

**UNOFFICIAL**  
**ARCANE JOURNAL**  
**VAMPIRE**  
**COUNTS**

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**For use with Warhammer: The Old World**

# UNOFFICIAL ARCANE JOURNAL

## VAMPIRE COUNTS

When the forces of the Vampire Lords march to war, the world trembles. The Undead are among the most dangerous creatures in the known world. Bound by the will of one of the Lords of Undeath, they are a fell and mighty foe. They cannot be reasoned with, bribed or coerced. They know neither fear nor mercy. They need no sleep or warmth, neither drink nor wholesome sustenance and, as they march onwards, their ranks are swelled by the corpses and trapped souls of their former opponents.

This document is an **unofficial** supplement for Warhammer: The Old World and the Vampire Counts Legacy Army List. It contains the following information:

**Allies:** Updated rules for Allied Contingents for the Vampire Counts composition lists to bring them in line with other factions.

**Army of Infamy Composition Lists and Special Rules:** The army composition list for the Bloodline Entourage and Pirates of the Vampire Coast, which may be used instead of the Vampire Counts Grand Army composition list. These sections also cover rules unique to these factions.

**Profiles:** The Bloodline Entourage and Pirates of the Vampire Coast army lists include a number of new units. Here, you will find the models' characteristics, their equipment, their points value, details of any special rules unique to them and more.

**Ancient Vampiric Powers:** New ways to upgrade and theme the Vampire characters, themed around Vampiric Archetypes.

**The Lore of...:** Unique spells used in conjunction with the Lores of Magic found in the Warhammer: the Old World rulebook.

**Magic Items:** This army list includes a number of additional magic items available to the Vampire Counts, including Bloodline Entourage and Pirates of the Vampire Coast.

### The Renegade Legacy Pack

These rules are designed to be used either with or without Square Based's Renegade Legacy Pack.

<https://www.squarebased.com>

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# VAMPIRE COUNTS ALLIES

Whilst the Vampire Wars had raged, the curse that blighted the von Carsteins bled unchecked across the lands. To this day, the children of Nagash haunt the darkness from frozen Kislev in the east to prosperous Marienburg on the west of the Old World. Who knows how many noblewomen are secretly queens of undeath, how many dashing aristocrats have a gory secret, or how many barons and dukes owe their fealty to an unliving king? Hidden from mortal sight, the Vampires marshal their ghastly armies, waiting as patient as spiders for the time to bind the living into their web of undeath forever more.

Replace the Allies section in the Vampire Counts Grand Army Composition List with the following:

## Allies

Up to 25% of your army's points value may be spent on a single allied contingent drawn from:

- Any Vampire Counts Army of Infamy composition list
- One of the following Grand Army composition lists:
  - Tomb Kings of Khemri
  - Empire of Man (Uneasy, only if the army contains a Vampire with the Beguile Vampiric Power)
  - Kingdom of Bretonnia (Uneasy, only if the army contains one or more units of Blood Knights)

Vampire Counts may also be taken as an Allied Contingent for the following Composition Lists. See the Old World Diplomacy document at [oldworld.alwaysstrikesfirst.com](http://oldworld.alwaysstrikesfirst.com) for more modifications to Allied Contingents..

## Tomb Kings of Khemri Grand Army Composition List

Add the following to the list of Grand Army composition lists available as Allies:

- Vampire Counts (Suspicious, and only if the army does not include any named characters)

## Dark Elves Grand Army Composition List

Add the following to the list of Grand Army composition lists available as Allies:

- Vampire Counts (Suspicious)

# VAMPIRE COUNTS

## BLOODLINE ENTOURAGE

There are several great families of Vampires in the Old World, each of which owes its origin and allegiance to one extremely powerful and ancient Vampire. When the forces of the Vampire Lords march to war, the world trembles.

This Army of Infamy composition list unofficial. It is designed to be used with the Vampire Counts Legacy army list, and alongside the 'Forming Units' and 'Warhammer Armies' sections of the *Warhammer: the Old World* rulebook.

If you wish to field a Bloodline Entourage army in your games of Warhammer: the Old World, you may write your muster list using the Army of Infamy composition list below instead of the Grand Army composition list found in the Vampire Counts Legacy document. Over the following pages you will find new profiles and rules for certain models in your army, representing units unique to a Bloodline Entourage army:

### Army Of Infamy Composition List

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#### Characters

Up to 50% of your army's points value may be spent on:

- 1+ Wizard (as per Vampire Counts army rules)
- 1+ Vampire Count, Vampire Thrall or Strigoi Ghoul King
- 0-1 Necromantic Acolyte or Wight King per 1,000 points
- Wight Lords

#### Core

At least 25% of your army's points value must be spent on:

- Skeleton Warriors, Bat Swarms and Dire Wolves
- 0-1 unit of Grave Guard may be taken as a Core choice

#### Special

Up to 50% of your army's points value may be spent on:

- Grave Guard, Black Knights and Fell Bats
- 0-1 unit of Blood Guard, Crypt Horrors or Vargheists per 1,000 points

#### Rare

Up to 25% of your army's points value may be spent on:

- Blood Knights
- 0-1 Banshee or Cairn Wraith per 1,000 points
- 0-1 Terrorgheist, Varghulf, or Black Coach per 1,000 points

#### Mercenaries

Up to 25% of your army's points value may be spent on mercenaries.

*Note that mercenary units drawn from another army list gain the Mercenaries special rule and become subject to the 'Misbehaving Mercenaries' rules, as described on page 279 of the *Warhammer: the Old World* rulebook.*

#### Battle Standard Bearer

A single Vampire Thrall or Wight Lord in your army may be upgraded to be your Battle Standard Bearer for +25 points. In addition to their usual allowance of points to spend on magic items, a Battle Standard Bearer can purchase a single magic standard with no points limit.

#### Magic Items

Any models within this army that have the option to purchase magic items may purchase magic items from the Common or Vampire Counts magic items lists.

# BLOODLINE ENTOURAGE

## SPECIAL RULES

On these pages you will find a full description for each of the army special rules that apply to an army built using the Bloodline Entourage Army of Infamy composition list. These are in addition to the Vampire Counts special rules found on page 27 of the Vampire Counts Legacy document. In case of contradiction, the special rules below take precedence over the Vampire Counts special rules.

### Aristocracy of the Night

*Vampires are the lords of the dead and all the Vampires in the Old World are descendants of one of the great Masters.*

The General of a Bloodline Entourage Army of Infamy must be a Vampire Count, Vampire Thrall, or Strigoi Ghoul King. In addition, the Vampiric Powers listed in the Vampire Counts Legacy document may be chosen more than once in a Bloodline Entourage, but only once per model. Ancient Vampiric Powers (see page 16) may only be chosen more than once if the Vampiric Bloodline selected specifically allows it (see below).

### Masters of Undeath

*The most powerful Vampires have a natural ability to command necromantic magic and to bind Undead things to their will.*

If, during any Start of Turn sub-phase following the death of the General in a Bloodline Entourage Army of Infamy, there is one or more friendly Vampires (including Strigoi Ghoul Kings) on the battlefield who are also Wizards, no unit in the army needs to take the Leadership test due to the Death of the General - the Vampires' powers are sufficient to sustain the Undead for now. Note this does not prevent the Leadership test at the end of the phase in which the General is killed, nor does it prevent the loss of the Regeneration (X) special rule.

## Vampiric Bloodlines

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*Vampires are the lords of the dead and all the Vampires in the Old World are descendants of one of the great Masters.*

If the General of a Bloodline Entourage is a Vampire Count or Vampire Thrall, they may choose a Vampiric Bloodline from either Blood Dragon, Lahmian, Necrarch, or Von Carstein; if the General is a Strigoi Ghoul King they are automatically of the Strigoi Vampiric Bloodline. Each Vampiric Bloodline has an associated Dominant Archetype, as detailed under each Bloodline description in the following sections.

