

WARHAMMER ARMIES

VAMPIRE COUNTS – ERRATA AND FAQs

ERRATA

Page 45 and 94 – Skeletal Steeds stat-line.

The Leadership value of a Skeletal Steed should be changed to 3.

Page 48 – Ethereal Movement, first paragraph. The example '(such as the Pit of Shades spell, for example)' should be changed to:

'(such as the Mistress of the Marsh spell, for example)'.

Page 50 – Bat Swarms, Special Rules.

The special rule 'Swarm' should be deleted, as it is irrelevant for Undead models.

Page 84 – The Black Axe of Krell, second paragraph. The paragraph should be changed to:

Great Weapon. **Each unsaved wound caused by the Black Axe is multiplied into D3 wounds.** 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 – Rod of Flaming Death, second paragraph, first sentence. The sentence should be changed 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. The sentence should be changed to:

'Mannfred von Carstein is a Lvl 2 Wizard and knows **all** spells from the Lore of the Vampires.'

Page 92 – Skeleton Warriors, Options.

Spears...1pt.

Should be changed to:

Spears...1pt **per model**.

Page 94 – Grave Guard, Options.

Unit may exchange shields for great weapons.....1pt.

Should be changed to:

Unit may exchange shields for great weapons ...1pt **per model**.

FAQs

The Black Art

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

A. Yes, as it is strongly implied in the last paragraph of the spell's description.

Q. In the Invocation of Nehek spell, the text says that Vampire, Ethereal and non-infantry units 'only ever regain a single wound'. Is that per casting of the spell (like in Summon Undead Horde) or per game?

A. Only one wound per casting of the spell, just like in Summon Undead Horde.

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

A. These models can be placed within 1" of enemy units their own unit is engaged with, 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 only up to their starting number of wounds or the starting number of Wounds on their profile (i.e. 4 per base)? For example, in a case where a new Spirit Host unit was created via Wind of Undeath with 6 Wounds, would the Vampire Counts player be restricted to healing the unit back to 6 Wounds or would he be able to heal the unit back to 8 Wounds?

A. 4 Wounds per base, as every Spirit Host has a 'starting' number of Wounds of 4 (even if they are created in a weaker state).

Q. What is the range of the two effects of the Summon Undead Horde spell?

A. They follow the rules for *Raise Dead* and *Invocation of Nehek*, so the new unit of Zombies can be created within 12", while the second effect has a range of 18" around the caster.

Bestiary

Q. Can a Necromancer mounted on a Corpse Cart join a friendly unit? If yes, and the Necromancer is killed when the Corpse Cart is attached to a friendly unit, must the Corpse Cart be subsequently detached from the friendly unit?

A. Yes it can join friendly units, and yes, at the end of the phase when the Necromancer is killed the Corpse Cart is moved outside the unit, remaining in base contact with it, as close as possible to the position it was occupying when ridden.

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

A. No, as it's not a Monster (it just moves as one).

Q. Can a Necromancer on a Corpse Cart make march moves? A Necromancer on its own can, but a Corpse Cart on its own cannot...

A. Yes it can, as it is still a character.

Q. Is the target for the bound spell, Miasma of Deathly Vigour, considered to be the Corpse Cart itself? On a related note, does Miasma of Deathly Vigour affect friendly units within 6" at the time the spell is cast or does it affect friendly units within 6" of the current position of the Corpse Cart (e.g. the Corpse Cart could be moved via Van Hels to a different position)? Lastly, does Miasma of Deathly Vigour benefit friendly Undead units engaged in close combat?

A. The spell is targeted on the Corpse Cart itself. This means that it affects friendly Undead units within 6" of the current position of the Corpse Cart and that it does effect friendly Undead units engaged in combat.

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

A. Yes, it does. It gets the bonus to its armour save, but also the Movement penalty.

Q. Under "Ethereal Movement" it states "They are also never affected by any special rule, spell or item that would otherwise reduce their movement or stop them from moving completely." Does this mean that spells, items, and so on, which have both a damage and a movement-negating component (e.g. the Rune of Wrath and Ruin from the Dwarf Anvil of Doom), are entirely ignored by Ethereal creatures? Or is just the movement-negating component ignored?

A. As this statement is under 'Ethereal Movement', only the Movement penalty is ignored and any other effects (like damage) still apply.

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

A. No, the challenge simply does not happen.

Q. Does the Black Coach absorb only power dice, or can it also absorb dispel dice generated by Wizards within 6" of it?

A. Only power dice.

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

A. Yes, they do. We have once again choose to move away from a RAW (Rules As Written) approach in this answer, but it just seemed silly to answer the opposite.

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

A. Yes, as this is not a 'shooting attack' as such. All hits will effect the enemy unit and not any of the friendly units engaged in combat with it.

Special Characters

Q. Is Konrad von Carstein a Wizard (as the Vampire special rule states that all Vampire characters are Wizards)?

A. No, he is the exception (he's way too mad for that!).

Q. Can Konrad von Carstein combine the bonuses from the Sword of Waldenbof with his Vampiric Power of Red Fury to generate additional attacks? For example, if Konrad inflicted 3 unsaved wounds on an enemy unit of Ogre Bulls, would he be entitled to 6 more additional attacks or only 3?

A. Yes, but remember that the Sword of Waldenbof has no effect on models that only have a single Wound to lose.

Vampiric Powers

Q. If a Vampire has the Flying Horror Vampiric Power and is mounted on a Nightmare, does the model retain the ability to fly?

