

# WARHAMMER ARMIES: VAMPIRE COUNTS

## Official Update (July 2010)

Although we strive to ensure that our army books are perfect, sometimes mistakes do creep in. In addition, we occasionally print new versions of our rules, that require amendments to be made in older versions of our army books. When such issues arise we feel that it is important to deal with them as promptly as we can, and we therefore produce regular updates for all of our army books.

Each update is split into three sections: Errata, Amendments, and 'Frequently Asked Questions'. The Errata corrects any mistakes in the book, while the Amendments bring the book up to date with the latest version of the rules. The Frequently Asked Questions (or 'FAQ') section answers commonly asked questions about the rules. Although you can mark corrections directly in your army book, this is by no means necessary – just keep a copy of the update with your army book.

### ERRATA

#### Page 45 and 94 – Skeletal Steeds

Change the Leadership value of a Skeletal Steed to “3”.

#### Page 84 – The Black Axe of Krell

Change the second paragraph to “Great Weapon. Multiple Wounds (D3). Any model wounded but not slain by the Black Axe must pass a Toughness test at the start of each of its subsequent turns or suffer an additional wound (no armour saves allowed).”

#### Page 85 – Walach’s Bloody Hauberk

Add “Armour.”

#### Page 85 – The Flayed Hauberk

Add “Armour.”

#### Page 85 – Rod of Flaming Death

Change the first sentence of the second paragraph to “When used, this item casts a magic missile with a range of 18” that inflicts D6 Strength 4 hits (Flaming Attacks).”

#### Page 90 – Mannfred the Acolyte, Magic

Change to “Mannfred von Carstein is a Lvl 2 Wizard and knows all spells from the Lore of the Vampires.”

#### Page 92 – Skeleton Warriors

Change “Spears...1pt.” to “Spears...1pt per model.”

#### Page 94 – Grave Guard

Change “Unit may exchange shields for great weapons...1pt.” to “Unit may exchange shields for great weapons ...1pt per model.”

### AMENDMENTS

#### Troop Type

Note that older versions of our army books do not list the Troop Type for each model. If this is the case with your army book, then you can find the model’s Troop Type in the reference section at the back of the Warhammer rulebook.

#### Page 88 – Army List Entries

Ignore this page and use the rules for ‘Choosing Your Army’ in the Warhammer rulebook.

#### Page 33 – Marching

Ignore “[...] – for example, they cannot march through difficult terrain.”

#### Page 39 – Lore of the Vampires

Ignore “If you roll the same spell twice, roll again.”

#### Page 39 – Vanhel’s Danse Macabre

Replace “[...] – it can charge (up to 8”), wheel, turn, change formation or even reform.” with “[...] – it can charge (with a charge range of 8”), wheel, or even reform.”

#### Page 43 – Corpse Cart, Designer’s notes

Change the second sentence to “The Corpse Cart counts as a monster in all regards, and therefore has the Thunderstomp special rule.”

#### Page 47 – Corpse Cart, Miasma of Deadly Vigour

Change the second sentence to “If it is successfully cast, the Corpse Cart, and all friendly units within 6” of the Corpse Cart during the Close Combat phase, have the Always Strikes First special rule.”

**Page 45** – Skeletal Steed, Insubstantial Steeds  
Ignore “[...]” (see the box on page 48) [...]”.

**Page 47** – The Black Coach – Evocation of Death  
Ignore “[...]” and those generated by any Wizard within 6" of a Black Coach.”

**Page 48** – Ethereal Creatures & Ethereal Movement  
Ignore these special rules. Use the Ethereal rule from the Warhammer rulebook.

**Page 49** – Cairn Wraith. Ghostly Howl  
Ignore “[...]” discard wounds hitting war machines”.

**Page 50** – Bat Swarms  
Change “Flying Unit” to “Hover”. Ignore Cloud of Horror.

**Page 50** - Fell Bats  
Change “Flying Unit” to “Fly”.

**Page 51** – Dire Wolves.  
Ignore “Fast Cavalry”. They are now War Beasts.

**Page 61** – Sword of Unholy Power.  
Add “The extra dice count against the power limit, but may only be used by Mannfred.”