- The General of a Bloodline Entourage must have at least one Ancient Vampiric Power (see page 16) chosen from their Vampiric Bloodline's Dominant Archetype.
- Ancient Vampiric Powers of the Dominant Archetype may be chosen more than once in the army, but only once per model.
- Ancient Vampiric Powers of the Dominant Archetype may be chosen by Vampire Thralls in the army (if available).
- The total number of Ancient Vampiric Powers chosen across the army from other archetypes must not exceed the number chosen across the army from the Dominant Archetype.

Additional units may be allowed or restricted, depending upon which Vampiric Bloodline your army belongs to:

### Blood Dragon

*Fallen knights, risen again to serve their ancient Bloodline for eternity. Using a small, tactically flexible force of elite troops is the Blood Dragon way of waging war, because this leaves plenty of scope for individual feats of arms.*

The Dominant Archetype of a Blood Dragon Bloodline Entourage is the Martialis archetype. However, no models may choose Ancient Vampiric Powers from the Arkayne or Severed archetypes.

A Blood Dragon Bloodline Entourage may include 0-1 units of Black Knights as Core choices per 1,000 points, and 0-1 units of Blood Knights as a Special choice. A Blood Dragon Bloodline Entourage may not include any Strigoi Ghoul Kings.

In addition, the General of a Blood Dragon Bloodline Entourage must be mounted.

## Lahmian

*Descended from Neferata, thought to be the very first Vampire, Lahmians are alluring, seductive, and deadly in equal measure. The talons of the Lahmians reach to all levels of human society, and their powerful personalities hold an irresistible charm for mortals.*

The Dominant Archetype of a Lahmian Bloodline Entourage is the Courtly archetype. However, no models may choose Ancient Vampiric Powers from the Bestialle or Martielle archetypes.

A Lahmian Bloodline Entourage may include 0-3 Lahmian Swains as Mercenaries per 1,000 points. Lahmian Swains are chosen from one of the following characters:

- Captain of the Empire or Master Mage from The Empire of Man army list
- Paladin or Sergeant-at-Arms from the Kingdom of Bretonnia army list
- Gate Keeper or Strategist from the Grand Cathay army list
- Royal Herald from the Tomb Kings of Khemri army list (the Sworn Protector special rule applies to Lahmian Vampires instead of Monarchs of Nehekara).

In addition, a Lahmian Bloodline Entourage may include 0-1 unit of Skeleton Archers as a Core choice per 1,000 points (see Tomb Kings of Khemri army list) and 0-2 Spirit Hosts as Special choices. A Lahmian Bloodline Entourage may not include any Strigoi Ghoul Kings.

## Necrarch

*Grotesque and withered, Necrarchs may be weaker in combat, but their magical prowess is second to none. Only very rarely do the Necrarchs openly march to war, but at such times they are perhaps more dangerous than any other lords of Undeath.*

The Dominant Archetype of a Necrarch Bloodline Entourage is the Arkayne archetype. However, no models may choose Ancient Vampiric Powers from the Martielle or Courtly archetypes.

A Necrarch Bloodline Entourage may include 0-1 Master Necromancer as a Character choice, units of Zombies as Core choices and 0-3 Corpse Carts as Special choices per 1,000 points. A Necrarch Bloodline Entourage may not include any Strigoi Ghoul Kings.

In addition, Vampire Thralls and Necromantic Acolytes may be mounted on Abyssal Terrors in a Necrarch Bloodline Entourage.

## Strigoi

*Large and heavily-set, Ushoran's descendants are the animalistic blunt instruments of the Vampire race. The armies of the Strigoi Vampires are a huge pack of howling hunters rushing towards the enemy with cannibalistic intentions.*

The Dominant Archetype of a Strigoi Bloodline Entourage is the Bestialle archetype. However, no models may choose Ancient Vampiric Powers from the Courtly or Arkayne archetypes.

A Strigoi Bloodline Entourage may include units of Ghouls as Core choices, 0-1 Terrorgheist as a Special choice, and units of Crypt Horrors may be taken as Special choices without restriction. A Strigoi Bloodline Entourage may not include any Vampire Counts or Vampire Thralls.

In addition, 0-1 unit of Ghouls per 1,000 points in a Strigoi Bloodline Entourage may be given the Ambushers special rule for +2 points per model or the Vanguard special rule for +1 point per model.

## Von Carstein

*Though their origins are shrouded in mystery, Vlad's descendants now swarm across the world, bringing their gift of death to all. The eldritch powers of the von Carsteins attract large numbers of Bats and Dire Wolves to their hosts.*

The Dominant Archetype of a Von Carstein Bloodline Entourage is the Masterly archetype. However, no models may choose Ancient Vampiric Powers from the Severed archetype.

A Von Carstein Bloodline Entourage may include units of State Troops and/or Empire Archers (see The Empire of Man army list) as Mercenaries choices, and 0-1 Black Coach as a Special choice. A Von Carstein Bloodline Entourage may not include any Strigoi Ghoul Kings.

In addition, Fell Bats, Bat Swarms, and Dire Wolves in a Von Carstein Bloodline Entourage gain The Newly Dead special rule, though may not be resurrected beyond a size of 20 models.

# VAMPIRE COUNTS

## PIRATES OF THE VAMPIRE COAST

Long ago, Norse raiders on the way to Lustria captured an Empire merchant ship and unwittingly took on board the body of the Vampire Luthor Harkon. When the ship arrived in Lustria the entire crew had either been enslaved or turned into Undead. Luthor proceeded to create an Undead empire on southern Lustria, and the place became known as the Vampire Coast.

This Army of Infamy composition list is unofficial. It is designed to be used with the Vampire Counts Legacy army list, and alongside the 'Forming Units' and 'Warhammer Armies' sections of the Warhammer: the Old World rulebook.

If you wish to field a Pirates of the Vampire Coast army in your games of Warhammer: the Old World, you may write your muster list using the Army of Infamy composition list below instead of the Grand Army composition list found in the Vampire Counts Legacy document. Over the following pages you will find new profiles and rules for certain models in your army, representing units unique to a Pirates of the Vampire Coast army:

### Army Of Infamy Composition List

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#### Characters

Up to 50% of your army's points value may be spent on:

- 1+ Wizard (as per Vampire Counts army rules)
- 1+ Vampire Count or Vampire Thrall
- 0-1 Master Necromancer
- 0-1 Necromantic Acolyte or Wight King per 1,000 points
- Syreens (Banshees) and Wight Lords

#### Core

At least 25% of your army's points value must be spent on:

- 1+ unit of Zombies per 1,000 points
- Dire Wolves
- 0-1 unit of Deck Gunners per unit of Zombies taken
- Rat Swarms (see the Skaven army list)

#### Special

Up to 50% of your army's points value may be spent on:

- Fell Bats, Corpse Carts
- 0-2 units of Skeleton Warriors per 1,000 points
- 0-1 unit of Crypt Horrors or Blood Guard per 1,000 points
- 0-1 unit of Spirit Hosts per Syreen taken
- 0-3 Carronades per 1,000 points

#### Rare

Up to 25% of your army's points value may be spent on:

- Rotting Leviathans
- 0-1 Terrorgheist or Varghulf per 1,000 points
- 0-1 Necrofex Colossus (not including character mounts) per 1,000 points
- 0-1 Queen Bess

#### Mercenaries

Up to 33% of your army's points value may be spent on mercenaries, including:

- Free Company Militia (see the Empire of Man army list)
- Chaos Marauders (see the Warriors of Chaos army list)
- Border Princes Brigands (see the Kingdom of Bretonnia Bretonnian Exiles army list)
- Ogre Maneaters (see the Ogre Kingdoms army list)

*Note that mercenary units drawn from another army list gain the Mercenaries special rule and become subject to the 'Misbehaving Mercenaries' rules, as described on page 279 of the Warhammer: the Old World rulebook.*

#### Battle Standard Bearer

A single Vampire Thrall or Wight Lord in your army may be upgraded to be your Battle Standard Bearer for +25 points. In addition to their usual allowance of points to spend on magic items, a Battle Standard Bearer can purchase a single magic standard with no points limit.

#### Magic Items

Any models within this army that have the option to purchase magic items may purchase magic items from the Common or Vampire Counts magic items lists.

