

BLOOD DRAGONS



WARNING: As they are, the Blood Dragons are far too powerful and end up dominating any campaign. We are currently working on fixing this problem, but in the mean time we suggest either not using the Blood Dragon Warband or limiting the bloodline abilities to 1 per vampire.

The Vampires dwelling in Bretonnia are mostly of the clan of Abhorash, the reclusive father of the Blood Dragons. In the cursed city of Mousillon the Blood Dragons are primarily the progeny of the infamous Red Duke of Aquitaine. Having been vanquished at the battle of Ceren Fields the Duke plots in secret to claim Mousillon for himself. His plans call for a splendid court to be established there, the likes of which have not been seen since the time of Duke Maldred.

The primary adversary to this plan has long been the Skaven of Clan Pestilens, who use the city as a breeding ground for ever more toxic strains of the red pox. The recent declaration of an Errantry War to cleanse Mousillon has met with mixed feelings by the Blood Dragon Lords. Eager to prove their martial prowess in combat against worthy opponents, the Vampires also hope that the Bretonnians will prove successful in their fight against the Skaven. The unsavory side of the Errantry War are the numerous rivals for the city who follow in the wake of the Knights. Marienburger warbands who want to claim the wharf district for their wealthy merchant overseers, unruly peasants in search of a new home and the outlaws and thugs who see an opportunity to redeem themselves, all amount to an infringement on the master plan of the Blood Dragons.

CHOICE OF WARRIORS

A Blood Dragon warband must include a minimum of three models. You have 500 gold crowns to assemble and equip your initial warband. The maximum number of warriors in the warband may never exceed twelve.

Vampire: Each Blood Dragon warband must include one Vampire - no more, no less!

Wights: Your warband may include up to two Wights

Dreg: Warband may include up to one Dreg

Skeleton Warriors: Your warband may include any number of Skeleton Warriors

Grave Guards: Your warband may include up to five Grave Guards

Hell Hounds: Your warband may include up to five Hell Hounds

STARTING EXPERIENCE

A **Blood Dragon Vampire** starts with 20 experience

Wights start with 8 experience

A **Dreg** start with 0 experience

Henchmen start with 0 experience

BLOOD DRAGON SKILL TABLE

	Combat	Shooting	Academic	Strength	Speed
Vampire	x		x	x	x
Wight	x			x	
Dreg	x			x	

BLOOD DRAGON EQUIPMENT LIST

Hand-to-Hand Combat Weapons:

Dagger (first free)
2 gc
Mace
3 gc
Hammer
3 gc
Axe
5 gc
Sword
10 gc
Two-handed Weapon
15 gc
Spear
10 gc
Halberd
10 gc

Armour:

Light Armour
20 gc
Heavy Armour
50 gc
Shield
5 gc
Helmet
10 gc
Warhorse*
80 gc
Barding*
40 gc

Missile Weapons:

None

*Vampire Only

UNDEAD EQUIPMENT LIST

Hand-to-Hand Combat Weapons:

Dagger (first free)
 2 gc
 Mace
 3 gc
 Hammer
 3 gc
 Axe
 5 gc
 Sword
 10 gc
 Two-handed Weapon
 15 gc
 Spear
 10 gc
 Halberd
 10 gc

Armour:

Shield
 5 gc
 Helmet
 10 gc
 Light Armour
 20 gc

Missile Weapons:

Short Bow
 5 gc
 Bow
 10 gc
 Longbow
 15 gc

HEROES

1 VAMPIRE.....110 gc

Vampires of the Blooddragons are all descendants of Abhorash and belong to the most capable warriors in the Old World. They use their Vampiric abilities to become superior fighters, always seeking new challenges. Most of them are members of the Order of the Dragon-templars, an ancient knightly order based in the Empire or other unholy Orders. Unlike their von Carstein cousins, they have not much love for Magic and intrigues. They prefer using their combat abilities rather than using dark magic.

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

Weapons/Armour: Vampires may be equipped from the Blood Dragon equipment list.

SPECIAL RULES:

Leader: Any warrior within 6" of the Vampire may use his Leadership value when taking Leadership tests.

Fear: A Vampire causes Fear in his opponents.

Immune to Psychology: A vampire is immune to all forms of psychology and needs not to roll all-alone tests.

Immune to Poisons: A vampire is immune to all forms of poison.

No Pain: In combat treat "Stunned" results as "Knocked Down"
Summoner: All the undead in the Warband were summoned by the arcane powers of the vampire. When the Vampire goes out of action, roll each round a Ld test for every undead model in the warband. If the roll is missed, the model also goes out of action.

Bloodline abilities: The Vampire may start the game with one or more Bloodline abilities (see below).

0-2 WIGHTS80 gc

Wights are mighty undead Warriors who cannot find peace and therefore haunt the world restlessly. Many of them once were mighty chieftains, nobles or knights. They follow the Vampire with blind loyalty.

