

NECRARCHS



At the height of his reign, Maldred's court was rumoured to house one of the largest libraries in Brettonia. Though his collection of historical tomes was legendary, far more interesting were the whispers of dark grimoires and codicies Maldred harboured in his private chambers. Of all the rumours, the most persistent was that the Duke owned one of the few remaining copies of van Hel's Liber Mortis, hidden deep within the walls under powerful enchantment. Though none could verify the substantiality of the rumour, it drew the attention of that most heinous vampire clan, the dread Necrarchs. Dozens of their kin flocked to the city to further enhance their unholy powers of necromancy, the city providing the perfect environment to establish their bases and continue their study.

Since Maldred's disappearance, the library has been sacked repeatedly. While some vampires left the city to continue their search for dark knowledge, many of the Necrarchs remained in Mousillon, conducting their unholy experiments on the terrified populace who remained. Of the Liber Mortis, no writings were found, though there remain dozens of secret compartments hidden in the walls of the castle as yet undiscovered...

CHOICE OF WARRIORS

A Necrarch 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 fifteen.

Nosferatu: Each Necrarch warband must include one Nosferatu - no more, no less!

Abomination: Your warband may include up to one Abomination

Defiled: Your warband may include up to three Defiled

Banshees: Your warband may include up to two Banshees

Skeletons: Your warband may include any number of Skeletons

Wights: Your warband may include up to two Wights

STARTING EXPERIENCE

A **Nosferatu** starts with 20 experience

An **Abomination** starts with 8 experience

Defiled start with 0 experience

Henchmen start with 0 experience

NECRARCH SKILL TABLE

	Combat	Shooting	Academic	Strength	Speed
Nosferatu	x	x	x	x	x
Abomination	x			x	x
Defiled	x			x	

NOSFERATU EQUIPMENT LIST

Hand-to-Hand Combat Weapons:

Dagger (first free)

2 gc

Mace, Hammer

3 gc

Axe

5 gc

Sword

10 gc

Two-handed Weapon

15 gc

Spear

10 gc

Halberd

10 gc

Rapier

15 gc

Armour:

Light Armour

20 gc

Heavy Armour

50 gc

Shield

5 gc

Helmet

10 gc

Missile Weapons:

Duelling Pistol/Brace

25/50 gc

Crossbow Pistol/Brace

35/70 gc

DEFILED EQUIPMENT LIST

Hand-to-Hand Combat Weapons:

Armour:

Dagger (first free)	2 gc	Shield	
Mace, Hammer	3 gc	5 gc	
Axe	5 gc	Helmet	10 gc
Sword	10 gc	Light Armour	20 gc
Two-handed Weapon	15 gc	Heavy Armour	50 gc
Spear	10 gc		
Halberd	10 gc	Missile Weapons:	
		Short Bow*	5 gc
		Bow*	10 gc

*Defiled Only)

HEROES

1 NOSFERATU.....125 gc

In Brettonia they call them Nosferatu "the one that dwells in the darkness". Of all the vampire families, the Necrarchs are the most terrifying opponents, with black soulless eyes filled with unimaginable dark secrets and death. A Necrarch is forever experimenting with life and death, manipulating both to serve their dark purpose. Their insatiable thirst for knowledge is matched only by their hunger for power, and they are indeed a terrifying foe on the battlefield.

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

Weapons/Armour: A Nosferatu may be equipped from the Nosferatu equipment list. He will never wear armour.

SPECIAL RULES:

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

Wizard: Decades, sometimes centuries of studying make Nosferatu powerful wizards in the Dark Arts. A Nosferatu starts with one random Necromantic spell.

Necrolore: The Nosferatu are dark scholars, and enhance their abilities with knowledge gleaned from ancient tomes. Instead of searching for rare equipment, a Nosferatu may purchase one permanent Necrolore ability. The costs shown are for the first ability only. Subsequent abilities will cost double. Each Necrolore may be purchased once only unless specified otherwise.

