

WARHAMMER: VAMPIRE COUNTS

Official Update Version 1.1

Although we strive to ensure that our books are perfect, sometimes mistakes do creep in. When such issues arise we feel that it is important to deal with them as promptly as we can, and we therefore produce regular updates for all of our books. When changes are made, the version number will be updated, and any changes from the previous version will be highlighted in **Magenta**. Where a version number has a letter, E.g. 1.1a, this means it has had a local update, only in the language, to clarify a translation issue or other minor correction.

This update is split into three sections: Errata, Amendments and 'Frequently Asked Questions'. The Errata corrects any mistakes in the book, while the Amendments bring the book up to date with the latest version of the rules. The Frequently Asked Questions (or 'FAQ') section answers commonly asked questions about the rules. These questions have been gathered from many sources. We are always happy to consider more questions, so please send any queries to:

gamefaqs@gwplc.com

Although you can mark corrections directly in your book, this is by no means necessary – just keep a copy of the update with your book.

ERRATA

Page 49 – Zombie Dragon, Swarm of Flies.

Change this entry to read "Enemy models in base contact with a Zombie Dragon deduct 1 from their rolls To Hit in close combat".

Page 52 – Coven Thrones, Battle of Wills.

Change result 1-2 on the Battle of Wills table to "The enemy is at -1WS and -1BS to a minimum of 1".

AMENDMENTS

None.

FAQs

Q: Can the Ghostly Howl of a Tomb Banshee or the Death Shriek of a Terrorgeist be used against an enemy unit locked in a close combat that the Tomb Banshee or Terrorgeist is not themselves involved in? (p31/48)

A: Yes.

Q: If a Vampire or Vampire Lord is unable to choose the Lore of the Vampires as their spell lore (due to the Wizarding Hat for example) but is still the Wizard with the highest Leadership in the army, must he still be the army's General? (p26)

A: Yes.

Q: Does a Vampire Counts General mounted on a Large Target enable all non-Vampiric models with the Undead special rule within 18" to make march moves? (p26)

A: No.

Q: Can you add models to a unit with Invocation of Nehek if placing such models would bring them within 1" of an enemy model? (p26/60)

A: These models can be placed within 1" of enemy their own unit is fighting, but not within 1" of any other enemy.

Q: If a Tomb Banshee wishes to use her Ghostly Howl attack in close combat, does this have to be targeted against an enemy unit that the Tomb Banshee model is in base contact with? (p31)

A: Yes.

Q: Do items or spells that affect missile fire have any affect on a Banshee's Ghostly Howl? (p31)

A: No.

Q: Does a Tomb Banshee's Ghostly Howl or the Terrorgeist's Death Shriek affect targets that are Immune to Psychology? (31/48)

A: Yes.

Q: Do the Nightmares in a unit of Blood Knights benefit from the Extra Attack special rule from the unit's Frenzy? (p45)

A: No.

Q: Do Hexwraiths that move through an enemy unit in the Magic phase due to Vanhel's Danse Macabre cause hits with their Spectral Hunters rule like they would in the Movement phase? (p47)

A: Yes.

Q: Do the Attacks of Spirit Hordes and Banshee Swarms count as magical? Tomb Banshees and Spirit Hosts are Ethereal after all. (p52/53).

A: Yes.

Q: Do the hits generated by the Mortis Engine's Reliquary count as magical? (p53)

A: Yes.

Q: Are the Regeneration effects of multiple Mortis Engines cumulative? For example, if a friendly Undead unit that does not normally have Regeneration is within the dark aura range of two Mortis Engines in the same turn, does this mean the unit has Regeneration (5+)? Alternatively, if that same friendly unit already had Regeneration (6+) would this be increased to Regeneration (4+)? (p53)

A: Yes.

Q: Can the Curse of Undeath Lore Attribute be used to heal friendly characters or their mounts, other than the caster himself? (p60)

A: Yes.

Q: For units such as Vargheists and Blood Knights (which are Vampiric), does a successful casting of Invocation of Nehek enable them to regain 1 Wound per model, or 1 Wound in total? (p60)

A: A Vampiric unit can never regain more than 1 Wound from Invocation of Nehek.

Q: If a single model or a unit with a single rank is passed over by the Wind of Death template, is it affected by the spell? (p60)

A: Yes. They will suffer D6 Strength 3 hits with no saves allowed.

Q: Does a character with Dark Acolyte add D3 to their casting total for Invocation of Nehek before or after their opponent attempts to dispel? (p61)

A: Before.

Q: Can a Ghoul King be equipped with the Nightshroud magic armour? (p62)

A: No.

Q: If I have already cast a 'remains in play' spell such as Doom and Darkness, what happens if I cast the same spell with the same Wizard as a result of the Cursed Book? Can I target the same unit for a cumulative effect or must I target a different unit? (p63)

A: You are free to target any enemy unit with the duplicate spell as normal, including a unit that has already been affected by the spell, in which case the effects are indeed cumulative.

Q: If a unit that was targeted by the Rod of Flaming Death in the previous Magic phase moves in its next turn, do the additional Strength 4 hits they suffer have the Flaming Attacks special rule? (p63)

A: Yes.

Last updated April 2013