

Vampire Counts

Army Special Rules: Undead

Obedient Beyond Death: Undead warriors have no independent thought, being merely corpses animated by dark magic. This means they will mindlessly obey any order and cannot be panicked.

Units affected by this rule never make Morale checks for any reason – they are automatically assumed to pass. This applies even to actions such as changing front while engaged.

Undead units never rout and, if placed in disorder for any reason, will automatically rally at the next rally phase – even if engaged in melee combat.

To remind players of this, Undead units have a morale rating of “U.”

The Horror: The greatest weapon of Undead armies is fear. To reflect this, units engaged in melee combat against Undead units must *always* make their morale tests first (even if charging!) and must modify their own roll with a -2.

Dust to Dust: Though they may not be routed, Undead units are vulnerable to spiritual energy. Undead units that lose a combat do not check morale, but instead lose additional wounds equal to the margin of their defeat.

In effect, this replaces the negative morale modifier they would normally suffer. So if a unit of skeletons loses a combat by a margin of 3 and is outranked (-1), it would lose a total of four (4) models.

In the case of a multiple combat involving undead units, these losses are distributed at the undead player’s discretion among his units.

Vampire Bats

Unit Upgrade 20 points

Any undead unit may elect to come with a swarm of bats that will fly overhead, blotting out the sun and demoralizing the enemy. For a unit that has purchased this upgrade, place one base with bats on it next to the unit. When the unit engaged in its first round of melee combat, all opposing units have their morale subjected to a -1 die roll modifier for the remainder of the turn.

Vampire bats are always used up during the first round of combat, whether or not the owning unit charged or was charged. They have no other effect on the battle.

Characters

Vampire Lord

Character on foot 155 points

MS	SS	SV	W	AT	MV	ML
6	3	0	4	3	5	U

Equipment: Hand weapon.

Options: Any armor and melee weapons from the Armory, up to 3 magic items.

Special Rule: Bat Form. Being immortal, Vampire Lords have a famously keen sense of self-preservation, even to the point of abandoning their thralls and armies in the midst of battle. At the start of any Magic phase, Vampire Lords may assume Bat Form and fly away, leaving the battle permanently. Note that this power may be used if the Vampire Lord is currently engaged with an enemy unit, character or monster, or if the Vampire Lord is in a unit that is likewise engaged. Vampire Lords that use Bat Form are worth half of their victory points to the opponent.

Vampire Bloodthral

Character on foot 90 points

MS	SS	SV	W	AT	MV	ML
5	2	0	3	2	5	U

Equipment: Hand weapon.

Options: Any armor and melee weapons from the Armory, up to 2 magic items.

Wraith

Character on foot 85 points

MS	SS	SV	W	AT	MV	ML
5	0	3	2	2	9	U

Equipment: None.

Special Rules: Spectral Creature, Chilling Touch.

Spectral Creature: Wraiths are only semi-corporeal, giving them a Save of 3+.

Chilling Touch: The icy grasp of the wraith can drain life even through armor. To reflect this, wraith attacks are AP 2.

Death Knight

Character on foot 75 points

MS	SS	SV	W	AT	MV	ML
4	1	0	2	2	5	U

Equipment: Hand weapon.

Options: Any armor and melee weapons from the Armory.

Arch Liche

Character on foot 115 points

MS	SS	SV	W	AT	MV	ML
4	3	4	3	2	5	U

Equipment: Hand weapon.

Options: Up to 3 magic items. May not wear armor and cast spells. May upgrade to Master for 92 points.

Special Rule: Undead. Arch Liches are very much Undead and all Army Special Rules affect them.

Demi Liche

Character on foot

100 points

MS	SS	SV	W	AT	MV	ML
3	2	5	2	2	5	U

Equipment: Hand weapon.

Options: Up to 2 magic items. May not wear armor and cast spells. May upgrade to Master for 80 points.

Special Rule: Undead. Demi Liches are very much Undead and all Army Special Rules affect them.

Necromancer Lord

Character on foot

75 points

MS	SS	SV	W	AT	MV	ML
3	2	6	3	2	4	B

Equipment: Hand weapon.

Options: Up to 3 magic items. May not wear armor and cast spells. May upgrade to Master for 60 points.

Special Rule: Nearly Dead. Master Necromancers are *not* Undead (yet), and thus do not benefit from the Army Special Rules but they are difficult to damage. To reflect this they have an unarmored save of 6+.

Necromancer

Character on foot

50 points

MS	SS	SV	W	AT	MV	ML
2	1	0	2	2	4	C

Equipment: Hand weapon.

Options: Up to two magic items. May not wear armor and cast spells. May upgrade to Master for 40 points.

