

VAMPIRE COUNTS REFERENCE

THE LIVING DEAD

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

BLOODLINES

VON CARSTEIN

- No additional special Bloodline rules.

BLOOD DRAGONS

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

NECRARCH

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

STRIGOI

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

LAHMIA

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

THE LAWS OF UNDEATH

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

THE GENERAL

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

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

BREAK TESTS

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

BATTLE STANDARD

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

IMMUNE TO PSYCHOLOGY

Undead are Immune to Psychology.

CHARGE REACTIONS

Undead can only react by holding their ground.

MARCHING

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

CAUSE FEAR

Undead cause *fear*.

NECROMANCY

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

Cast Val. Models created Wnds restored

3+	D6 Skeletons D6+1 Zombies	1 Wound
7+	2D6 Skeletons 2D6+2 Zombies	2 Wounds
11+	3D6 Skeletons 3D6+3 Zombies	3 Wounds

2 - HAND OF DUST 7+

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

3 - HELLISH VIGOUR 7+

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

4 - GAZE OF NAGASH 8+

Magic missile. Range 24", 2D6 Strength 4 hits.

5 - VANHEL'S DANSE MACABRE 9+

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

6 - CURSE OF YEARS 10+

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