

Vampire Coven

Vampire Covens are sent to perform the tasks a Vampire Covenant army is too big manage.

Special Rules

If the Vampire dies, your party will be completely destroyed unless you have a living Necromancer as a member. Unlike most other parties, you can employ a new Vampire.

No Pain – this model treats Stunned as Knocked Down when Injured.

No Brain – this model cannot gain Experience.

Maximum Statistics

Profile	M	WS	BS	S	T	W	I	A	Ld
Vampire	6	8	6	7	6	4	9	4	10

Profile	M	WS	BS	S	T	W	I	A	Ld
Human	4	6	6	4	4	3	6	4	9

Profile	M	WS	BS	S	T	W	I	A	Ld
Ghoul	5	5	2	4	5	3	5	5	7

Starting Gold	Model Count
500pg	3-15

Hired Hands and Legendary Figures

Hired Hands	Legendary Figures
<ul style="list-style-type: none">• Warlock• Witch	<ul style="list-style-type: none">• Demicus, the Great Wizard

Heroes

Hero	Number Allowed	Start XP	Cost to Hire
Vampire	1	20	
Necromancer	1	8	
Dreg	1-3	0	

Henchmen

Henchmen	Number Allowed	Cost to Hire
Zombie	-	
Ghoul	-	
Dire Wolf	1-5	

Equipment

Undead	Cost to Equip
Dagger	1 st free / 2pg
Mace / Hammer	3pg
Axe / Shot Bow / Shield	5pg
Sword / Spear / Halberd / Bow / Helmet	10pg
Double-handed Weapon	15pg
Light Armour	20pg
Heavy Armour	50pg

Warrior Profiles

Vampire

Vampires are evil creatures. They hold together the party with foul magics.

M	WS	BS	S	T	W	I	A	Ld
6	4	4	4	4	2	5	2	8

Equipment – any from Undead list.

Skills – Combat, Academic, Strength, Speed

Special Rules

Leader

No Pain

Fear

Immune to Psychology

Immune to Poison

Undead

Necromancer

A Necromancer is a mortal follower of the Vampire. They wish to learn the secrets of immortality from their leader.

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

Equipment – any from Undead list.

Skills – Academic, Speed

Special Rules

Wizard – uses Necromantic Rituals.

Dreg

Dregs are mortal outcasts who have found acceptance in the Vampire's ranks. They dream of one day becoming vampires too.

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

Equipment – any from Undead list.

Skills – Combat, Strength

Zombie

Zombies are re-animated corpses.

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

Equipment – none, but suffer no combat penalties for this.

Special Rules

Fear

May not run.

Immune to Psychology

Immune to Poison

No Pain

No Brain

Undead

Ghoul

Ghouls are the descendants of cannibalistic madmen. They follow Vampires because it provides them with a constant source of food.

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

Equipment – none, but suffer no penalties for this.

Special Rules

Fear

Dire Wolf

A Dire Wolf is a resurrected undead wolf.

M	WS	BS	S	T	W	I	A	Ld
9	3	0	4	3	1	2	1	4

Equipment – none

Special Rules

Gains +1A on the turn it charges.

Animal

May not run.

Fear

Immune to Psychology

Immune to Poison

Undead

No Pain

No Brain

Necromantic Rituals

1. Lifestealer
2. Re-animation
3. Death Vision
4. Spell of Doom
5. Unholy Vigour
6. Spell of Awakening

Lifestealer – Difficulty 10

Range 6". Target a single enemy model. The model suffers a wound with no armour saves allowed, and the caster gains an extra wound for the rest of the skirmish (even above maximum). Does not effect Daemonic or Undead models.

Re-animation – Difficulty 5

One Zombie that has been taken Out of Action returns to life and is placed within 6" of the caster. Cannot be placed in base contact with an enemy.

Death Vision – Difficulty 6

The caster causes Fear for the rest of the skirmish.

Spell of Doom – Difficulty 9

Range 12". Target a single enemy model. The model must pass a S test or roll on the Injury table.

Unholy Vigour – Difficulty 6

Range 6". Target a single friendly Zombie or Dire Wolf within range. The model may make a move up to its maximum M. It can move into base contact with an enemy model, which counts as charging.

Spell of Awakening – Auto cast

If an enemy Hero is killed on the Serious Injuries chart at the end of the skirmish, then the caster resurrects them as an undead servant. The Hero retains all characteristics and equipment, but not skills.

The model counts as a Henchman group consisting only of the one model.

The Hero cannot buy any more equipment

The Hero now has the following special rules:

Fear, Immune to Psychology, Immune to Poison, Undead, No Pain, No Brain