Special Rule: Necromancers are *not* Undead (yet), and thus do not benefit from the Army Special Rules.

Zombie Dragon

Monster

200 points

MS	SS	SV	W	AT	MV	ML
5	4	3	6	4	6	U

Equipment: Teeth and claws.

Options: May serve as monstrous mount.

Special Rules: Winged, Dragon Breath, Strong, Scaly Hide.

Dragon Breath: During the shooting phase, the Zombie Dragon can use its breath weapon on unengaged models within range. This chill vapor will inflict d6 AP 1 hits if it hits the target unit. Its range is 6".

Strong: Zombie Dragons' melee attacks are AP 2.

Scaly Hide: Zombie Dragons have a 3+ save from their thick (partially embalmed) skin.

Undead Armory

Armor

Item	Cost	Effect
Shield	3	6+ save
Light armor	3	6+ save
Light armor and shield	5	5+ save
Heavy armor	5	5+ save
Heavy armor and shield	8	4+ save
Skeletal warhorse	3	6+ save, 9" move
Barded skeletal warhorse	5	5+ save, 8" move
Light armor and skeletal warhorse	5	5+ save, 9" move
Light armor and barded skeletal warhorse	8	4+ save, 8" move
Light armor, shield and skeletal warhorse	8	4+ save, 9" move
Light armor, shield and barded skeletal warhorse	10	3+ save, 8" move
Heavy armor and skeletal warhorse	8	4+ save, 9" move
Heavy armor, shield and skeletal warhorse	10	3+ save, 9" move
Heavy armor, shield and barded skeletal warhorse	15	2+ save, 8" move

Melee Weapons

Item	Cost	Effect	Shield?
Mace	5	AP 1	Yes
Great Weapon	5	AP 2	No
Lance	5	AP 2 on charge	Yes
Spear	5	AP 1 if set	Yes
Flail	10	AP 1, negates shield	Yes
Additional hand weapon	15	Adds 1 attack	No
Pike	5	AP 1, AP 2 if set	No

Units

Zombies

20 models **120 points**
+ 3 points each max. 40

MS	SS	SV	W	AT	MV	ML
1	0	0	1	1	4	U

Equipment: none.

Ghouls

5 models **55 points**
+ 11 points each max. 12

MS	SS	SV	W	AT	MV	ML
3	0	6	1	1	6	U

Equipment: Claws and leathery skin (6+ save).

Special Rule: Skirmishers

Skeleton Swordsmen

20 models **200 points**
+ 5 points each max. 40

MS	SS	SV	W	AT	MV	ML
2	1	5	1	1	5	U

Equipment: Light armor, shield, hand weapon.

Skeleton Spearmen

20 models **240 points**
+ 6 points each max. 40

MS	SS	SV	W	AT	MV	ML
2	1	5	1	1	5	U

Equipment: Light armor, shields, spears.

Skeleton Archers

5 models **55 points**
+ 11 points each max. 12

MS	SS	SV	W	AT	MV	ML
1	2	0	1	1	5	U

Equipment: Short bow.

Skeleton Horsemen

5 models **130 points**
+ 13 points each max. 12

MS	SS	SV	W	AT	MV	ML
2	1	4	1	1	9	U

Equipment: Light armor, shield, lance and skeletal warhorse.

Death Guard

20 models **320 points**
+ 8 points each max. 40

MS	SS	SV	W	AT	MV	ML
3	1	4	1	1	5	U

Equipment: Heavy armor, shield, flail.

Death Guard Greatswordmen

20 models **260 points**
+ 6.5 points each max. 40

MS	SS	SV	W	AT	MV	ML
3	1	5	1	1	5	U

Equipment: Heavy armor, great weapon.

Black Riders

5 models **170 points**
+ 17 points each max. 12

MS	SS	SV	W	AT	MV	ML
4	1	2	1	1	8	U

Equipment: Heavy armor, shield, lance and barded skeletal warhorse.

Dire Wolves

5 models **130 points**
+ 13 points each max. 12

MS	SS	SV	W	AT	MV	ML
3	1	5	1	1	9	U

Equipment: Teeth and claws, thick hide (5+ save)

Special Rule: Skirmishers.

Ghosts

5 models **85 points**
+ 13 points each max. 12

MS	SS	SV	W	AT	MV	ML
2	0	0	1	1	10	U

Equipment: None.

Special Rules: Skirmishers, Arrows Won't Stop Them.

Arrows Won't Stop Them: Ghosts are impervious to missile fire. Only cold steel wielded by a determined hand can harm them.

Black Coach

Chariot model **110 points**

MS	SS	SV	W	AT	MV	ML
3	0	4	2	2	7	U

Equipment: None.

Options: May carry one character.