# VAMPIRE COAST SPECIAL RULES

On these pages you will find a full description for each of the army special rules that apply to an army built using the Pirates of the Vampire Coast Army of Infamy composition list. These are in addition to the Vampire Counts special rules found on page 27 of the Vampire Counts Legacy document. In case of contradiction, the special rules below take precedence over the Vampire Counts special rules.

## Animated Hulks

*Walking, rotting Ogre flesh fused with ship debris and sea monsters makes for truly twisted abominations.*

Units of Crypt Horrors in a Vampire Coast army may replace their filth-encrusted claws with tentacles and pincers for free (see page 19).

## Deck Droppers

*The heinous combination of a Fell Bat and a gun-wielding zombie makes for a hideous, flying horror.*

Units of Fell Bats may be upgraded to Deck Droppers for +5 points per model. Although Deck Droppers carry a Zombie, the Zombie does not fight in close combat so does not have a separate profile. Instead, it allows the unit to perform a 'Flying Salvo' attack against a single enemy unit that is not engaged in combat. To do so, the Deck Droppers unit must move (by flying) over the unit it wishes to attack during the Remaining Moves sub-phase. Once this unit's movement is complete, roll a D6 for each Fell Bat in the Deck Droppers unit. For each result of a 4+, the target unit suffers a single Strength 4 hit with an AP of -1. For each result of a 1, the Deck Droppers unit suffers the hit instead.

## Drowned Rats

*These undead vermin fall upon their enemies in a seething mass; in numbers, they become overwhelming.*

Units of Rat Swarms reduce their Leadership characteristic to 3 and gain the Necromantic Undead and Regeneration (6+) special rules. In addition, Rat Swarms can be affected by the Lord of the Night Vampiric Power.

## Gunnery Mob

*The random discharge of noisy, indiscriminate firepower gives the Gunnery Mob a small spark of satisfaction enjoyed in life.*

Units of Zombies in a Vampire Coast army increase their Ballistic Skill characteristic to 1 and gain the Motley Crew special rule. In addition, any model in a unit of Zombies may take one of the following:

- Pistol ..... ½ point per model
- Handgun ..... 1 point per model
- Blunderbuss ..... 2 points per model

Any ranged weapon wielded by a Zombie (or Zombie Crew of a Rotting Leviathan) gains the Cumbersome special rule.

When Resurrecting models in a Motley Crew Zombie unit, newly added models are only armed with a hand weapon.

## Scurvy Dogs

*These rabid beasts are the ideal raiding companions, more vicious in death than they ever were in life.*

Dire Wolves in a Vampire Coast army gain the Detachment special rule and Zombies in a Vampire Coast army gain the Regimental Unit special rule.

## Shipwrights

*These former marksmen and artillerymen are as obsessed with gunpowder in death as they were in life.*

Wight Kings and Wight Lords in a Vampire Coast army increase their Ballistic Skill characteristic to 3. In addition, any units of Zombies or Deck Gunners within the Command range of one or more Wights gains a +1 modifier to their Ballistic Skill characteristic.

Wights in a Vampire Coast army may take one of the following in addition to their standard options:

- Pistol ..... 5 points per model
- Handgun ..... 6 points per model
- Blunderbuss ..... 8 points per model

## Vampire Fleet Commanders

*Fortune favours the infamous!*

The General of a Vampire Coast army must be a Vampire Count or a Vampire Thrall and follows the rules for Death of a General as per the Vampire Counts army rules. All Vampires lose the Lore of Undeath special rule and gain the Lore of the Deep special rule (see page 19).

Vampires in a Vampire Coast army may take one of the following in addition to their standard options:

- Pistol ..... 5 points per model
- Brace of pistols ..... 10 points per model
- Handgun ..... 6 points per model

Vampires in a Vampire Coast army may not be mounted on a Coven Throne or Zombie Dragon, but may instead choose to be mounted on one of the following:

- Necrofex Colossus  
(Vampire Count only) ..... +260 points
- Rotting Leviathan ..... +200 points

# Neferata, Queen Of The Vampires

Neferata is a Vampire Countess. She may be included in any Vampire Counts army made using any army composition list that includes the Vampire Count option, except for the Pirates of the Vampire Coast. She must be fielded as presented here.

	M	WS	BS	S	T	W	I	A	Ld	Points
Neferata	6	7	5	5	5	3	8	4	10	450

<b>Troop Type:</b>	Regular infantry (named character)
<b>Base Size:</b>	25 x 25 mm
<b>Unit Size:</b>	1
<b>Equipment:</b>	Dagger of Jet, Ruby of Lahmia, Bastet
<b>Vampiric Powers:</b>	Beguile, Domination, Innocence Lost*
<b>Magic:</b>	Neferata is a Level 3 Wizard. She knows spells from the Lore of Illusion.
<b>Special Rules:</b>	Dark Vitality, Flammable, Hatred (Tomb Kings of Khemri), Indomitable (3), Lore of Undeath, Necromantic Undead, Queen of the Vampires, Regeneration (5+)

\* The bonus to Leadership and Initiative is already included in Neferata's profile.

## Queen Of The Vampires

*The Queen dreams of enslaving all the Vampires of the known world and returning to ancient Lahmia at the head of an Undead army, reclaiming her throne and rebuilding the great Temple of Blood.*

If your army includes Neferata, she must be the army's General. In addition, Neferata has a Command Range of 18".

## Bastet

*Bastet is Neferata's familiar, a slender black Khemrian cat who was entombed with her beloved Queen. Now she is just a feline shadow that follows Neferata.*

Bastet counts as a Spell Familiar (see page 26 of the Vampire Counts Legacy document). In addition, when Neferata is deployed, place the Bastet marker anywhere on the battlefield that is not within 8" of an enemy unit. Once placed, Bastet does not move but has a 360° line of sight. The marker cannot be charged, targeted or attacked in any way. However, if Neferata is removed from play as a casualty, the Bastet marker is also removed from play. During the Command phase of each of Neferata's turns, the Bastet marker may cast the Spirit Leech spell from the Lore of Necromancy as a Bound Spell with a Power Level of 2.

*Note that the Bastet marker is ignored for the purposes of movement, combat and line of sight, as if it was not there. Should the presence of it interfere with the position of units, simply make note of its position and move it aside, replacing it when convenient to do so.*

## Ruby Of Lahmia

*The mark of her dominion over the City of Vampires, Neferata's diadem is a golden snake which rests over her cruel and beautiful face, and carries a huge ruby in its jaw. This unique jewel pulses with the power of eternal life and feeds Neferata with almost unlimited energy.*

The Ruby of Lahmia grants Neferata a 5+ Ward save and Magic Resistance (-1).

## Dagger Of Jet

*This dagger took countless lives on the altars of Lahmia when Neferata was the high priestess of death. It was used to cut the throats of those who were condemned to feed the Vampire aristocracy of that cursed city.*

	R	S	AP	Special Rules
Dagger of Jet	Combat	S+1	-2	Magical Attacks, Poisoned Attacks

## Character

### Neferata

Legends tell of an ancient Vampire Queen who resides high in the Worlds Edge Mountains. Those who know call her Neferata, which means 'she who is beautiful in death' in the ancient tongue of Nehekhar, the land of the Dead.

It is claimed that she is the same decadent Vampire Queen who fled the sack of Lahmia. If this is true, she is very ancient indeed, for the great River Mortis has flown for three thousand years since those events. Legends say that she created a Vampiric Lahmian Sisterhood to serve her and it is due to her that all those Vampires are corrupted by her blood.

Physically, Neferata is said to be divinely beautiful. Her plaited black tresses flow around her lovely face and she is as enchanting now as she was in her youth, though her skin is as white as alabaster, and the long years of evil have washed all trace of pity and compassion from her face.

# Melkhior The Ancient

Melkhior is a Vampire Count. He may be included in any Vampire Counts army made using any army composition list that includes this option, except for the Pirates of the Vampire Coast. He must be fielded as presented here.

