

# Vampire Forces Reference

## Minions

### Minor Vampire

Profile	M	WS	BS	S	T	W	I	A	Ld
	6	4	4	4	4	2	5	2	8

Cause Fear, No Pain, Immune to Psychology, Immune to Poison, Leader - 6", Direct Undead - 8"

### Necromancer

Profile	M	WS	BS	S	T	W	I	A	Ld
	4	3	3	3	3	1	3	1	7

Direct Undead - 12"

Possible Spells (gets one, reroll 6)

1. Lifestealer (10): 1 model 6" suffers wound, nec gains.
2. Re-Animation (5): 1 zomboid OOA last combat phase returns, 6" from Nec. Cannot place in hth.
3. Death Vision (6): Nec. Causes fear duration of battle.
4. Spell of Doom (9): 1 enemy 12" Str test or roll Injury table.
5. Call of Vanhel (6): 1 zombie or dire wolf 6" range may move (not run), counts as charge if contact.

### Grave Guard

Profile	M	WS	BS	S	T	W	I	A	Ld
	4	3	0	4	4	1	3	1	7

Senesch. 4 3 0 4 4 1 3 2 8  
Cause Fear, No Pain, Immune to Psychology, Immune to Poison  
Seneschal can Direct Undead - 12"  
Wight Blade: All Grave Guard's weapons are magical, +1 injury rolls.

### Cairn Wraith

Profile	M	WS	BS	S	T	W	I	A	Ld
	6	3	0	3	3	2	2	3	7

Cause Fear, No Pain, Immune to Psychology, Immune to Psn, Ethereal.

### Banshee

Profile	M	WS	BS	S	T	W	I	A	Ld
	6	3	0	3	3	2	3	1	7

Cause Fear, No Pain, Immune to Psychology, Immune to Poison, Ethereal.

Banshee Howl: 2d6+2 against single model within 8" no LOS needed. 1W no armor save for each point over leadership of target. Treat as spell.

### Zombies

Profile	M	WS	BS	S	T	W	I	A	Ld
	4	2	0	3	3	1	1	1	5

T. Br. 4 3 0 3 3 1 1 1 5  
Cause Fear, No Run, No Pain, Immune to Psychology, Immune to Poison.  
Totem-bearer: Zombies within 8" gain WS3.

## Skeletons

Profile	M	WS	BS	S	T	W	I	A	Ld
	4	2	2	3	3	1	2	1	5

Chmp. 4 2 2 3 3 1 2 2 5

Cause Fear, No Pain, Immune to Psychology, Immune to Poison.

## Giant Skeletons

Profile	M	WS	BS	S	T	W	I	A	Ld
	6	3	0	4	4	3	3	2	6

Cause Fear, No Pain, Immune to Psychology, Immune to Poison.

## Ghouls

Profile	M	WS	BS	S	T	W	I	A	Ld
	4	3	0	3	4	1	3	2	5

Ghast 4 3 0 3 4 1 3 3 5

Cause Fear, Immune to Psychology, Immune to Poison, Poison Attack (w on hit roll of 6, normal Armor Save)

## Dire Wolves

Profile	M	WS	BS	S	T	W	I	A	Ld
	9	3	0	4	3	1	2	1	4

Cause Fear, No Run, No Pain, Immune to Psychology, Immune to Poison, Leaper. 2 attacks on charge.

## Giant Rats

Profile	M	WS	BS	S	T	W	I	A	Ld
	6	2	0	3	3	1	4	1	4

## Fell Bats

Profile	M	WS	BS	S	T	W	I	A	Ld
	12	3	0	3	3	2	3	2	6

Fly, Cause Fear, No Pain, Immune to Psychology, Immune to Poison.

## Giant Spiders of Schattenwald

Profile	M	WS	BS	S	T	W	I	A	Ld
	7	3	3	3	3	1	4	1	6

Leaper, Wall Climber, Poisoned Bite (AS at -1), Webs 16" range, Str test to move, cannot run or charge on turn free. In close combat and webbed -1 WS may not Step Aside.

## Vampire Forces Heroes

### Baron Von Strangulf

Profile	M	WS	BS	S	T	W	I	A	Ld
	6	6	5	5	5	3	6	3	10

AS: 4+. Gromril armor, helmet, two handed sword (LifeTaker), Cload of Souls.

Cloak: d3 souls shooting, 18" range, Str 5, heals wound if wounds.

Sword: +2 Str, ignore AS, init order.

Cause Fear, No Pain, Immune to Psychology, Immune to Poison.  
Leader - 6", Direct Undead - 24"

Strongman, Lightning Reflexes (Init if charged), Warrior Wizard (armor and spells), Sorcery (+1 cast).

Bat Swarm (7): As spell, 18" range, -1 WS and -1BS within 4", move 8" per turn, last till end of next VF turn.

Mist Form(8): As spell, cast if unengaged. Vanishes if cast.

Has two Fell Bats.

### Mistress Carmilla

Profile	M	WS	BS	S	T	W	I	A	Ld
	6	6	4	4	5	2	5	3	9

AS: 4+. Light armor, sword, shield, helmet. Sword poisoned.

Cause Fear, No Pain, Immune to Psychology, Immune to Poison.  
Leader - 6", Direct Undead - 12".

