

THE ARMY OF SYLVANIA

The Vampire Counts of Sylvania have long given thought to the defence of their realm. Rotten and ramshackle carts travel around Sylvania, feeding a slow and steady supply of corpses into the putrid mass graves that form a cornerstone of the land's defence, while sleek and powerful wolves stalk the decaying countryside.

ARMY OF SYLVANIA SPECIAL RULES

At the start of the game, the army of Sylvania places Grave markers (each about the size of a coin) to represent the location of these burial sites. After table edges have been decided, but before units have been deployed, the Sylvanian player places two Grave markers, plus an additional Grave marker for each Vampire Count or Vampire Lord in the army according to the following rules:

- No Grave marker may be placed within 6" of another.
- At least 50% of the Grave markers must be placed in the Sylvania player's table half.
- No Grave marker may be placed in the opponent's deployment zone.

When all the Grave markers have been placed, the Sylvanian player rolls a Scatter dice for each. If a Hit is rolled, the marker remains where it was placed. If the result is an arrow, the Grave marker moves 2D6" in the direction shown. Grave markers that scatter off the table are lost and have no further effect on the game. The Army of Sylvania player may cast From Death Awakened from each Grave marker during each of his own Magic phases.

The army of Sylvania follows all of the Laws of Undeath as laid out in Warhammer Armies: Vampire Counts, unless stated elsewhere.

NEW VON CARSTEIN BLOODLINE POWERS

The following Bloodlines powers may only be used by Vampires in an Army of Sylvania.

SPECTRAL ATTENDANTS (one per army) . . . 35 points

This Vampire is accompanied by countless ghostly followers, an immortal remnant of innumerable victims. Though too weak to directly affect the material world, their chill voices resonate through the winds of magic, preventing those attuned to the mystic arts from focusing their powers.

While this Vampire is alive and on the tabletop, all enemy Wizards suffer a -1 penalty on their casting roll. Note that this has no effect if an Irresistible Force is rolled and cannot cause a Miscast.

NEW NECROMANTIC SPELL

From Death Awakened – (Bound Spell; Power Level 4)

Treat this as a 7+ Casting Level *Invocation of Nebek* with a range of 6" from the site of a Grave marker.

New units of Skeletons or Zombies raised in this way are Sylvanian Militia and Sylvanian Levy respectively and may be raised with any weapons and armour allowed by their unit entry.

WOLF LORD 10 points

Upon his home soil this Vampire has an almost unparalleled mastery of the Dark Arts, able to reanimate Dire Wolves with but a thought.

This Vampire may use the spell *Invocation of Nebek* to add to and raise new units of Dire Wolves, in addition to Skeletons and Zombies, raising D3/2D3/3D3 Wolves according to the Power Level. Note that this does not apply to units raised from Grave markers.

EARTHBIND 10 points

In Sylvania, the land and its masters have become inextricably bound together, giving some von Carsteins a measure of protection against hostile magics.

This Vampire has Magic Resistance (1).

NEW MAGIC STANDARD

The following magic standard may only be bought for units in an Army of Sylvania.

The Drakenhof Banner 50 points

Wherever the fell banner of the von Carsteins flies, so too do Dire Wolves prowl and Fell Bats swarm.

This Banner grants Magic Resistance (2). In addition, any Vampire using either the Summon Bats or Summon Wolves Bloodline Power within 12" of this Banner will summon double the normal number of creatures (roll the dice and then double the score).

ARMY OF SYLVANIA ARMY LIST

The following troops count as characters, Core, Special or Rare units in the Army of Sylvania army list:

LORDS

Von Carstein Vampire Lords
Von Carstein Vampire Counts

HEROES

1+ Von Carstein Vampire Thralls (*may be the army General*)
Wight Lords
Wraiths

CORE UNITS

Dire Wolves (*up to 1 Unit may have the Scouts special rule for +1pt/model*)
0-2 Bat Swarms
Fell Bats (*Do not count towards your minimum Core requirements*)
Sylvanian Militia (*new unit*)
Sylvanian Levy (*new unit*)

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SPECIAL UNITS 0-1 Spirit Host

Grave Guard (*One unit may be upgraded to Drakenhof Guard with hand weapons, great weapons & full plate armour only (+3 pts/model).*)

0-2 Von Carstein Black Coaches (*A Von Carstein Black Coach has the same statistics and special rules as the Black Coach described on page 31 of Warhammer Armies: Vampire Counts, except that each costs 175 points instead of 200 points*)

RARE UNITS 0-1 Drakenhof Templars (*Black Knights*)
Banshees**SYLVANIAN MILITIA Points/model: 10**

	M	WS	BS	S	T	W	I	A	Ld
Skeleton Militia	4	2	2	3	3	1	2	1	3
Skeleton Captain	4	2	2	3	3	1	2	2	3

Unit Size: 10-30.

Weapons & Armour: Light armour, shield, & spear, or halberd.

Options:

- May exchange their spear and shield for a crossbow at no additional cost.
- Upgrade one Skeleton into a Musician for +5 pts.
- Upgrade one Skeleton into a Standard Bearer for +10 pts.
- Promote one Skeleton to a Skeleton Captain for +10 pts.

SYLVANIAN LEVY Points/model: 8

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

Unit Size: 10-40.

Weapons & Armour: Light armour, shield, & spear, or halberd.

Options:

- Upgrade one Levy into a Musician for +5 pts.
- Upgrade one Levy into a Standard Bearer for +10 pts.

SPECIAL RULE

Braindead. (See page 26 from Warhammer Armies: Vampire Counts.)