**Page 82** – Ghoulkin.  
Add “In scenarios where there is no roll for the first turn, simply make the Ghoulkin’s special move after deployment, before the first turn.”

**Page 82** – Master of the Black Arts.  
Add “The extra dice count against the power limit, but may only be used by the Vampire.”

**Page 84** – Common Magic Items.  
Note that if a Magic Item is listed in both an army book and the Warhammer rulebook, use the points value given in the Army Book, with the rule printed in the Warhammer rulebook.

**Page 86** – Crimson Gem of Lahmia.  
Add “The extra dice counts against the power limit, but may only be used by the bearer.”

**Page 86** – The Black Periapt.  
Change to “The Black Periapt allows the bearer to save one of the army’s unused power or dispel dice at the end of the any Magic phase, and then add it to his side’s power or dispel dice pool in the next Magic phase.”

**Page 87** – Banner of the Dead Legion  
Ignore this Magic Item.

**Page 87** – Cursed Pennant of Mousillon.

Add “The pennant is captured by an enemy unit that was in base contact with the bearer when he was slain or otherwise removed from play. Decide randomly which unit takes the banner if more than one unit is eligible.”

**Page 90** – Necromancer Options, Corpse Cart  
Add “Count the cost against your allowance for Heroes.”

**Page 91** – Including Zombie Dragons in your army.  
Ignore this special rule.

## FAQs

*Q. Can a character (who is allowed to march) that is riding an Undead mount (who is not allowed to march) march? (p33)*

A. Yes.

*Q. Can Invocation of Nehek be cast on friendly units that are engaged in combat? (p38)*

A. Yes.

*Q. Invocation of Nehek says that Vampire, Ethereal and non-infantry units “only ever regain a single wound”. Is that per casting of the spell or per game? (p38)*

A. Per casting of the spell.

*Q. Can you add models to a unit with Invocation of Nehek if placing such models would bring them within 1" of an enemy model? (p38)*

A. These models can be placed within 1" of enemy their own unit is fighting, but not within 1" of any other enemy.

*Q. Can Invocation of Nehek be used to heal Spirit Host units created via the Wind of Undeath spell up to the starting number of Wounds on their profile (i.e. 4 per base)? (p38)*

A. Yes (even if they were created in a weaker state).

*Q. What is the range of the two effects of the Summon Undead Horde spell? (p39)*

A. A new unit of Zombies can be created within 12", and Wounds replenished on units within 18".

*Q. If a Necromancer is mounted upon a Corpse Cart and subsequently killed, does the Corpse Cart have to take a Monster Reaction test? (p43)*

A. Yes.

*Q. If a Skeletal Steed is given barding, does the model suffer a -1 Movement penalty? (p45)*

A. Yes.

*Q. Does a unit of rank-and-file Blood Knights suffer any penalty from not nominating a model to accept an enemy challenge? (p46)*

A. No, the challenge simply does not happen.

Q. Can I choose not to absorb magical energy with the Black Coach's Evocation of Death ability? (p47)

A. No.

Q. Do the attacks from the Cairn Wraith driving the Black Coach count as magical, like those of other Cairn Wraiths? (p49)

A. Yes.

Q. Do items or spells that affect missile fire have any effect on a Banshee's Ghostly Howl? (p49)

A. No.

Q. Can Skaven use their Strength In Numbers bonus against the Banshee's Ghostly Howl? (p49)

A. Yes.

Q. Can a Tomb Banshee use her Ghostly Howl to target an enemy unit in close combat that she is not engaged with? (p49)

A. No.

Q. Is the Tomb Banshee's Ghostly Howl attack roll a Leadership test and if so can a battle standard allow it to be re-rolled? (p49)

A. No to both questions.

Q. Is Konrad von Carstein a Wizard? (p62)

A. No.

Q. If a Vampire has the Flying Horror Vampiric Power and is mounted on a Nightmare, can he still fly? (p82)

A. Yes.

Q. In a situation where a Vampire automatically kills an enemy model or causes multiple wounds, and he has the Red Fury power, does he gain an additional attack for every Wound remaining on the slain model's profile? (p83)