Combat Master(+1 A hth >1 opp)

### 2 Dregs bodyguard

Profile	M	WS	BS	S	T	W	I	A	Ld
	4	2	2	3	3	1	3	1	7

### Mistress Mircalla

Profile	M	WS	BS	S	T	W	I	A	Ld
	6	4	4	4	4	2	6	2	8

Dagger only.

Cause Fear, No Pain, Immune to Psychology, Immune to Poison.  
Leader - 6", Direct Undead - 12".  
Step Aside, Dodge, Acrobat, Leap, Scale Sheer Surfaces, Leader - 6", Direct Undead - 12"

Charm Person (ability, shooting phase): Single human model within 12" and LOS, Ld test at -1 penalty or move and attack under her direction until end of her subsequent turn.  
Glamour (ability): Ldrshp -1 to attack in any way (before fear test).

Has two Dire Wolves.

### Mistress Milagra

Profile	M	WS	BS	S	T	W	I	A	Ld
	12	4	4	5	4	2	5	3	8

Flyer, Cause Fear, No Pain, Immune to Psychology, Immune to Poison.

Leader - 6"

Resilient(-1 Str), Unstoppable Charge(+1 WS charge), Lightning Reflexes(Init when charged), Strike to Injure(+1 inj), Web of Steel(+1 crit).

Has two harpies:

# Vampire Forces Reference

## Milagra's Harpies

Profile	M	WS	BS	S	T	W	I	A	Ld
	10	3	0	3	3	1	5	2	6

Flyers.

## Bonecaller, Necromancer

Profile	M	WS	BS	S	T	W	I	A	Ld
	4	3	3	3	4	2	4	2	9

Sword and Dagger.

Leader – 6", Direct Undead – 18"

Spells: Lifestealer, Death Vision, Greater Reanimation (diff 7): d3 zombies OOA in 12" in prev turn return within 6".

Sorcery(+1 diff), Step Aside (5+ sv)

## The Corpse Cart

Profile	M	WS	BS	S	T	W	I	A	L
	4	2	0	2	4	3	1	D6+1	7

Starts with 3d3 zombie escort in 6".

Start of each VF turn, +1 zombie to escort on 5+.

May not run or charge.

Armor Save 5+, regens on 4+

All undead in 6" gain Strike First

24" range, enemy wizards -1 cast, necro +1 cast.

Direct Undead 12" radius, but escort must stay with cart.

Regeneration, Cause Fear, No Pain, Immune to Psychology, Immune to Poison.

## The Ghoul King (Varghulf)

Profile	M	WS	BS	S	T	W	I	A	Ld
	8	5	0	5	5	4	2	4	4

Starts with d3 ghoul.

Leaper (cannot run)

Cause Fear, No Pain, Immune to Psychology, Immune to Poison.'

Does 3 x inflicted wounds structural damage.

## Kalt Magritte (Banshee)

Profile	M	WS	BS	S	T	W	I	A	Ld
	6	4	0	3	3	2	3	2	5

Cause Fear, No Pain, Immune to Psychology, Immune to Poison, Ethereal.

Banshee Howl: like spell, 8" no LOS needed, single target. 2d6+2, each point over ldr of target causes wound no armor save.

Town Attack: Howls before scenario starts causing -1 Morale.

## Ash (Zombie Lord)

Profile	M	WS	BS	S	T	W	I	A	Ld
	8	4	0	4	4	2	3	3	8

Armor Save 3+ (Heavy Armor, Shield)

Cause Fear, No Pain, Immune to

Psychology, Immune to Poison, Leader – 6", Direct Undead – 18".

Zombies and Skeletons within 12" gain Strike First.

## Core Tables

### Zombies

- 1-2: d3 Zombies
- 3-4: d3+1 Zombies
- 5-6: d3+2 Zombies + T.B.

### Skeletons

- 1-2: d3 Skels
- 3: d3+1 Skels
- 4-5: d3+2 Skels + Chmp.
- 6: d2 Giant Skeletons

### Ghouls

- 1-2: d3 Ghouls
- 3-4: d3 Ghouls + Ghast
- 5: d2 Ghasts.
- 6: d3+1 Ghouls + d2 Ghasts

### Rats

- 1-3: d3+1 Rats
- 4-6: d3+2 rats

### Bats

- 1-4: 1 Fell Bat
- 5-6: d3 Fell Bats

### Wolves

- 1-4: 1-2 Dire Wolves
- 5-6: d3+1 Dire Wolves

### Spiders

- 1-3: d3 Spiders
- 4-6: d3+1 Spiders

### Spirits

- 1-4: Cairn Wraith
- 5-6: Banshee

### Grave Guard

- 1-2: d2 Grave Guard
- 3: d3 Grave Guard
- 4-5: d3 Grave Guard + Seneschal
- 6: d3+1 Grave Guard + Seneschal

## Command Tables

### Command Table, Clear Day

- 1-3: Necromancer
- 4 -5: Grave Guard Seneschal
- 6: Bonecaller

### Command Table, Overcast Day

- 1-2: Necromancer
- 3: Bonecaller
- 4: Grave Guard Seneschal
- 5-6: Vampire Table roll

### Command Table, Night

- 1: Necromancer
- 2: Bonecaller
- 3: Grave Guard Seneschal
- 4-6: Vampire Table roll

### Command Table, Vampires

- 1-3: Minor Vampire
- 4 -5: Mistress
- 6: Baron Von Strangulf