	M	WS	BS	S	T	W	I	A	Ld	Points
Melkhior	-	5	5	5	6	7	5	3	9	475
Abyssal Terror	6	4	-	5	-	-	2	3	-	

**Troop Type:** Monstrous creature (named character)

**Base Size:** 50 x 100 mm

**Unit Size:** 1

**Equipment:**

- **Melkhior:** Painbringer, Grimoire Necronium, Black Cloak of Lahmia
- **Abyssal Terror:** Wicked claws (see page 22 of Vampire Counts Legacy), poisonous tail (see page 22 of Vampire Counts Legacy) and scaly skin (counts as heavy armour)

**Vampiric Powers:** Dark Acolyte, Forbidden Lore

**Magic:** Melkhior is a Level 4 Wizard. He knows spells from the Lore of Necromancy.

**Special Rules:** Close Order, Dark Vitality, Flammable, Fly (9), Indomitable (2), Large Target, Lore of Undeath, Necrarch Ancient, Necromantic Undead, Regeneration (5+), Stomp Attacks (D3), Stupidity, Swiftstride, Terror

\* The bonus to Leadership is already included in Melkhior's profile.

## Necrarch Ancient

*“Death will only be the beginning of your eternal pain, mortal.”*

Enemies suffer a -1 modifier to their Leadership when making a Terror or Fear test caused by Melkhior. In addition, when using the Invocation of Nehek special rule Melkhior counts as a Level 4 Wizard rather than a Level 1 Wizard as normally allowed by the Dark Acolyte Vampiric Power.

## Black Cloak Of Lahmia

*This cloak is one of the great treasures of Lahmia, the city of the Vampires. Merely looking at the cloak can make eyes bleed and sanity vanish.*

Melkhior gains the Ethereal special rule during the enemy Shooting phase, but not during any other phase.

## Grimoire Necronium

*Written by Melkhior himself, this book is one of the greatest works of necromancy. In its pages are described the blasphemous rites and evil spells that allow wizards to summon and command the dead.*

Immediately after determining Melkhior's spells, choose one of the three Lore of Undeath spells. This can be a spell that Melkhior does not know. Melkhior may use the Grimoire Necronium during the battle to cast this spell as a Bound Spell with a Power Level of 2.

## Painbringer

*Painbringer is the black sword of Melkhior, said to be made from the magical life force of insane men. The mere touch of this blade brings insanity and hideous pain.*

	R	S	AP	Special Rules
Painbringer	Combat	S	-1	Magical Attacks

**Notes:** Any model hit by Painbringer suffers a -1 penalty to all rolls To Hit for the rest of the game.

## Character

### Melkhior

The Necrarchs are the most reclusive and incomprehensible of the undying Vampires, and none more so than Melkhior, the oldest of the Necrarchs. Melkhior lives far from human settlements and his secret tower is hidden from view in the great Forest of Shadows by powerful enchantments. In the highest chamber of this tower, the most ancient of Vampires works alone. He is decayed, irredeemably evil, and utterly insane.

Melkhior experiments with the living trying to find out how they can be made to understand the benefit of joining the Undead and how they could overcome their fear of the dead. Countless men have died in Melkhior's obsession but still the answer he searches for eludes him. Pain, suffering and horror fascinate this mad being, The dungeons and torture chambers of his dark tower are filled with wretched prisoners, who undergo indescribable agony to satisfy the curiosity of this insane Vampire Lord.

# Walach Harkon, Grand Master Of The Blood Dragons

Walach Harkon is a Vampire Count. He may be included in any Vampire Counts army made using any army composition list that includes this option, except for the Pirates of the Vampire Coast. He must be fielded as presented here.

	M	WS	BS	S	T	W	I	A	Ld	Points
Walach Harkon	6	9	5	5	5	3	6	5	9	425
Nightmare	7	3	-	4	-	-	2	1	-	

**Troop Type:** Heavy cavalry (named character)

**Base Size:** 30 x 60 mm

**Unit Size:** 1

**Equipment:**

- **Walach:** Crimson Blade, Blood Chalice, Bloody Hauberk, shield
- **Nightmare:** Iron-shod hooves (counts as a hand weapon) and bardings

**Vampiric Powers:** Dread Knight\*, Master Strike, Red Fury

**Special Rules:** Counter Charge, Dark Vitality, First Charge, Flammable, Grand Master of the Blood Dragons, Indomitable (2), Necromantic Undead, Regeneration (5+), Swiftstride

\* The bonus to Leadership and Weapon Skill is already included in Walach's profile.

## Grand Master Of The Blood Dragons

Harkon was the greatest of his order, ranked amongst the foremost warriors of that or any age.

If your army includes Walach Harkon it must also include 1+ units of Blood Knights.

### Blood Chalice

The chalice contains the life blood of the greatest opponents Walach has slain in battle. Their pure and noble blood is a potent source of power to any Vampire who drinks it.

Walach may use the Blood Chalice in the Command sub-phase. Roll a D6; on a 2+, Walach recovers a single Wound lost earlier in the battle. This cannot be used to take Walach above his starting Wounds characteristic.

### Bloody Hauberk

Vile magic has fused the blood of Walach's victims into this armour's enchantments, providing a shielding aura made of the souls of the damned.

The Bloody Hauberk is full plate armour that confers a 5+ Ward save.

### Crimson Blade

This is the sword that Walach used to cut down the true Grand Master of the Order of the Blood Dragons. Its keen edge means red ruin to any who dare oppose him.

	R	S	AP	Special Rules
Crimson Blade	Combat	S	-1	Flaming Attacks, Magical Attacks, Multiple Wounds (2)

## Character

### Walach Harkon

Walach the Dark Star. Walach the Hated. Few legends are as infamous as that of the Grand Master of the Blood Knights. It was this mighty Vampire Lord that brought the curse of Undeath to one of the greatest Knightly Orders of the Empire, and built a kingdom of terror, where his will was enforced by immortal warriors.

Walach is a proud warrior. His word is a bond stronger than steel, and though he looks upon humans as cattle, a man of exceptional prowess and courage may catch the his eye, and such warriors he challenges to single combat. Those that then impress him (and survive) he invites to join the ranks of the Vampire knights. Those that fail to put up a decent fight Walach will slay without mercy. Knights of the Blood Dragon Order are all much like their master: proud, powerful and supremely confident in their martial prowess.

# Luthor Harkon, Pirate King Of The Vampire Coast

Luthor Harkon is a Vampire Count. He may be included in any Vampire Counts army made using any army composition list that includes this option. He must be fielded as presented here.

	M	WS	BS	S	T	W	I	A	Ld	Points
Luthor Harkon	6	7	6	5	5	3	6	4	8	210

**Troop Type:** Regular infantry (named character)

**Base Size:** 25 x 25 mm

**Unit Size:** 1

**Equipment:** Dirty Serpent, Slann Gold, brace of pistols, heavy armour

**Vampiric Powers:** Dark Acolyte

**Special Rules:** Dark Vitality, Flammable, Fractured Mind, Hatred (Lizardmen), Indomitable (2), Magic Resistance (-3), Necromantic Undead, Pirate King, Regeneration (5+)

## Fractured Mind

*Luthor's many personalities continually bicker and rage within the walls of his psyche, and his actions are guided by whichever of the many voices is currently dominant.*

In each Start of Turn sub-phase of your turn, roll a D3 and apply the following personality trait to Harkon. All effects last until your next Start of Turn sub-phase.

### D3 Result

- 1 **Mad:** Harkon gains the Stupidity special rule. Immediately test for Stupidity.
- 2 **Bad:** Harkon gains the Hatred (Everything) special rule.
- 3 **Dangerous to Know:** Harkon gains the Frenzy special rule.

## Pirate King

*Served by the reanimated corpses of shipwrecked unfortunates, the Pirate King is a plague upon the world's seas.*

Luthor Harkon may be the Army General even though he is not a Wizard. The usual rules apply to Undead units in the army if he is removed as a casualty.

## Slann Gold

*Luthor bears a sacred Slann artifact, though he thinks it little more than a pretty bauble.*

The Slann Gold allows Luthor Harkon to perform a Wizardly dispel as though he were a Level 3 Wizard. When doing so, there is no risk of being outclassed in the art.