A. Yes he does. However, as it would also lose its 360° line of sight, it seems like a really silly thing to do!

Q. In a situation where a Vampire automatically kills an enemy model (i.e. Frostblade, Sword of Kings, S7 wounding hit vs. a Chariot) and he has the Red Fury power, does he gain an additional attack for every Wound remaining on the slain model's profile? Or does he only gain an additional attack for the initial Wound caused?

A. He gains an additional attack for every Wound remaining on the slain model's profile.

Q. If a Vampire selects the Vampiric Power of Dread Knight (which comes with a Barded Nightmare), can he select another mount, such as a Hellsteed, to replace the Barded Nightmare with?

A. No, nor can he fight on foot. He must ride his Barded Nightmare.

Q. Can Vampires with the Vampiric Powers Lord of the Dead, Summon Creatures of the Night, or Summon Ghouls use these powers in conjunction with the spell Summon Undead Horde to increase the size of units beyond their starting size?

A. Yes, as casting *Summon Undead Horde* to increase the size of units is the same as casting multiple *Invocations of Nebek*.

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?

A. Absolutely, and remember that once that model is killed, any extra attacks allocated against it are wasted.

Artefacts of Death

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, do the effects of the two combine to restore extra wounds/extra models? For example, would a Vampire Lord armed with Blood Drinker who is within 6" of a Corpse Cart with an Unholy Lodestone be able to bring back 2 Grave Guard models for each unsaved wound he inflicted upon the enemy?

A. No, the Unholy Lodestone only works when the spell *Invocation of Nebek* is cast (including *Summon Undead Horde*).

Q. If a Vampire with the Vampiric Power of Lord of the Dead, Summon Creatures of the Night, or Summon Ghouls is armed with Blood Drinker or the Tomb Blade and is attached to the appropriate unit, do the effects of the two combine to allow the Vampire to increase the unit beyond its starting size?

A. No, see answer above.

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?

A. He passes his WS of 4 to the unit.

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?

A. He will use the Lord's WS of 7.

Q. If a friendly Undead unit is targeted by an enemy spell or ability which modifies the Weapon Skill of the unit (e.g. 'Blinding Light' from the Lore of Light) and a Vampire Lord wearing the Helm of Commandment wishes to pass his Weapon Skill onto the unit, which takes precedence? Is the unit's Weapons Skill considered to be 7 and then modified per the spell or ability, or will they use the Vampire Lord's Weapon Skill in such an instance?

A. They will use the Lord's WS of 7. We recommend casting the spell on the Lord instead!

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 and he becomes unengaged prior to the end of the phase?

A. Absolutely yes, as fights are resolved in order.

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? Or must the wearer himself be in base-to-base contact with the enemy to count as "engaged" for purposes of the Helm?

A. If the wearer is not himself in base-to-base contact with the enemy, he can use the Helm.

Q. If a Vampire Counts character selects the Armour of Night, do enemies suffer the normal to hit penalties (like -1 to hit single Unit Strength 1 models) in addition to the -2 to hit penalty provided by the armour?

A. Yes, the -2 is in addition to all normal modifiers.

Q. Does the Gem of Blood totally negate special rules associated with the first wound suffered in close combat (i.e. Killing Blow, multiple Wounds, and so on)? Or do the special rules associated with that first wound suffered still apply if the bearer rolls a "1" or the wound is rebounded against the attacker?

A. If the bearer rolls a 1, first resolve the wound as normal (take saves, apply killing blow etc.), and then the bearer suffers an additional wound with no armour saves allowed. Of course, if the model has already been slain, this extra wound would matter only in a challenge... If the wound is rebounded, the victim only suffers a single wound (with no armour saves allowed), which does not carry any of the other consequences and special rules such as Killing Blow, multiple wounds and so on.

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", can he remount the Monstrous Mount? If not, does the Monstrous Mount have to take a Monster Reaction test?

A. When the Vampire is slain, the Monstrous Mount takes the test immediately, as normal. If then, at the end of the phase, the Vampire returns to life, he will be on foot and cannot remount the Monster.

Q. As a character riding a flying mount is normally prohibited from joining friendly units, if a Vampire Lord wearing the Carstein Ring is riding a Hellsteed, are the effects of the Carstein Ring useless?

A. Correct, the Ring would not save the Vampire, so we strongly advise against such a combination!

Q. If the Staff of Damnation is successfully cast upon a unit or character with Hatred, can the unit (or character) re-roll the attack if it is missed? If yes, does this count as the "first turn of combat" for the purposes of Hatred?

A. If the unit charged into combat in the preceding Movement phase, or earlier in the same Magic phase, they can use the benefits from Hatred and other bonuses that rely on charging (such as lances and great weapons),

both in the attacks during that Magic phase and in the following Close Combat phase. If the unit was already engaged in combat from a previous turn, they gain no benefits from Hatred etc.

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

A. No, the text of the spell is very clear – its effects only apply in the following Close Combat phase.

Q. Are saves allowed against wounds suffered by a character using the Crimson Gem of Labmia? Also, is this item limited to one use per friendly Magic phase? Or can it be used multiple times per Magic phase?

A. There is no save of any kind against wounds caused by this item, as the Vampire is voluntarily sacrificing his life-force. It can be used any number of times per Magic phase.

Thanks to: The Direwolf FAQ Council