavy armour
- Shield

### Special Rules:

- Undead
- Wight Blade

### Options:

#### Weapons

##### (one choice only):

- Great weapon ..... 10pts
- Exchange shield for  
additional hand  
weapon ..... 8pts
- Lance (if mounted) ..... 12pts

#### Mount:

- Skeletal Steed ..... 15pts
- with barding ..... 5pts

#### Magic Items:

Common / Vampire  
Counts lists up to  
a total of .....50pts

#### Battle Standard Bearer:

See box out below

## Character Mounts

	M	WS	BS	S	T	W	I	A	LD
Nightmare	8	3	0	4	4	1	2	1	3
Hellsteed	8	3	0	4	4	1	2	1	3
Skeletal Steed	8	2	0	3	3	1	2	1	3
Abyssal Terror	6	4	0	5	5	4	2	3	4
Zombie Dragon	6	6	0	6	5	5	2	5	4

### Special Rules

#### Nightmare:

- Undead

#### Hellsteed:

- Undead
- Fly

#### Skeletal Steed:

- Undead
- Insubstantial  
Steed

#### Abyssal Terror:

- Undead
- Fly
- Terror
- Large Target

#### Zombie Dragon:

- Undead
- Fly
- Terror
- Large Target
- 5+ Scaly Skin
- Pestilential  
Breath
- Cloud of Flies

### \*BATTLE STANDARD BEARER

One Vampire or Wight King in the army may carry the Battle Standard for +25 points. He may not be the army general.

If a Hero is carrying the Battle Standard, he can have a magic banner (no points limit), but if he carries a magic banner he cannot carry any other magic item – though a Vampire may still choose Vampiric Powers.

### Including Zombie Dragons in your army

Zombie Dragons are exceptionally rare and powerful creatures, bound to the will of only the strongest Vampire Lords. Each Zombie Dragon in your army uses up one of your Hero choices. For example, a 3,000-points army could include a Vampire Lord on a Zombie Dragon and up to four more characters (one of which may be a Lord).



# CORE

## Zombie Horde 4 points per model

Page 42

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

**Unit size:** 20+ **Weapons & Armour:** • Hand weapon **Special Rules:** • Undead  
• Shambling Horde  
• The Newly Dead

### Options:

### Command:

Upgrade one Zombie to a Musician .....4pts  
Upgrade one Zombie to a Standard Bearer .....8pts



## Skeleton Warriors 8 points per model

Page 40

	M	WS	BS	S	T	W	I	A	LD
Skeleton	4	2	2	3	3	1	2	1	3
Skeleton Champion	4	2	2	3	3	1	2	2	3

**Unit size:** 10+ **Weapons & Armour:** • Hand weapon • Light armour  
• Shield **Special Rules:** • Undead

### Options:

### Command:

Upgrade one Skeleton to a Champion .....8pts  
Upgrade one Skeleton to a Musician .....4pts  
Upgrade one Skeleton to a Standard Bearer .....8pts  
May carry a magic standard worth up to .....25pts

### Weapons:

Spears .....1pt



## Crypt Ghouls 8 points per model

Page 41

	M	WS	BS	S	T	W	I	A	LD
Crypt Ghoul	4	3	0	3	4	1	3	2	5
Crypt Ghast	4	3	0	3	4	1	3	3	5

**Unit size:** 10+ **Weapons & Armour:** • Filth-encrusted claws (hand weapon) **Special Rules:** • Undead  
• Poisoned Attacks

### Options:

### Command:

Upgrade one Crypt Ghoul to a Crypt Ghast .....8pts



## Dire Wolves 8 points per model

Page 51

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

**Unit size:** 5-20 **Weapons & Armour:** • Slaving jaws (hand weapon) **Special Rules:** • Undead  
• Fast cavalry

**Note:** Dire Wolves do not count towards your minimum Core unit requirements.

### Options:

### Command:

Upgrade one Dire Wolf to a Doom Wolf .....10pts





# CORE

## Bat Swarm 35 points per base

Page 50

	M	WS	BS	S	T	W	I	A	LD
Bat Swarm	1	3	0	2	2	4	1	4	3

**Note:** Bat Swarms do not count towards your minimum Core unit requirements.

<b>Unit size:</b>	<b>Weapons &amp; Armour:</b>	<b>Special Rules:</b>
3-10	• Teeth & claws (hand weapon)	• Undead • Flying Unit • Cloud of Horror