## Dirty Serpent

*This blade drips with brine and is covered in rust but is capable of slicing through the thickest armour.*

	R	S	AP	Special Rules
Dirty Serpent	Combat	S	-2	Armour Bane (1), Magical Attacks, Poisoned Attacks

**Notes:** When making armour saves against Wounds caused by Dirty Serpent models may not make use of the Armoured Hide (X) special rule.

## Character

### Luthor Harkon

The stretch of Lustrian shoreline known as the Vampire Coast owes its name to a luckless Norscan raiding party which, as is the way of their kind, attacked an Empire Merchant ship and took everything of value from its holds. Unfortunately for the raiders, their plunder included the sarcophagus of Luthor Harkon, a Vampire of unknown heritage. By the time the longship broke apart on the shores of Lustria, all its crew had undergone a marked change in both allegiance and vital signs.

Though stranded many thousands of miles from home, Luthor never looked back and took his newly indentured vassals on a march of conquest. He carved out a realm for himself on the eastern coast of the southern continent. The winds and currents along that stretch of coast proved to be incredibly treacherous to unwary vessels. Over time, Luthor's army became swollen with the lifeless corpses of all manner of unfortunate mariners. Before long, the Vampire Coast had its own pirate fleet, crewed by the dead and the damned.

## Blood Guard

	M	WS	BS	S	T	W	I	A	Ld	Points
Blood Guard	6	5	3	4	4	1	4	2	7	19
Blademaster	6	5	3	4	4	1	4	2	7	+7

**Troop Type:** Heavy infantry  
**Base Size:** 25 x 25 mm  
**Unit Size:** 4+  
**Equipment:** Hand weapons and heavy armour

### Options:

- The entire unit may take one of the following:
  - Additional hand weapons ..... +1 point per model
  - Halberds ..... +1 point per model
- Any unit may:
  - Upgrade one model to a Blademaster (champion) ..... +7 points per unit
  - Upgrade one model to a standard bearer ..... +7 points per unit
  - Upgrade one model to a musician ..... +7 points per unit
  - Purchase a magic standard worth up to ..... 50 points
  - Replace heavy armour with full plate armour ..... +2 points per model
- A Blademaster may purchase magic items up to a total cost of ..... 25 points

**Special Rules:** Accursed Weapons (see Blood Knights), Close Order, Dark Vitality, Drilled, Flammable, Indomitable (1), Necromantic Undead, Regeneration (6+)

## Deck Gunners

	M	WS	BS	S	T	W	I	A	Ld	Points
Deck Gunners	4	2	1	3	3	2	1	2	2	10

**Troop Type:** Regular infantry  
**Base Size:** 25 x 50 mm  
**Unit Size:** 3+  
**Equipment:** Hand weapons and swivel guns  
**Special Rules:** Open Order, Necromantic Undead, Regeneration (6+)

	R	S	AP	Special Rules
Swivel gun	36"	6	-3	Cumbersome, Move or Shoot

## Infantry

### Blood Guard

Blood Guard are the most feared soldiers of the Trueborn's fighting dead. Like their cavalry counterparts, the Blood Knights, they are elite, Vampiric sentries clad in ancient, eldritch armour and bolstered by the Vampiric curse.

The Blood Guard of the Vampire Coast are known as Depth Guard. Unlike the mobs of Undead crewmen, Depth Guard are not raised from the rabble who died on the oceans, and instead are hand-picked warriors who were given the Blood Kiss before being taken aboard pirate warships to serve their masters closely.

### Deck Gunners

Clunky, cumbersome, and with bone-shattering recoil, it takes the heftiest of crewmen to operate the mounted swivel guns commonly seen mounted on the decks of warships and pirate ships of the world's seas. In the field, they are seldom used by the armies of the living. For the zombies of the Undead pirate hordes, however, the prerequisites of bodily strength and bravery are no hindrance.

## Rotting Leviathan

	M	WS	BS	S	T	W	I	A	Ld	Points
Rotting Leviathan	4	3	-	6	6	5	1	5	5	200
Zombie Crew (x4)	-	2	1	3	-	-	1	1	-	

**Troop Type:** Behemoth

**Base Size:** 100 x 150 mm

**Unit Size:** 1

**Equipment:**

- **Rotting Leviathan:** Wicked claws and scaly skin (counts as heavy armour)
- **Zombie Crew:** Hand weapons, cavalry spears and handguns

**Options:**

- A Rotting Leviathan may take any of the following:
  - Flailing Tentacles.....+10 points
  - Many-legged .....+20 points
  - Thick Shell .....+25 points

**Special Rules:** Aquatic, Close Order, Gunnery Mob, Howdah, Indomitable (1), Large Target, Necromantic Undead, Stomp Attacks (D6), Sea Creature, Terror

### Aquatic

Models with this special rule do not suffer any modifiers to their Movement characteristic when moving through any difficult or dangerous terrain feature which has been designated a 'water feature'. This might include shallow streams or fords, swampy ground, fast flowing rivers, ponds or lakes, and players should agree prior to the game if any terrain is a water feature.

### Sea Creature

A model with this special rule may only march when moving entirely through terrain designated as a 'water feature'. When it does so, it may move at three times its Movement characteristic.

*Note that, due to the Necromantic Undead special rule, the Rotting Leviathan will only be able to march at all if ridden by a model with the Dark Vitality special rule.*

### Flailing Tentacles

The Rotting Leviathan gains the Extra Attacks (+D3) special rule.

### Many-legged

The Rotting Leviathan loses the Sea Creature special rule and increases its Movement characteristic by +3.

### Thick Shell

The Rotting Leviathan gains an Armour save of 3+.

R	S	AP	Special Rules
Wicked claws	Combat	S	-2

## Monster

### Rotting Leviathan

There are many great and wondrous creatures in the seas of the Old World. From the Sea Dragons and Kraken of the Great Ocean, to the crab-like Prometheans of the Lustrian coastline, the sea's bounty is truly as varied as that of land-going life.

It is notoriously difficult to control a living Leviathan – only once felled and killed can a Necromancer hope to bring one under their command with the appropriate incantations, a feat only achievable by the most learned magic-users.

**Character Mount:** In an army made using the Pirates of the Vampire Coast Army of Infamy muster list, Rotting Leviathans may be included as character mounts in addition to being taken as Rare choices. If so, the monster's points are added to that of its rider.

*Note that, because it has the Howdah special rule, a Rotting Leviathan is considered to be a chariot mount, rather than a ridden monster.*

## Necrofex Colossus

	M	WS	BS	S	T	W	I	A	Ld	Points
Necrofex Colossus	6	3	2	7	6	6	2	D6	5	260

**Troop Type:** Behemoth

**Base Size:** 60 x 100 mm

**Unit Size:** 1

**Equipment:** Massive limbs (see below) and ship's hull (counts as heavy armour)

### Options:

- A Rotting Leviathan may take any of the following:

- Gun Arm.....	+50 points
- Screams of the Damned.....	+30 points
- Watery Grave .....	+20 points

**Special Rules:** Aquatic (see Rotting Leviathan), Close Order, Flammable, Howdah, Impale, Indomitable (1), Large Target, Necromantic Undead, Magical Attacks, Regeneration (4+), Random Attacks (D6+1), Stomp Attacks (D3), Terror, Timmm-berrr!, Vortex of Death

### Impale

If the Necrofex Colossus rolls a natural 1 or 2 for the number of Random Attacks, the attacks gain the Monster Slayer special rule for the remainder of the Combat phase.

### Vortex Of Death

Whilst within 12" of a Necrofex Colossus, any model (friend or foe) attempting to cast a spell from the Lore of Necromancy may apply a +1 modifier to any Casting roll they make. In addition, a Wizard mounted on a Necrofex Colossus increases their Dispel range by 3".

### Gun Arm

The Necrofex Colossus is equipped with a Carronade (see the Carronade unit entry). If a 'Misfire' is rolled on the Artillery dice, this model loses a single Wound (instead of rolling on a Misfire table).

