

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 zombae 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 ghouls.

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