## Corpse Cart 75 points

Page 43

	M	WS	BS	S	T	W	I	A	LD
Corpse Cart	4	2	0	2	4	3	1	2D6	7

**Note:** Corpse Carts do not count towards your minimum Core unit requirements.

<b>Unit size:</b>	<b>Weapons &amp; Armour:</b>	<b>Special Rules:</b>
1 Corpse Cart	• Grasping hands (hand weapon)	• Undead • Regeneration • Miasma of Deathly Vigour
	<b>Armour saving throw:</b>	
	5+	

### Options (one choice only):

Balefire	25pts
Unholy Lodestone	25pts

### Mount:

May be used as a mount for a Necromancer (see page 90).

**M**ist coils along the poorly cobbled street, probing at barred doors and shuttered windows. The torches on the street corners flutter in their sconces, and then flicker and die. The light of Mannslieb has long since disappeared and now only the haunting green glow of Morrslieb glitters in the fog.

A slow clanking noise approaches, still muffled by the mist. The rattle of wheels on uneven stones makes an arrhythmic beat to accompany a stilted shuffling. A lone bell tolls, low and mournful, and there rises a clamour amongst the dogs and cats of the village, who set to howling and shrieking. A sickly hue grows brighter in the fog, silhouetting a ghastly apparition.

The shambling dead march forth, and in their midst there rumbles a cart built of spliced wood and bone, dragged along by animated corpses lashed and nailed to its yoke. The bell tolls again and a cloak-swathed figure rises from the back of the cart. Bodies writhe at his feet, organs and limbs joining and parting, fusing together into monstrous things with lifeless eyes and grasping hands. For the third time the bell tolls and silence descends, stark and oppressive. From every direction, more shapes gather, tottering forward in their mortuary rags. Skin sloughs from rotted flesh and joints crack and shake with unnatural vitality.

The figure upon the wagon stands triumphantly, beckoning to the dead things that walk upon the rutted, age-worn road. A chance breeze of magic wafts aside the hood of his robe, revealing a haggard, cruel face. His eyes are pallid orbs under a craggy brow, the pinpricks of his pupils darting left and right as he surveys his lifeless minions. His skin is thin, looking like crumpled leather blotched and worn with age. Pale scars carved into the shape of dark runes peek through the grime caking his features. A sneering smile twists his lips as more and more of the walking dead answer his necromantic call.

Like the toys of some demented, godly puppeteer, a parade of corpses lurches down the street. Wisps of magical energy play about their limbs and faces, jerking them forwards with ungainly steps. Some trip in potholes and puddles, and tumble to the ground before lifting themselves awkwardly back to their feet. Others bump and stumble against hedges and walls, scraping dead fingers across brickwork and window panes. Gangling and lurching, the Zombies converge upon the dread cart, stretching their rotting arms towards it in clumsy supplication.

As the peasants shiver in their beds, the dead of Eschen join the wretched carnival, doomed to walk the road of Undeath for eternity.



# SPECIAL

## Grave Guard 12 points per model

Page 44

	M	WS	BS	S	T	W	I	A	LD
Grave Guard	4	3	0	4	4	1	3	1	6
Seneschal	4	3	0	4	4	1	3	2	6

<b>Unit size:</b>	<b>Weapons &amp; Armour:</b>	<b>Special Rules:</b>
5+	<ul style="list-style-type: none"> <li>• Hand weapon</li> <li>• Heavy armour</li> <li>• Shield</li> </ul>	<ul style="list-style-type: none"> <li>• Undead</li> <li>• Wight Blade</li> </ul>

### Options:

### Command:

Upgrade one Grave Guard to a Seneschal	12pts
Upgrade one Grave Guard to a Musician	6pts
Upgrade one Grave Guard to a Standard Bearer	12pts
May have a magic standard worth up to	50pts