### Screams Of The Damned

A Necrofex Colossus with this upgrade gains the Wailing Dirge special rule.

### Watery Grave

All open ground within 6" of a Necrofex Colossus with this upgrade counts as a water feature and difficult terrain.

	R	S	AP	Special Rules
Massive limbs	Combat	S	-1	Killing Blow

**Character Mount:** In an army made using the Pirates of the Vampire Coast Army of Infamy muster list, Necrofex Colossus may be included as character mounts in addition to being taken as Rare choices. If so, the monster's points are added to that of its rider.

Note that, because it has the Howdah special rule, a Necrofex Colossus is considered to be a chariot mount, rather than a ridden monster.

## Monster

### Necrofex Colossus

The unhallowed form of the Necrofex Colossus is one of the most terrifying anathema known to arcane lore. Varying in composition, they always hold true to the same basic form – a monstrous humanoid shape akin to a giant, fashioned upon a frame of galley-torn timber, iron, or bone, onto which the 'flesh' and musculature of the dead has been bound and shaped, with scores of corpses used in their creation. These gargantuan monstrosities fear neither pain nor injury, for they are walking vortexes of deathly energies around which the souls of the damned howl and against which few mortals can stand. With so much unholy power concentrated in their forms, a Necrofex Colossus is no mere mindless thrall, but possesses a deathly will and dark appetite of its own, often outlasting its creator or even proving their undoing should its master's control slip even for a moment.

## Queen Bess

	M	WS	BS	S	T	W	I	A	Ld	Points
Queen Bess	-	-	-	-	7	5	-	-	-	180
Zombie Gunnery Crew	2	2	1	3	3	5	1	5	3	

- Troop Type:** War machine  
**Base Size:** 60 x 100 mm (war machine), 25 x 25 mm (crew)  
**Unit Size:** 1  
**Equipment:** Hellhammer cannon (see below) and hand weapons  
**Special Rules:** Dragged Along, Indomitable (1), Necromantic Undead, Regeneration (6+), Salvaged Artillery, Skirmishers

### Salvaged Artillery

When rolling on the Black Powder Misfire chart, a model with this special rule must roll twice and discard the highest result.

	R	S	AP	Special Rules
Hellhammer cannon	15-60"	3(9)	-2(-3)	Armour Bane (2), Bombardment, Cumbersome, Move or Shoot, Multiple Wounds (D3+1)

**Notes:** This weapon shoots like a mortar, using the 'Bombardment' special rule. This weapon uses a 5" blast template and the Black Powder Misfire table. The Multiple Wounds (D3+1) special rule applies only to a single model whose base lies underneath the central hole of the blast template.

## Carronade

	M	WS	BS	S	T	W	I	A	Ld	Points
Carronade	-	-	-	-	6	3	-	-	-	85
Zombie Gunnery Crew	4	2	1	3	3	3	1	3	3	

- Troop Type:** War machine  
**Base Size:** 50 x 75 mm (war machine), 25 x 25 mm (crew)  
**Unit Size:** 1  
**Equipment:** Caronade (see below) and hand weapons  
**Special Rules:** Necromantic Undead, Regeneration (6+), Salvaged Artillery, Skirmishers

	R	S	AP	Special Rules
Caronade	36"	7	-2	Armour Bane (2), Cannon Fire, Cumbersome, Move or Shoot, Multiple Wounds (D3)

**Notes:** This weapon shoots like a cannon, using the 'Cannon Fire' special rule and the Black Powder Misfire table.

## War Machine

### Queen Bess

The infamous artillery piece known as Queen Bess is a monstrous cannon, so heavy and powerful that it requires constant maintenance due to the forces involved when firing it. Despite its cumbersomeness, its lethality makes it the pride and joy of any pirate fleet that manages to bring it into its possession, living or dead. The exact heritage of Queen Bess is uncertain, but it closely resembles a Hellhammer Cannon – a class of massive artillery originally used on Imperial Wargalleys. Despite being utterly devastating, they were far too heavy to move on land – by mortals, at least.

### Caronade

Many ships of the Undead fleets are equipped with broadside cannons known as Caronades or 'smashers', so named for the quick, splintering work they make of even the toughest ship hulls when brought within range. They first incapacitate their target before the zombie hordes board, murder, and loot according to their master's will.

# ANCIENT VAMPIRIC POWERS

Of the original Vampires, seven Masters survived the sacking of Lahmia. They fled north, and when they reached the Old World they separated. One went east, perhaps to the distant lands of Cathay, one disappeared in the northern Chaos wastes and the others remained in different parts of the Old World. Each of these Masters was gifted with different powers and these distinctive traits are reflected in all other Vampires of their Bloodline.

The following Vampiric Powers are added to those in the Vampire Counts Legacy document. Ancient Vampiric Powers may only be taken by Vampire Counts and Strigoi Ghoul Kings (except as noted in a Bloodline Entourage Army of Infamy). The powers are divided into six archetypes: Arkayne, Bestialle, Courty, Martialis, Masterly, and Severed. Models may choose freely from the different archetypes unless otherwise noted.

## Arkayne

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*For those who desire mastery of the black arts, the curse of Undeath grants many long centuries during which the secrets of Necromancy can be unlocked. Such study can be arduous and perilous, but many Vampires find its lure irresistible at some point in their unlives and will seek to increase their Necromantic powers. Necromancy is at the core of a Vampire's existence and to master it is to master themselves and their fate.*

### **Nehekara's Noble Blood ..... 30 Points**

*The secrets to necromantic lore are found in the cursed scrolls hidden in the lairs of the oldest Arkayne Lords.*

This Vampiric Power may only be taken by a model that is a Wizard. This Vampire increases their Level of Wizardry by 1. However, this Vampire decreases their Weapon Skill characteristic by 2. This may be combined with the Master of the Black Arts Vampiric Power.

### **Unholy Cynosure ..... 25 Points**

*The Arkayne can focus their power into a different plane to foresee the future and change the present.*

This Vampire and any unit they have joined may re-roll any Regeneration save rolls of a natural 1.

### **Forbidden Lore ..... 15 Points**

*Long must one study to gain knowledge of the netherworld, but time is no worry to an undying scholar.*

This Vampiric Power may only be taken by a model that is a Wizard. If you wish, this Vampire may discard two of their randomly generated spells (rather than the usual one) and instead select two signature spells from the Lore of Undeath.

## Bestialle

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*The curse of the Undead is not a stable thing, and many Vampires grow unable to control the red thirst, while others choose simply not to restrain their primal urges. Such beings swiftly devolve into terrible monsters, crazed and bestial things shunned by both the living and the dead, whose only drive is to feast upon mortal flesh and hot blood.*

### **Infinite Hatred ..... 35 Points**

*The Bestialle know no love; shunned by all, they brood in their solitude vowing death upon all they meet.*

This Vampire may re-roll all failed rolls To Hit. However, this Vampire may never choose to make a Restraint test.

### **Massive Monstrosity ..... 20 Points**

*Such is the size of some of the more ancient Bestialle that a blow which would kill a normal creature is but a mere scratch to these gigantic beasts.*

This Vampiric Power may only be chosen by a Strigoi Ghoul King whose troop type is 'infantry'. This Vampire changes their troop type to 'Monstrous infantry' and gains the Stomp (1) special rule. This model also changes their listed Base Size to 40 x 40 mm.

### **Wolf Form ..... 20 Points**

*The Vampire produces a bestial howl and changes its shape to that of a wolf.*

Models whose troop type is 'infantry' only. This Vampire increases its Movement characteristic to 9 and gains the Slavering Charge special rule (see page 15 of the Vampire Counts Legacy document).

## Courtly

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Eternal life brings ample time to refine the practices and manners that are the trappings of many Vampires recruited from the noble houses of the Old World. The taint of the Undead also gifts a will as strong as steel that few mortal creatures can resist.

### **Domination ..... 35 Points**

*The eyes of the Vampire are two deep pits in which a mortal can find their doom.*

During your Command sub-phase, this Vampire may attempt to Dominate an enemy by making a Leadership test (using their own Leadership). If this test is passed, choose an enemy Character within Command range of this Vampire. Unless the enemy character has the Immune to Psychology special rule, that character gains the Stupidity special rule until your next Start of Turn sub-phase.

