

WARHAMMER ARMIES

WARHAMMER ARMIES Vampire Counts



The forces of Dark magic abound in the Warhammer World and often lead men astray. Many are led down the dark path of necromancy through a fear of death and the siren call of immortality. While not all who turn to necromancy are evil at first, perhaps they are just seeking knowledge or trying to save a loved one, the warping effects of dark magic soon lead to utter madness and the diabolical practices of raising the dead. It can certainly be said that in the Warhammer World, the dead do not rest easy...

THOSE WHO DARE SUMMON THE DEAD

While an Undead army can be composed of many different troop types, it is invariably the leaders that are the most dangerous. It is the evil Undead General who has gathered and summoned the rest of the army, using vile spells and forbidden magics.

An Undead player may choose a Necromancer Lord, Vampire Lord, or a Liche to take the helm of the force. A Necromancer Lord is an evil wizard who used his unnatural magics to extend his own life for centuries as well as controlling the dead themselves. A Vampire Lord is not human, but instead an Undead creature of supernatural energy. While not as potent a sorcerer as the Necromancer Lord, the Vampire Lord has increased strength and weapon skill. A Liche is a wizard who has grown powerful enough to defy death - an Undead version of a Necromancer!

UNDEAD HORDES

Shuffling out of their tombs, and lurching forward, the Undead hordes gather for battle. Making up the bulk of the force are Skeletons - long dead bones reanimated by potent Necromantic spells. The putrefying corpses of the recently dead become Zombies.

Both of these troop types are on the brainless side (after all, they are dead) and neither is exceptionally deft with weapons, but Zombies and Skeletons are ideal at swamping

the foe with overwhelming numbers. These gruesome looking units also cause fear, an ability that can make other troops quake with terror, making them fight less effectively or even causing them to run away altogether. The beauty (if you can say that when talking about corpses) of both Skeletons and Zombies is that Necromancers can use their spells during a game of Warhammer to summon more of these troops to the battlefield, creating a never ending supply of corpses to get in the enemy's way, while the real offensive threats of the Undead Army are unleashed!

THINGS THAT GO BUMP IN THE NIGHT

In addition to the corpses that a Necromancer can bind to his evil will, there are many spirits and shades in the Warhammer World. There are the Wraiths - the deathly shadows of long passed away Necromancers that are still cursed to roam the lands. Ghosts are ethereal spirits, the shells of dead men who have returned to haunt the living, and Wights are warriors of long ago, still armed and armoured for battle. Whether used in small units, or in the case of Wraiths and Wights, as leaders of Skeleton or Zombie legions, these creatures are a potent threat and very useful fighting alongside blocks of Undead.

BRING ON THE HEAVY HITTERS!

Once an Undead player has held up the foe with endless walking corpses, and perhaps even caused an enemy unit or two to flee from fear, it is time to unleash the heavy hitters.

Unlike other Warhammer armies, an Undead force relies most heavily on its General and the hideously powerful magics he can bring to bear. On the other hand, the Undead are not without their own devastating troop types.

Mummies may be slow, but they are so tough and brutal that any unit they manage to engage in hand-to-hand will almost certainly come off the worse for wear. Skeleton Horsemen can gain the added benefit of charging with lances, and with the ability to disincorporate and ride straight through solid objects, it is not hard to manoeuvre yourself into a devastating charge on the flank! An Undead Chariot can cleave a bloody path straight into enemy units, and merely thinking of the cold rattle of bones as the skeletal horses drag along their grim load can cheer the coldest Undead player's heart! Finally, there are the giant undead birds of prey known as Carrion, who swoop from the skies on tattered leathery wings. A unit of Carrion won't hit anywhere nearly as hard as a Chariot, but their speed and ability to fly makes them perfect for hit-and-run missions.

GETTING THE MOST FROM AN UNDEAD ARMY

Even with all the tough troops in an Undead army, more often than not the battle will be decided by the ability of the Undead General to cast magic. Effective use of the Necromantic spells, such as summoning more troops during the course of the battle, or pumping up a unit's attacks or missile firing rates with sorcery, can give the Undead the edge they need to win. The most important rule to remember is to keep the General safe, for if the leader is destroyed, the entire army loses the magic that binds it together, and simply crumbles apart.

If you are interested in fielding your own Undead Army, the place to start is the Warhammer Armies Undead book. The whole history of the Undead is explained, beginning with the all-father of undeath himself, the Great Necromancer, Nagash. Along with all the background information is the complete army list, bestiary, and all the special rules you'll need to begin summoning your horde! All the troop types can be found, from Mummies to the imposing Zombie Dragons. There are even full rules for special characters, including such terrors as Arkhan the Black, Heinrich Kemmler - the Lichemaster, and the dreaded Nagash himself.