Unit may exchange shields for great weapons .....1pt



## Black Knights 24 points per model

Page 45

	M	WS	BS	S	T	W	I	A	LD
Black Knight	4	3	0	4	4	1	3	1	6
Hell Knight	4	3	0	4	4	1	3	2	6
Skeletal Steed	8	2	0	3	3	1	2	1	4

<b>Unit size:</b>	<b>Mount:</b>	<b>Special Rules:</b>
5+	Skeletal steed.	<ul style="list-style-type: none"> <li>• Undead</li> <li>• Wight Blade</li> <li>• Insubstantial Steeds</li> </ul>
	<b>Weapons &amp; Armour:</b>	
	<ul style="list-style-type: none"> <li>• Hand weapon</li> <li>• Heavy armour</li> <li>• Lance</li> <li>• Shield</li> </ul>	

### Options:

### Armour:

Give Skeletal Steeds barding .....4pts per model

### Command:

Upgrade one Black Knight to a Hell Knight	16pts
Upgrade one Black Knight to a Musician	8pts
Upgrade one Black Knight to a Standard Bearer	16pts
May carry a magic standard worth up to	50pts



## Fell Bats 20 points per model

Page 50

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

<b>Unit size:</b>	<b>Weapons &amp; Armour:</b>	<b>Special Rules:</b>
3-10	<ul style="list-style-type: none"> <li>• Teeth &amp; claws (hand weapon)</li> </ul>	<ul style="list-style-type: none"> <li>• Undead</li> <li>• Flying Unit</li> </ul>



## Spirit Host 65 points per base

Page 48

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

<b>Unit size:</b>	<b>Weapons &amp; Armour:</b>	<b>Special Rules:</b>
3-10	<ul style="list-style-type: none"> <li>• Ethereal Blades (hand weapon)</li> </ul>	<ul style="list-style-type: none"> <li>• Undead</li> <li>• Ethereal</li> </ul>





# RARE

## Varghulf 175 points

Page 54

	M	WS	BS	S	T	W	I	A	LD
Varghulf	8	5	0	5	5	4	2	5	4

### Special Rules:

- Undead
- Vampire
- Terror
- Regenerate
- Bestial Fury
- Hatred (all enemies)

### Unit size: Weapons & Armour:

- 1 • Massive fangs and talons (hand weapon)



## Cairn Wraiths 50 points per model

Page 49

	M	WS	BS	S	T	W	I	A	LD
Cairn Wraith	6	3	0	3	3	2	2	3	5
Tomb Banshee	6	3	0	3	3	2	3	1	5

### Special Rules:

- Undead
- Ethereal
- Skirmishers
- Terror
- Tomb Banshee – Ghostly Howl

### Unit size: Weapons & Armour:

- 3-10 • Cairn Wraith – Great weapon  
• Tomb Banshee – Hand weapon

### Options:

### Champion:

Upgrade one Cairn Wraith to a Tomb Banshee ..... 25pts



## Blood Knights 55 points per model

Page 46

	M	WS	BS	S	T	W	I	A	LD
Blood Knight	4	5	3	5	4	1	4	2	7
Kastellan	4	5	3	5	4	1	4	3	7
Nightmare	8	3	0	4	4	1	2	1	3

### Options:

### Command:

- Upgrade one Blood Knight to a Kastellan ..... 20pts  
Kastellan may be given magic weapon worth up to ..... 25pts  
Upgrade one Blood Knight to a Musician ..... 10pts  
Upgrade one Blood Knight to a Standard Bearer ..... 20pts  
May carry a magic standard worth up to ..... 75pts

### Unit size: Weapons & Armour:

- 4-20 • Hand weapon • Heavy armour  
• Lance • Shield

### Mount: Special Rules:

- Barded • Undead • Frenzy  
Nightmare • Vampire • Martial Honour



## Black Coach 200 points

Page 47

	M	WS	BS	S	T	W	I	A	LD
Black Coach	-	-	-	5	6	4	-	-	-
Cairn Wraith	-	3	0	3	-	-	2	3	5
Nightmare	8	3	0	4	-	-	2	1	-