### **Quickblood ..... 30 Points**

*The sword-strokes of even the most skilful warriors are but clumsy and childlike before the preternatural speed of the Vampire.*

This Vampire gains the Strike First special rule.

### **Innocence Lost ..... 25 Points**

*These deceptive creatures look so inoffensive and vulnerable that naive enemies lower their defences.*

This Vampire gains a +1 modifier to their Initiative characteristic. In addition, enemy models within 6" of one or more Vampires with this Vampiric Power suffer a -1 modifier to their Leadership characteristic.

## Martialle

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*The martial skills of a Vampire can be fed by the red thirst and honed through centuries, or even millennia, of warfare. Few foes can stand before a Vampire who has given over his existence to the arts of the slaughterer.*

### **Red Fury ..... 50 Points**

*This Vampire has long had a savage and unstoppable bloodlust. They will not stop until their enemies lie dead at their feet.*

During the Combat phase of any turn in which a Vampire with this Vampiric Power charged, every attack it makes that causes an unsaved wound allows it to immediately make one additional attack. This ability does not affect the Vampire's mount, should it have one.

*Note that any additional attacks that cause unsaved wounds and any unsaved wounds caused by the Impact Hits (X) special rule do not benefit from this special rule.*

### **Master Strike ..... 40 Points**

*So strong is this lord of the night that a well-placed blow from their sword can bring low even the mightiest foe.*

This Vampire has the Monster Slayer special rule.

### **Dread Knight ..... 20 Points**

*This Vampire has followed the path of the warrior to its ultimate conclusion, taking up arms in dark mockery of a knightly vow.*

Models whose troop type is 'cavalry' or 'monster' only. This Vampire increases its Weapon Skill characteristic by +2. In addition, this Vampire must always issue and accept challenges (if possible).

## Masterly

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All Vampires can control the Undead through their innate power, but some turn their will to the domination of these creatures to the exclusion of all other goals. Such Vampires have near limitless legions at their disposal.

### **Lord of the Dead ..... 40 Points**

*The Masterly are the most authoritative of the Vampires, the best generals among their kind.*

This Vampire's Leadership characteristic is increased by +1 and their Command range is increased by 3".

### **Unbending Willpower ..... 30 Points**

*Some of these immortal hunters have crossed the oceans of time, commanded armies and ruled kingdoms in their everlasting undeath.*

This Vampire increases the value in brackets of their Indomitable (X) special rule by +1. In addition, the presence of this Vampire in a unit grants a bonus of +1 combat result point.

### **Fear Incarnate ..... 25 Points**

*This Vampire has a dread reputation. It is said that it has slaughtered thousands of would-be heroes over the centuries, and no right-minded warrior will seek battle with such a foe.*

This Vampire (or a unit containing this Vampire) ignores any Unit Strength requirements for the purposes of causing Fear in an enemy unit.

## Severed

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Some Vampires live a hermit-like existence in the wilds of the Old World and beyond, interacting infrequently with others of their kind. Such recluses prefer their own company, although some maintain a circle of minions to tend their needs. Through extended isolation, the Vampire loses all vestiges of its humanity.

### **Spectral Form ..... 55 Points**

*By shifting its physical form into a vaporous state, the Vampire becomes invulnerable to mortal weapons and is almost impossible to destroy.*

Models whose troop type is 'infantry' only. The Vampire gains the Ethereal special rule.

### **Call Winds ..... 35 Points**

*The anger of a Severed is so powerful that even the skies reflect it.*

Once per game, this Vampire may use the 'Call Winds' power during the Command sub-phase of their turn. Until your next Start of Turn sub-phase, enemy units cannot use the Fly (X) special rule.

### **Hunter In The Dark ..... 20 Points**

*Who knows what terrors lurk in the dark places of the world, biding their time until the moment to strike has come?*

Models whose troop type is 'infantry' only. The Vampire gains the Scout and Loner special rules.

# LORE OF THE DEEP

Wizards who have spent long centuries in the ranks of the Vampire Coast fleets can call upon the vast and mysterious ocean realms. They command the power of tides, aquatic creatures, and the unfathomable depths to shape the course of battle.

A Wizard with the 'Lore of the Deep' special rule may discard one of their randomly generated spells as normal. When they do so, they may select instead either the signature spell of their chosen Lore of Magic, or one of the spells listed below.

## Kiss Of The Deep

*No matter how far away, none can escape the Kiss of the Deep, nor breathe again with lungs full of seawater.*

**Type:** Magical Vortex

**Casting Value:** 7+/9+

**Range:** 15"

**Effect:** Remains in Play. If this spell is cast with a casting result of 7 or more, place a small (3") blast template so that its central hole is within 15" of the caster. If this spell is cast with a casting result of 9 or more, place a large (5") blast template so that its central hole is within 15" of the caster. Whilst in play, the template does not move and is treated as a water terrain feature. Enemy units treat the water terrain as dangerous terrain, and any unit (friend or foe) with the Flaming Attacks special rule loses the special rule while within the water terrain, unless they also have the Magical Attacks special rule.

## Dead Eye

*Sheer, undiluted spite sharpens the dead eye further.*

**Type:** Enchantment

**Casting Value:** 8+

**Range:** 12"

**Effect:** A target friendly unit gains a +D3 modifier to their Ballistic Skill characteristic (to a maximum of 10). This spell lasts until your next Start of Turn sub-phase.

## Raise Dead

See the Raise Dead spell from the Lore of Undeath in the Vampire Counts Legacy army list.

# WEAPONS OF THE ZOMBIE PIRATES

## Blunderbuss

*Where marksmanship might be lacking, a more powerful firearm will usually suffice.*

	R	S	AP	Special Rules
Blunderbuss	12"	3	-1	Multiple Shots (D3), Volley Fire

**Notes:** A model armed with a blunderbuss suffers no negative modifiers for firing at long range, for using the Multiple Shots (D3) special rule, or whilst making a Stand & Shoot charge reaction.

## Tentacles And Pincers

*The reanimation process applied to dead Ogres often yields unpredictable results, sometimes amalgamating their huge bodies with ship parts, or even sprouting limbs and additional heads of hideous sea monsters.*

	R	S	AP	Special Rules
Tentacles and pincers	Combat	S	-1	Extra Attacks (+D3)

# VAMPIRE COUNTS

## MAGIC ITEMS

The following pages expand upon the Vampire Counts magic items found in Vampire Counts Legacy army list. These magic items are unique to Vampire Counts armies and can be purchased in exactly the same way as Common magic items, as described in the Warhammer: the Old World rulebook.

**Extremely Common Magic Items:** Any magic item marked with an asterisk (\*) is considered to be extremely common, as described in the Warhammer: the Old World rulebook.

### Magic Weapons

#### Skabscrath ..... 75 points

The legendary blade of Undead mercenary Ennio Mordini, Skabscrath continually emits the terrible screams of all those it has slain.

	R	S	AP	Special Rules
Skabscrath	Combat	S	-1	Flaming Attacks, Frenzy, Furious Charge, Magical Attacks, Wailing Dirge

**Notes:** Skabscrath may only be taken by models in a Bloodline Entourage army. If the bearer of Skabscrath has not killed an enemy model in close combat when the game ends, they are removed as a casualty.

#### Bloody Nora ..... 70 points

This vicious Cat o' Nine Tails lashes out at the Vampire's enemies.

	R	S	AP	Special Rules
Bloody Nora	Combat	S	-	Extra Attacks (*), Fight in Extra Rank, Magical Attacks, Strike First

**Notes:** The wielder of Bloody Nora gains the Extra Attacks (2) special rule. On a turn in which the wielder charges, they gain the Extra Attacks (D3+2) special rule instead.

#### Sloppy Cruikshank's Long-Lost Cutlass ..... 35 points

Sloppy Cruickshank's favourite weapon is the cutlass that made the pirate captain the toast of a hundred drinking dens.