A. Yes.

Q. If a Vampire is a Dread Knight (which comes with a Barded Nightmare), can he select another mount? (p83)

A. Yes, but the points for his Barded Nightmare are not refunded.

Q. Can the powers Lord of the Dead, Summon Creatures of the Night, or Summon Ghouls be used in conjunction with the Summon Undead Horde spell to increase units beyond their starting size? Can the spells be used to increase their size beyond the maximum unit size allowed by the army list? (p83)

A. Yes to both questions.

Q. Does the Beguile Vampiric Power still work if the Vampire is only in contact with rank-and-file models (non-characters)? If yes, does it mean the player chooses one of the rank-and-file models and so has to separate his rolls to hit and to wound against it? (p83)

A. Yes to both questions.

Q. If a Vampire Counts character armed with Blood Drinker or the Tomb Blade is within 6" of a Corpse Cart with an Unholy Lodestone, or has the Vampiric Power of Lord of the Dead, Summon Creatures of the Night, or Summon Ghouls Vampiric Powers, do the effects combine? (p84)

A. No.

Q. Can a character wearing the Nightshroud be affected by Impact hits? (p85)

A. No.

Q. If a Vampire Lord is wearing the Helm of Commandment and the Accursed Armour (-3 to WS), what Weapon Skill does he pass onto a friendly unit? WS7 or WS4? (p85)

A. WS 4.

Q. If a Vampire Lord is wearing the Helm of Commandment and passes his Weapon Skill on to a friendly unit containing a Vampire Thrall with the Accursed Armour (-3 to WS), what Weapon Skill will the Thrall fight with? WS7 or WS4? (p85)

A. WS 7.

Q. If a friendly Undead unit is targeted by an enemy spell or ability which modifies the Weapon Skill of the unit and a Vampire Lord wearing the Helm of Commandment wishes to pass his Weapon Skill onto the unit, which takes precedence? (p85)

A. The Lord's WS.

Q. If a Vampire with the Helm of Commandment is engaged in combat at the start of a Close Combat phase, is he allowed to use the Helm's effects to bolster a friendly Undead unit if his combat is resolved before theirs? (p85)

A. Yes.

Q. For purposes of the Helm of Commandment, if the unit the wearer is attached to is engaged in close combat, is he considered to be 'engaged' and thus unable to use the Helm? (p85)

A. Yes.

Q. If a Vampire Counts character selects the Armour of Night, do enemies suffer normal to hit penalties in addition to the -2 to hit penalty provided by the armour? (p85)

A. Yes.

Q. Can the Hand of Dust be used on a friendly unit? (p85)

A. No.

Q. Does the Gem of Blood negate any special rules associated with the first wound suffered in close combat (i.e. Killing Blow, multiple Wounds, and so on)? (p86)

A. No, they apply to whichever model suffers the wound.

*Q. Can a Vampire use the Carstein Ring if he is cast into the Realm of Chaos by an Infernal Gateway or Dimensional Cascade result on the Miscast table? (p86)*

A. Yes.

*Q. If a Vampire Lord wearing the Carstein Ring and riding a monstrous mount is 'killed' but successfully makes the roll and returns to 'life', does he return to life on foot? Does the Monstrous Mount have to take a Monster Reaction test when he is slain? (p86)*

A. Yes to all questions.

*Q. If the Staff of Damnation is successfully cast upon a unit or character, do any applicable special rules apply. For example, if the unit had charged this round and was armed with lances would it get a +2 Strength bonus? (p86)*

A. All rules that would apply in the next Close Combat phase also apply to the attacks made by the Staff of Damnation.

*Q. If the Staff of Damnation is successfully cast upon a unit which has had Vanhel's Danse Macabre successfully cast upon it earlier in the turn while engaged in combat, does the unit benefit from the re-rolls from Vanhel's Danse Macabre? (p86)*

A. Yes.

*Q. Are saves allowed against wounds suffered by a character using the Crimson Gem of Lahmia? Also, is this item limited to one use per friendly Magic phase? (p86)*

A. No save of any kind is allowed. It can be used any number of times per Magic phase.

Last updated 10th July 2010.