### Weapons & armour:

- Cairn Wraiths have Great weapon

### Armour saving throw:

3+

### Special Rules:

- Undead
- Vampire
- Chariot
- 4+ ward save
- Evocation of Death
- Terror

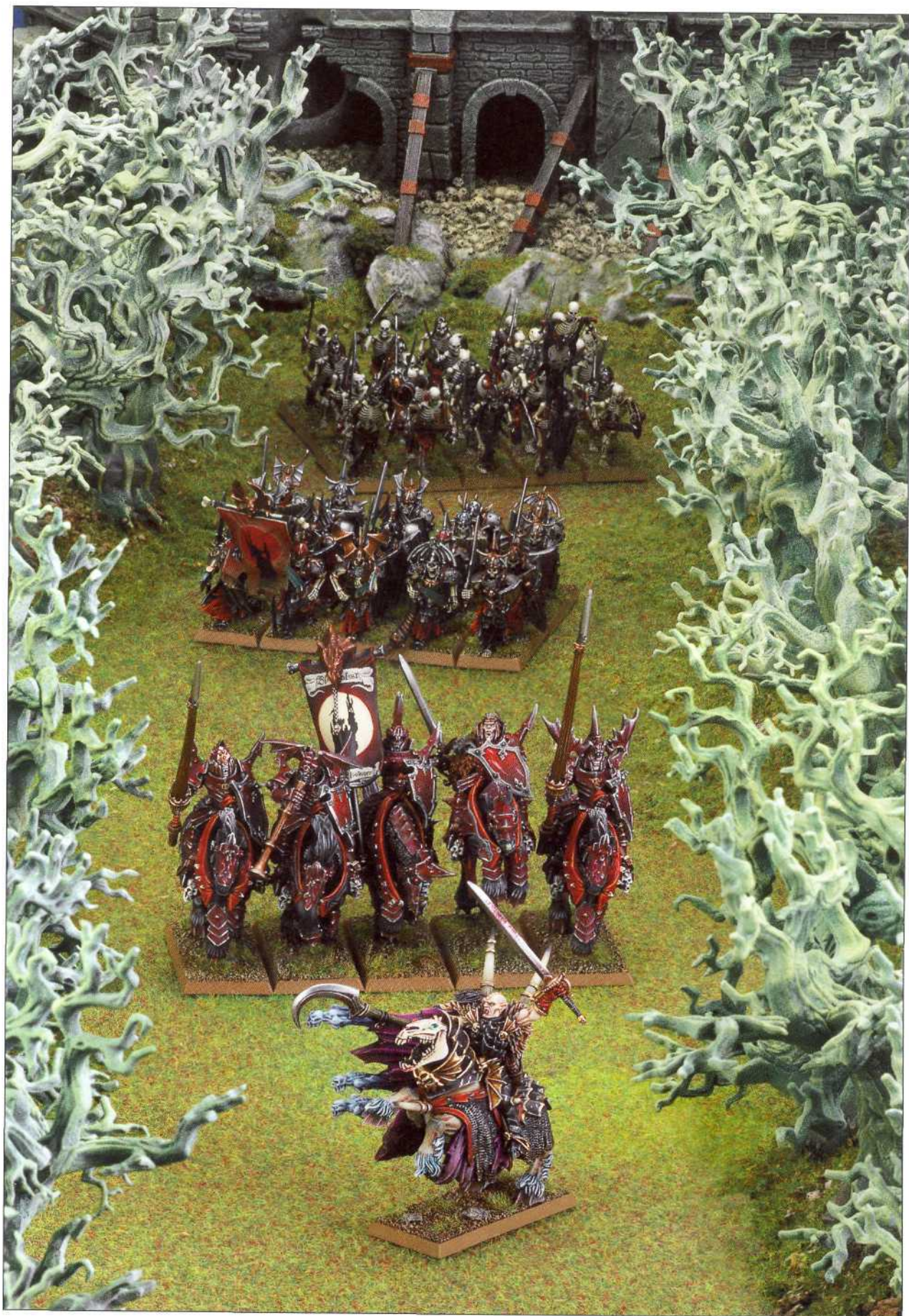
### Unit size:

1 Black Coach ridden by a Cairn Wraith and drawn by 2 Nightmares.

# REFERENCE

CHARACTERS	M	WS	BS	S	T	W	I	A	Ld	Special Rules	Page
Count Mannfred	6	7	5	5	5	3(5)	7	4	10	Undead, Vampire	61
Vampire Lord	6	7	5	5	5	3	7	4	10	Undead, Vampire	34
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Isabella von Carstein	6	4	4	4	4	2	6	2	7	Undead, Vampire, Beloved of Vlad	59
Konrad von Carstein	6	7	4	5	4	2	6	3	6	Undead, Vampire, One Bat Short of a Belfry	62
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Cairn Wraith	6	3	0	3	3	2	2	3	5	Undead, Ethereal, Skirmishers, Terror	49
<i>Tomb Banshee</i>	6	3	0	3	3	2	3	1	5	Ghostly Howl	49
Crypt Ghast	4	3	0	3	4	1	3	3	5	Undead, Poisoned Attacks	41
<i>Crypt Gboul</i>	4	3	0	3	4	1	3	2	5		41
Grave Guard	4	3	0	4	4	1	3	1	6	Undead, Wight Blade	44
<i>Seneschal</i>	4	3	0	4	4	1	3	2	6		44
Fell Bat	1	3	0	3	3	2	3	2	3	Undead, Flying Unit	50
Skeleton	4	2	2	3	3	1	2	1	3	Undead	40
<i>Skeleton Champion</i>	4	2	2	3	3	1	2	2	3		40
Spirit Host	6	3	0	3	3	4	1	4	4	Undead, Ethereal	48
Zombie	4	1	0	2	2	1	1	1	2	Undead, Shambling Horde, The Newly Dead	42
CAVALRY	M	WS	BS	S	T	W	I	A	Ld	Special Rules	Page
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<i>Hell Knight</i>	4	3	0	4	4	1	3	2	6		45
Blood Knight	4	5	3	5	4	1	4	2	7	Undead, Vampire, Frenzy, Martial Honour	46
<i>Kastellan</i>	4	5	3	5	4	1	4	3	7		46
Dire Wolf	9	3	0	3	3	1	3	1	3	Undead, Fast Cavalry	51
<i>Doom Wolf</i>	9	3	0	3	3	1	3	2	3		51
MONSTERS	M	WS	BS	S	T	W	I	A	Ld	Special Rules	Page
Corpse Cart	4	2	0	2	4	3	1	2D6	7	Undead, Regeneration, 5+ armour save Miasma of Deathly Vigour	43
Varghulf	8	5	0	5	5	4	2	5	4	Undead, Vampire, Terror, Regenerate, Bestial Fury, Hatred (all enemies)	54
CHARIOTS	M	WS	BS	S	T	W	I	A	Ld	Special Rules	Page
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Cairn Wraith	-	3	0	3	-	-	2	3	5		49
Nightmare	8	3	0	4	-	-	2	1	-		52
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Hellsteed	8	3	0	4	4	1	2	1	3	Undead, Fly	52
Nightmare	8	3	0	4	4	1	2	1	3	Undead	52
Skeletal Steed	8	2	0	3	3	1	2	1	3	Undead, Insubstantial Steed	45
Zombie Dragon	6	6	0	6	5	5	2	5	4	Undead, Fly, Terror, Large Target, 5+ Scaly Skin, Pestilential Breath, Cloud of Flies	55





*Mannfred von Carstein leads his army to war.*



# WARHAMMER VAMPIRE COUNTS

*"Surrender and serve me in life, or die and slave for me in death."*

*Count Vlad von Carstein*

The Vampire Counts of Sylvania are a perilous threat to the civilised lands of the Old World. Lusting after power over mortals, Vampires are deadly foes that summon Undead hordes of Skeletons, Zombies and Crypt Ghouls to wage war upon the living.

Warhammer Armies: Vampire Counts is one of a series of supplements for Warhammer. Each book in the series describes in detail an army, its history and its heroes.

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A comprehensive section that delves into the nature of the Vampires, their mysterious origins and the Wars of the Vampire Counts.

## BESTIARY

Descriptions of the many Undead warriors and creatures that make up the armies of the Vampire Counts. Here you'll find the deadly characters, fearsome troops and monstrous beasts a Vampire general has at its command.

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