

# WARHAMMER ARMIES BOOK: Vampire Counts FAQ

Q. *Can a Banshee scream into a close combat she isn't participating in?*

A. She can target any one unit in range; no exceptions are listed.

Q. *Do Ethereal units suffer from attacking over a defended obstacle?*

A. They only ignore movement penalties, that's all. This includes marching in difficult terrain.

Q. *If you have more than one Vampire that can summon Wolves/Ghouls, can they all be put into one unit?*

A. No, each summoned unit is a separate unit.

Q. *How does the spell Hand of Dust work? The text mentions a to hit roll at first, but speaks of a 'wound' later, so is a to wound roll needed or just the to hit roll?*

A. Only a roll to hit is needed.

Q. *Necrarch and Lahmian Vampires can't wear mundane armour. They shouldn't be allowed to wear magical armour either, but only some entries specifically state that Necrarch and Lahmian Vampires can't wear them. What about the other magical armours? Can you specify which armour each Bloodline can wear?*

A. Oops. A Lahmian or Necrarch cannot choose any armour, mundane or magical.

Q. *Are Undead immune to poison, since it does not say this anywhere?*

A. Undead are no longer immune to poison. The reference to unliving targets in the poison description means war machines, buildings, and such like.

Q. *Can a von Carstein with Wolf Form join a unit of Dire Wolves? This would seem to really fit in with the background and the army, however, the rules for fast cavalry prevent such units from being joined by a character on foot. Does Wolf Form allow a Vampire to join a unit of Dire Wolves?*

A. Yes. Check the Errata for fast cavalry.

Q. *Do Wristbands of Black Gold work for the wearer and his mount, like the Chaos magic item Golden Eye of Tzeentch? As both items have the same points cost, I imagine they should but I can't see this anywhere in the Vampire Counts Army book.*

A. No, items like this only work for the mount as well if specifically stated.