Profile	M	WS	BS	S	T	W	I	A	Ld
Wight	4	4	3	4	4	1	3	1	8

Weapons/Armour: Wights may be equipped from the Blood Dragon equipment list.

SPECIAL RULES:

Fear: A Wight causes Fear in his opponents.

Immune to Psychology: A Wight is immune to all forms of psychology and needs not to roll all-alone tests.

Immune to Poisons: A Wight is immune to all forms of poison.

No Pain: In combat treat "Stunned" results as "Knocked Down".

Killing Blow: A natural rolled 6 on the to-hit roll wounds automatically, the strike might not be parried, but armour and saving throws are allowed.

0-1 DREG20 gc

Dregs are pitiable beings, mostly crippled, with hunchbacks, outcasts of society because

of their strange appearance. Although they are not really evil, they often have an unimaginable hate for human society. Vampires use them as servants and as they treat them very well, the Dregs are loyal to death to their undead master.

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

Weapons/Armour: A Dreg may be equipped from the Undead Warriors equipment list.

HENCHMEN

SKELTON WARRIORS.....20 gc each

Skeletons form the backbone of a Blooddragon warband. They are the raised remains of long dead warriors, ready to fight for their undead masters.

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

Weapons/Armour: Skeletons may be equipped from the Undead Warrior equipment table.

SPECIAL RULES:

Fear: A skeleton causes Fear in his opponents

Immune to Psychology: A skeleton is immune to all forms of psychology and needs not to roll all-alone tests.

Immune to Poisons: A skeleton is immune to all forms of poison

No Pain: In combat treat "Stunned" results as "Knocked Down"

Slow: Consisting just of old bones, skeletons are moving very slow. Therefore they might not run, although they are allowed to charge normally.

No Brain: Do you really think that a pile of bones can learn? Skeletons never gain experience!

0-5* GRAVE GUARD.....50 gc each

Grave Guards are undead warriors, raised by the vampire to serve him as guards. Although they look very similar to ordinary skeletons, they are driven by an eternal hate for all living beings which can be seen in the green fire which burns within their empty eyesockets.

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

Weapons/Armour: Grave guard may be equipped from the Undead Warrior equipment table.

SPECIAL RULES:

Immune to Psychology: A grave guard is immune to all forms of psychology and needs not to roll all-alone tests.

Immune to Poisons: A grave guard is immune to all forms of poison.

No Pain: In combat treat "Stunned" results as "Knocked Down".

Slow: Grave Guards are very slow when walking in their rusty armours. They may not run, although they are allowed to charge normally.

Killing Blow: A natural rolled 6 on the to-hit roll wounds automatically, the strike might not be parried, but armour and saving throws are allowed.

* You may never have more Grave Guards than Skeletons in your Warband.

0-5 HELL HOUNDS.....25 gc each

Hell hounds are monstrous undead wardogs animated by the powers of the Blood Dragon Vampire. They pursue their victims with unrelenting ferocity, tearing them apart with huge slavering teeth and claws.

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Profile	M	WS	BS	S	T	W	I	A	Ld
Hell Hound	8	4	0	4	4	1	2	1	5

Weapons/Armour: Hell Hounds are animals and cannot use Weapons or Armour

SPECIAL RULES:

Fear: A Hell Hound causes Fear in his opponents.

Immune to Psychology: A Hell Hound is immune to all forms of psychology and needs not to roll all-alone tests.

Immune to Poisons: A Hell Hound is immune to all forms of poison.

No Pain: In combat treat "Stunned" results as "Knocked Down".

Animal: Hell Hounds never gain experience .

BLOODLINE ABILITIES

A vampire may choose one or more of the following bloodline abilities at the beginning of the game (when he is created). The first ability is at normal cost, every subsequent costs twice (i.e. 80 gc instead of 40). Every time a gains a new skill, he may choose a bloodline ability instead of a skill at double cost.

Red Fury - 30 gc: The vampire falls in a horrible blood-rage, unstoppable for his enemies. He gains one additional Attack to his profile.

Killing Blow - 30 gc: The vampire is an expert fighter and every time he rolls a natural 6 on the to hit roll, he automatically wounds his opponent. No parries are allowed, although the opponent may make an armour or saving throw.

Blood Lust - 50 gc: The red thirst takes over the vampire and he fights with a burning rage. He is subject to frenzy.

Master Strike - 40 gc: The vampire has an uncanny knack of hitting his victims where it will do most damage. He may cause a critical hit on a 5 or 6.

Curse Of The Undead - 50 gc: The vampire is one of the everliving and is extraordinarily difficult to kill. If the vampire goes OOA then after the battle he may regenerate all of his wounds on a D6 roll of 5+. If he is successful then he needn't roll on the serious injury table.

Strength of the Dragon - 40 gc: The vampire is extremely strong. He gains a +1 Strength bonus

Gift of Abhorash - 30 gc: The vampire is a very imposing leader and permanently raises the maximum number of Members in the warband by one.