Tattered Mind: It is said to simply glimpse certain necromantic texts will shatter a man's mind. Years of studying unholy tomes and dark rituals have taken their toll on the Nosferatu. The vampire is prone to bouts of insanity, especially under great pressure. If the Necrarch vampire is officially alone (All Alone rule) or loses a wound without an Injury result, he loses his grip on reality and immediately moves 2D6" in a random direction. Roll on the Madness serious injury result (0-3 Stupidity, 4-6 Frenzied). This lasts until the end of the next combat phase. As long as he is mad he cannot cast spells. Note that this move may take him into combat, in which case he counts as charging in the next combat phase. This move may also take him out of combat.

Fear: Nosferatu are terrifying undead creatures, and cause Fear.

Immune to Psychology: A Nosferatu is immune to all forms of psychology and never voluntarily leaves combat.

Immune to Poisons: Nosferatu are not affected by any drug or poison.

No Pain: Nosferatu treat *stunned* results as on the Injury table as *knocked down*.

o-1 ABOMINATIONS.....55 gc

Though appearances differ, a Nosferatu never leaves home without his favourite piece of work. This intelligent study object of necrology is infused by spells and potions, existing in a state between death and undeath. An Abomination can be an insanely dangerous creature, with a cunning intelligence that belies its appearance. It can be beast-like, or it can look like a man, depending on his master's fancy during creation.

Profile	M	WS	BS	S	T	W	I	A	Ld
Abomination	4	4	3	3	4	1	4	2	8

Weapons/Armour: Abominations may not carry any weapons. They are a mix of fangs, talons or blades, which carry no penalty in combat.

SPECIAL RULES:

Fear: Abominations are twisted and repulsive looking creatures, which cause Fear.

Immune to Poisons: An Abomination is no longer affected by any form of poison.

No Pain: An Abomination treats a *stunned* result as on the Injury table as *knocked down*.

Unnatural Life: Though magically crafted and created, an Abomination counts as being alive.

0-3 DEFILED.....30 gc

As the abomination is the apex of his work, so are the Defiled the leftovers. They are the ones that perished on the operating table, no longer living but still retaining their shattered minds. Though in fact failed experiments they are still useful, albeit only for their ability to think. As their master keeps them so they follow him blindly. The defiled think their master is their god, sustaining them as their bodies fail.

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

Weapons/Armour: A Defiled may be equipped from the Defiled equipment list.

SPECIAL RULES:

Absolute Faith: A Defiled's trust in his master is absolute. As long as they are able to draw Line of Sight to the Nosferatu, they may use his Ld for any Ld-tests they take.

Fear: Defilers are terrifying undead creatures, which cause Fear.

May Not Run: Defiled are slow undead creatures and may not run (but may charge normally.)

Immune to Poisons: Defiled are not affected by any drug or poison.

No Pain: Defiled treat *stunned* results as on the Injury table as *knocked down*.

HENCHMEN

0-2 BANSHEES.....45 gc each

Banshees are the spirits of evil women who fear crossing over to face their eternal damnation. Their howling cries shatter the minds of lesser men, reducing proud warriors to gibbering wrecks. Possesing a feral and untameable hatred for living men, a Nosferatu is able to communicate with these fell women and coerce them into joining his party. Woe is they who stand against them.

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

Weapons/Armour: Banshees never carry any equipment, as they cannot hold them.

SPECIAL RULES:

Fear: Banshees are twisted and repulsive creatures, which cause Fear.

Ethereal: A Banshee is a spirit, rather than a creature of bone and dead flesh. It is not affected in its movement by models or small obstacles. Only solid walls (no windows!) can stop its movement.

Immune to Poisons: Banshees are not affected by any drug or poison.

Cold Steel: While a Banshee cannot be killed by mundane weapons, it can still feel the cold bite of steel and other metals. If concentrated, these attacks can drive off the spirit. Any attack made with a steel/iron weapon (ie. anything but clubs, fists etc.) can harm it, but is at -1 to hit. Blessed and magic weapons (weeping blades, warlock pistols etc.) hit normally. Arrows/bolts/bullets are considered being iron tipped. Treat injuries normally (ie. *knocked down, stunned*) as the banshee loses its grip on the physical plane. An OOA will send the beast back to the spirit realm.