	R	S	AP	Special Rules
Long-lost Cutlass	Combat	S	-1	Magical Attacks, Multiple Wounds (D3)

**Notes:** Sloppy Cruikshank's Long-lost Cutlass may only be taken by models in a Pirates of the Vampire Coast army. Attacks made with this weapon are made at +1 Initiative.

#### Tomb Blade ..... 35 points

This evil weapon entraps the souls of those it cleaves, binding their fleshless remains in servitude to the blade's unliving wielder.

	R	S	AP	Special Rules
Tomb Blade	Combat	S	-1	Magical Attacks

**Notes:** If the wielder of the Tomb Blade is in a unit of Skeleton Warriors or Zombies, for each enemy model with the 'regular infantry' or 'heavy infantry' troop types they slay in close combat an extra model is added to the unit following the rules for Resurrecting the Fallen.

### Magic Items

#### Sunken Treasure

It was the undying lord Luthor Harkon that laid claim to a stretch of Lustria's east coast. Ever since, it has been a domain where the dead stir, leading expeditions into the jungle interior or setting sail across the Great Ocean to commit wanton acts of piracy. But the insane Arch-Commodore Harkon is not the only unliving admiral who takes to the seas... there are other pirate lords who command dreadfleets of their own, packed to the gunwales with crews press-ganged into eternal service.

These tyrants ply the seas seeking plunder of blood and gold. The seabed is littered with the broken hulls of ships from various races who have set out to tame the oceans. Many of these vessels were carrying riches from the new world back to their masters in the capitals. Some were transporting more than mere treasure...

## Magic Armour

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### **Bloody Bill's Buckler ..... 20 points**

*A notorious, blood-stained shield with a dark reputation.*

Bloody Bill's Buckler is a shield. The buckler may be used even alongside a weapon with the Requires Two Hands special rule and provides a Ward Save of 6+.

### **Cursed Shield Of Mousillon\* ..... 15 points**

*Bretonnian legends speak in contempt of these accursed shields which carry the symbol of the Black Grail and were used by the Unholy Knights at the Battle of Mousillon.*

A Cursed Shield of Mousillon is a shield. Any unit whose troop type is 'Cavalry' that includes or is joined by the bearer of this shield gains the Lance Formation special rule (see page 107 of Forces of Fantasy). However, enemies from the Kingdom of Bretonnia gain the Hatred special rule against the bearer and the unit.

## Talismans

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### **Gem Of Blood ..... 20 points**

*An ancient relic of Nehekara, this cursed gem is extremely dangerous for the bearer's opponents, but it will eventually be the undoing of its master.*

The Gem of Blood may only be taken by models in a Bloodline Entourage army. Single use. When the wearer of the Gem of Blood suffers its first wound in close combat, the gem is activated. Roll a D6. On a result of 2+, the wound is saved and rebounded on the model who caused it, with the same Armour Piercing value. On a result of 1, the wound is not saved and the bearer suffers 1 additional wound, with no Armour Saves allowed.

### **Ex-Parrot\* ..... 10 points**

*This sad and disheveled but ever loyal bird sits on its master's shoulder, granting a measure of protection from hostiles.*

An Ex-Parrot may only be taken by models in a Pirates of the Vampire Coast army. The owner of an Ex-Parrot may re-roll failed Look Out, Sir! checks.

## Magic Standards

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### **Skull & Crossbones ..... 75 points**

*Stories speak of rivals, cursed to watch as this pirate's treasures grow large and theirs diminish. Such is the way of the sea, where larceny and death are the primary activities.*

The Skull & Crossbones may only be taken by models in a Pirates of the Vampire Coast army. If a unit with this banner kills one or more enemy models equipped with magic items in a round of close combat, the number of magic items is added to the combat resolution score for the unit. Furthermore, a unit with this banner causes Terror.

### **Dead Man's Chest ..... 60 points**

*Who knows what treasures are locked away within the Dead Man's Chest?*

A unit with the Dead Man's Chest automatically passes Leadership tests taken due to the Death of the General.

### **The Flag Of Blood Keep ..... 45 points**

*The Blood Knights hold a disdain for mortals, a disgust exemplified by the magic woven into this banner.*

The Flag of Blood Keep may only be taken by the Battle Standard Bearer in a Bloodline Entourage Army of Infamy that includes Walach Harkon.

All units within 12" of the Flag of Blood Keep gain the Hatred (Living) special rule, where 'Living' includes any model without the following special rules: Daemonic, Necromantic Undead, Nehekharan Undead, Warp-spawned.

### **Banner Of The Dead Legion ..... 25 points**

*This banner makes the enemies see the Undead they are fighting as a numberless, unstoppable horde.*

Roll a D6 in every Command sub-phase of your turn. The unit carrying the Banner of the Dead Legion increases its Unit Strength by the result until your next Start of Turn sub-phase.

## Enchanted Items

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### Black Buckthorn's

#### Treasure Map ..... 45 points

Black Buckthorn took the secrets of countless hidden riches to his grave. They didn't stay there for long...

The bearer of Black Buckthorn's Treasure Map and any unit whose troop type is 'infantry' in which they are deployed gains the Vanguard special rule. In addition, in your first Command sub-phase, roll a D6. On a result of 4+, the bearer of Black Buckthorn's Treasure Map gains a Paymaster's Coin (see page 341 of the Warhammer: the Old World rulebook).

### Gentleman Jenkin's

#### Trusty Compass ..... 40 points

Gentleman Jenkins was said to have voyaged the length (and depths) of the six seas, thanks to his trusty compass.

Gentleman Jenkin's Trusty Compass may only be taken by models in a Pirates of the Vampire Coast army. The bearer can cast the following Bound spell, with a Power Level of 2:

**Type:** Conveyance

**Casting Value:** 10+

**Range:** Self

**Effect:** This spell can only be cast if the caster and their unit is completely within a water terrain feature. You may immediately remove the caster and their unit from the battlefield and replace it so that it is completely within a different water terrain feature anywhere on the battlefield, but not within 6" of any enemy models. The target cannot move again during this Movement phase.

#### Rod of Flaming Death ..... 40 Points

This rod contains a spell of fiery destruction that takes the shape of a shrieking skull as it hurtles incandescently towards the enemy.:

The Rod of Flaming Death may only be taken by models in a Bloodline Entourage army. The bearer can cast the following Bound spell, with a Power Level of 2:

**Type:** Magic Missile

**Casting Value:** 9+

**Range:** 18"

**Effect:** The target enemy unit suffers D6 Strength 4 hits, each with an AP of -. This spell has the Flaming Attacks special rule. Any unit taking one or more unsaved Wounds from this spell must take an immediate Panic test.

## Arcane Items

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### Pieces Of Eight ..... 45 Points

The Pieces of Eight were a collection of medallions that harnessed the tempestuous magic of the seas.

The Pieces of Eight may only be taken by models in a Pirates of the Vampire Coast army. Instead of generating spells normally, the Wizard may choose their spells from the following list:

- Plague of Rust from the Lore of Elementalism
- Wind Blast from the Lore of Elementalism
- Shimmering Dragon from the Lore of Illusion
- The Dwellers Below from the Lore of Necromancy
- Raise Dead from the Lore of Undeath (see Vampire Counts Legacy army list)
- Monsoon from the Lore of Lustria (see Lizardmen Legacy army list)

### Black Periapt ..... 40 Points

This maleficent jewel has the power to trap the winds of Amethyst magic and accumulate them for its bearer, or his lord, to use.

The Black Periapt may only be taken by models in a Bloodline Entourage army. If the bearer of the Black Periapt successfully dispels one or more enemy spells in a turn, they may add +D3 to one of their casting rolls during their next player turn.

### Ebony Skull\* ..... 20 Points

These unholy artefacts must be cast to the ground to unlock the dark powers within. Once broken, the owner may call upon the services of Luthor's servants, and will be eternally in his debt...

Single use. If the bearer of an Ebony Skull successfully casts the Raise Dead spell from the Lore of Undeath they may expend the Ebony Skull to increase the number of Risen Zombies by D6.

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