

Blooddragon Warband

Choice of Warriors

A Blooddragon warband must have a minimum of 3 and maximum of 12 warriors. You have 500 gold crowns with which to recruit your warband.

Vampire: A Blooddragon warband must include one Vampire, no more, no less.

Wights: A Blooddragon warband may include up to two Wights

Bondsman: A Blooddragon warband may include up to two Bondsmen

Skeleton Warriors: A Blooddragon warband may include any number of Skeleton Warriors

Grave Guards: A Blooddragon Warband may include up to five Grave Guards

Hellhounds: A Blooddragon Warband may include up to five Hellhounds

Starting Experience

A Vampire starts with 20 Experience points

A Wight starts with 8 Experience points

A Dreg starts with 0 Experience points

All other henchmen start with no Experience points

Dead or Alive

In Game terms all members of the Warband except the Dreg count as dead.

Skills

	Combat	Shooting	Academic	Strength	Speed
Vampire	✓		✓	✓	✓
Wights	✓			✓	
Bondsman	✓			✓	

Equipment

Your Blooddragon warband might be equipped from the following table:

Blooddragon Equipment table

Close Combat Weapons

Dagger (first free)	2 GCr.
Mace	3 GCr.
Hammer	3 CCr.
Axe	5 CCr.
Two-handed Weapon	15 GCr.
Spear	10 GCr.
Halberd	10 GCr.

Armour

Light Armour	20 GCr.
Heavy Armour	50 GCr.
Shield	5 GCr.
Helmet	10 GCr.

Undead Equipment table

Close Combat Weapons

Dagger (first free)	2 GCr.
Mace	3 GCr.
Hammer	3 CCr.
Axe	5 CCr.
Two-handed Weapon	15 GCr.
Spear	10 GCr.
Halberd	10 GCr.

Missile Weapons

Short Bow	5 CGr.
Bow	10 CGr.
Long Bow	15 GCr.

Armour

Light Armour	20 GCr.
Shield	5 GCr.
Helmet	10 GCr.

Heroes

Vampires

110 GCr. to Hire

recommended GW-model: Blood Dragon Vampire

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, allways 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
	6	4	4	4	4	2	5	2	9

Weapons/Armour: Vampires may be equipped from the Blooddragon 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”

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

Wights (0-2)

80 GCr. to hire

recommended GW-models: Wights, Wight-Lords, Cpt. Richter

Wights are long dead heroes who are tied to the land of the living by magic. In ages past, the men of the Old World buried their dead beneath mounds of earth and stone, together with their battle gear and worldly wealth.

Although their bodies have decayed, Wights are held together by evil magic so strong that it can last for many centuries. They wear ancient armour of bronze and black iron, corroded by time and dusty with the years.

They carry iron weapons inlaid with evil runes, an accursed parody of once powerful magical blades. Some Vampires rule over entire regiments of Wights, warriors who dared challenge them in life and now serve them in death.

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

Weapons/Armour: Wights may be equipped from the Blooddragon equipment table

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.

Bondsman (0-2)

20 GCr. to hire

recommended GW-models: Mordheim Dregs, Bretonnian Men-at-arms

Bondsmen are pitiable beings, who are somehow in dept with their undead master. Often they are crippled 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
	4	2	2	3	3	1	3	1	7

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

Special Rules

Living: Bondsmen are living beings and therefore gain all benefits and drawbacks from being alive. Thus they can run as normal, get experience but they also have to make All-alone tests etc.

Henchmen

Skeleton Warriors

20 GCr. to hire

recommended GW-models: Plastic Skeletons

The battlefields of the Old World are strewn with the graves of many nameless warriors who have fallen in combat and been consigned to a hasty resting place, or left upon the ground amidst the carnage. Even in death there is no rest for the fallen warriors, for they can be summoned back to the world of the living by black sorcery. All that these once-dead fighters can recall of their mortal life are faint memories of battles fought long ago. All that they feel is the compulsion to fight and to obey their masters as they did when they were alive. A mortal who dares fight against an army of Skeletons is confronted by a ghastly apparition, for who could remain unafraid when faced with the remains of long-dead warriors lurching towards him?

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

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

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!

Grave Guards (0-5, you may never have more Grave Guards than Skeletons in your Warband)

35 GCr. to hire

recommended GW-models: Grave Guards or armoured Skeletons

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
	4	3	2	3	3	1	2	1	6

Weapons/Armour: Grave Guards may choose from the Blood Dragon equipment list

Special Rules:

Fear: A Grave Guard causes Fear in his opponents

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.

No Brain: Grave Guards are nothing more than a pile of bones and rusty metal. They never can learn from mistakes and can get no experience.

Hell Hounds (0-5)

25 GCr. to hire

recommended GW-models: 40k Kroot-hounds, Mordheim Witchhunter Wardogs

Hell Hounds are monstrous undead wardogs raised to undead life by the powers of the Vampire.

Profile	M	WS	BS	S	T	W	I	A	Ld
	8	4	0	4	3	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: You can't learn new tricks to a dead dog. The Hell Hound never gains 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 GCr. 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

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

Cost: 30 GCr.

Killing Blow

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.

Cost: 30 GGr.

Master Strike

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.

Cost: 40 GCr.

Curse Of The Undead

The vampire is one of the everliving and is extraordinarily difficult to kill. The vampire has 5+ ward save in addition to all his armour-rolls and parries.

Cost 50 Gccr.

Strength of the Dragon

The vampire is extremely strong. He gains a +1 Strength bonus and gets no movement penalties for wearing heavy armour and shield.

Cost: 40 GCr.

Gift of Abhorash

The vampire is a very imposing leader and permanently raises the maximum number of Members in the warband by one.

Cost 30 GCr.

Magic Artefacts of the Blood Dragons

Blood Armour

This strange red-shining armour was created by mixing human blood to the steel while it was forged. It counts like gromril armour (armour 4+) and can only be used by Blood Dragon Vampires.

Shield of Moussillon

This shield was used by the false Grail Knights who stood under Maldreds command. It is an ordinary black shield with a silver chalice coat of arms. In combat, it counts as an ordinary shield, but all enemies which are in close combat with the wearer loose automatically one Attack (to a minimum of 1 Attack per round).