

WARHAMMER AGE OF SIGMAR

VAMPIRE COUNTS



WARSCROLLS COMPENDIUM

INTRODUCTION

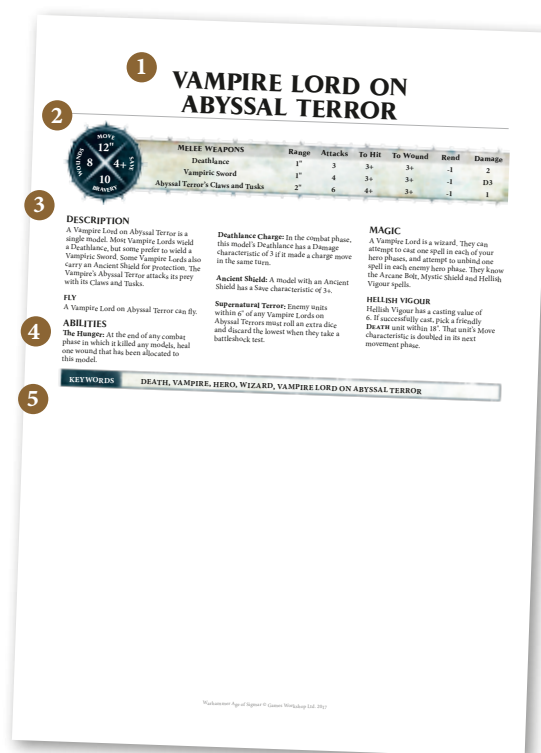
In the war-torn Mortal Realms, the unquiet dead are plentiful indeed. Some have the power to bind the slain to their will, from the most bestial corpse to the most kingly of spectres. Their revenant armies walk abroad

in every realm, grave-cold blades hacking into warm flesh whenever their masters seek dominion over the living. None can rival Nagash, the Great Necromancer – even Sigmar himself has cause to fear his name.

The warscrolls in this compendium allow you to use your Citadel Miniatures collection in fantastical battle, whether telling epic stories set during the Age of Sigmar, or recreating the wars of the world-that-was.

WARSCROLL KEY

- 1. Title:** The name of the model that the warscroll describes.
- 2. Characteristics:** This set of characteristics tells you how fast, powerful and brave the model is, and how effective its weapons are.
- 3. Description:** The description tells you what weapons the model can be armed with, and what upgrades (if any) it can be given. The description will also tell you if the model is fielded on its own as a single model, or as part of a unit. If the model is fielded as part of a unit, then the description will say how many models the unit should have (if you don't have enough models to field a unit, you can still field one unit with as many models as you have available).
- 4. Abilities:** Abilities are things that the model can do during a game that are not covered by the standard game rules.
- 5. Keywords:** All models have a list of keywords. Sometimes a rule will say that it only applies to models that have a specific keyword.



VAMPIRE LORD ON ABYSSAL TERROR



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Deathlance	1"	3	3+	3+	-1	2
Vampiric Sword	1"	4	3+	3+	-1	D3
Abyssal Terror's Claws and Tusks	2"	6	4+	3+	-1	1

DESCRIPTION

A Vampire Lord on Abyssal Terror is a single model. Most Vampire Lords wield a Deathlance, but some prefer to wield a Vampiric Sword. Some Vampire Lords also carry an Ancient Shield for protection. The Vampire's Abyssal Terror attacks its prey with its Claws and Tusks.

FLY

A Vampire Lord on Abyssal Terror can fly.

ABILITIES

The Hunger: At the end of any combat phase in which it killed any models, heal one wound that has been allocated to this model.

Deathlance Charge: In the combat phase, this model's Deathlance has a Damage characteristic of 3 if it made a charge move in the same turn.

Ancient Shield: A model with an Ancient Shield has a Save characteristic of 3+.

Supernatural Terror: Enemy units within 6" of any Vampire Lords on Abyssal Terrors must roll an extra dice and discard the lowest when they take a battleshock test.

MAGIC

A Vampire Lord is a wizard. They can attempt to cast one spell in each of your hero phases, and attempt to unbind one spell in each enemy hero phase. They know the Arcane Bolt, Mystic Shield and Hellish Vigour spells.

HELLISH VIGOUR

Hellish Vigour has a casting value of 6. If successfully cast, pick a friendly **DEATH** unit within 18". That unit's Move characteristic is doubled in its next movement phase.

KEYWORDS

DEATH, VAMPIRE, HERO, WIZARD, VAMPIRE LORD ON ABYSSAL TERROR

NECROMANCER ON NIGHTMARE



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Necromancer's Staff	2"	1	4+	3+	-1	D3
Nightmare's Hooves and Teeth	1"	2	4+	4+	-	1

DESCRIPTION

A Necromancer on Nightmare is a single model. He is armed with a Necromancer's Staff and mounted on a Nightmare steed which lashes out with its Hooves and Teeth.

ABILITIES

Undead Minions: Each time this model is allocated a wound you may pick a unit of Zombies or Skeleton Warriors from your army within 3" and roll a dice. On a 4+ the wound is allocated to that unit instead.

MAGIC

A Necromancer is a wizard. He can attempt to cast one spell in your hero phase, and attempt to unbind one spell in the enemy hero phase. He knows the Arcane Bolt, Mystic Shield and Vanhel's Danse Macabre spells.

VANHEL'S DANSE MACABRE

Vanhel's Danse Macabre has a casting value of 6. If successfully cast, pick a unit of Zombies or Skeleton Warriors within 18"; that unit can pile in and attack twice in your next combat phase.

KEYWORDS

DEATH, DEATHMAGES, NECROMANCER, HERO, WIZARD

SUBSTITUTE WARSCROLLS

The following do not have warscrolls. Instead, use the substitute warscrolls below.

Unit	Warscroll
Count Mannfred	Vampire Lord
Count Mannfred on Abyssal Terror	Vampire Lord on Abyssal Terror
Heinrich Kemmler	Necromancer
Isabella von Carstein	Vampire Lord
Konrad von Carstein	Vampire Lord
Krell, Lord of Undeath	Wight King with Black Axe
Master Necromancer	Necromancer
Master Necromancer on Abyssal Terror	Arkhan the Black
Mannfred the Acolyte	Count Mannfred
Necromancer on Corpse Cart	Corpse Cart
Strigoi Ghoul King	Abhorrant Ghoul King
Vampire	Vampire Lord
Vampire Lord on Coven Throne	Coven Throne
Vlad von Carstein	Vampire Lord

PITCHED BATTLE PROFILES

VAMPIRE COUNTS		UNIT SIZE			BATTLEFIELD ROLE	NOTES
UNIT		MIN	MAX	POINTS		
Necromancer on Nightmare		1	1	140	Leader	
Vampire Lord on Abyssal Terror		1	1	300	Leader	