Wailing: Instead of a physical attack, the banshee emits a piercing wail. This attack has a 4" reach and will counts as a S3. Roll to hit as normal with the Banshee's WS. The wail attack always occurs before any combat takes place. If the banshee gains a strength advance, its wailing strength increases. A wail ignores all armour saves, and cannot be parried.

SKELETON WARRIORS.....17 gc each

Whilst other necromancers raise either zombies or skeletons to do their evil work, Nosferatu employ only skeletons. It is not that they do not raise zombies from their graves - rather the Nosferatu harvest all flesh and organs for their experiments, which soon leaves the corpses picked clean.

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

Weapons/Armour: Skeletons may be equipped from the Defiled equipment list. Handling multiple weapons is a feat too advanced for a skeleton, which may only ever use a one at a time.

SPECIAL RULES:

Fear: Skeletons are terrifying undead creatures, which cause Fear.

May Not Run: Skeletons are slow undead creatures and may not run (but may charge normally.)

Immune to Psychology: Skeletons are not affected by psychology and never leave combat.

Immune to Poisons: Skeletons are not affected by any drug or poison.

No Pain: Skeletons treat *stunned* results as on the Injury table as *knocked down*.

No Brain: Skeletons never gain experience. They do not learn from their mistakes. What did you expect?

0-2 WIGHTS.....50 gc each

Occasionally a Nosferatu will grant special attention to a corpse. A particular specimen may be deemed worthy of further Rites of the Dead. This not only raises the corpse or remains, but also recalls a certain part of the original essence that embodied it. This creature is called a Wight, capable of self-substantiation and independence.

Profile	M	WS	BS	S	T	W	I	A	Ld
Wight	5	3	2	3	4	1	3	1	7

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

SPECIAL RULES:

Fear: Wights are terrifying undead creatures, which cause Fear.

Chill Touch: A Wight's chill touch can freeze its opponent as all heat drains from their body. Each time a Wight hits, their opponent is at -1 WS. Several hits have a cumulative effect, which lasts until one of the models leaves combat. Should a model be reduced to WS 0, he will automatically pass out and counts as *knocked down*.

May Not Run: Wights are undead creatures and may not run (but may charge normally.)

Immune to Psychology: Wights are not affected by psychology and never leave combat.

Immune to Poisons: Wights are not affected by any drug or poison.

NECROLORE ABILITIES

Kin Hatred - 25 gc: Necrarch vampires are extremely suspicious of other vampires. Paranoia erodes their already fractured minds, whipping them up into bouts of unjustified fury. The Nosferatu *hates* other vampires, and will score a critical hit on a 5 or 6 when fighting other vampires in hand-to-hand combat.

Eternal Study - 25 gc: Nosferatu hold magical knowledge that mortal necromancers can scarce imagine. Centuries of studying has taught them a great deal, yet also exposed to them their weaknesses. The vampire has undergone intense self-training to keep his mind focused in the heat of battle. He gains a 4+ save against the Tattered Mind rule.

Necromantic Flood - 20 gc: The Nosferatu is so in focus with the dark magics he exudes, that once per battle he may reroll a failed difficulty test to cast a spell.

Corpus Paella - 20 gc: The Nosferatu holds great anatomical knowledge, from the workings of humans to the more obscure races. He can quickly assess damage his projects suffer and remedy the situation. One *knocked down* Skeleton, Wight, Defiled or Abomination within 6" may stand up and act as normal this round.

Bone Wizard - 30 gc: The vampire is an exceptional necromancer, and is able to tamper with the magical energies before the battle starts. The Nosferatu may add D3-1 skeletons to the warband for the next battle, which count towards routing.

Imbuing the Undead - 30 gc: The Nosferatu has extensively studied extracts from the *Liber Mortis*, the blasphemous tome of Frederick van Hel. Once per battle he may cast *Vanhel's Dance Macabre* during his magic phase. One type of undead warrior in the warband (including the Defiled) may make a charge or march move (double M). All warriors of that type are affected. If this move brings a model into close combat, it counts as charging.