

// Vampyre Sect - new Gang by Anthony Case

Not real vampires in the WFB sense, instead, a particular Immaterium creature attaches itself to a human host and in return for offering inhuman abilities it forces a thirst upon him for human psychic energy which the host drains through drinking fresh human blood. As the creature is nourished with the energy it grows in power giving the host further abilities until eventually the creature spawns a new creature which can then attach itself to another human host.

Outlanders - Count as outlanders.

Hired Guns - Cannot hire any.

Upkeep - Vampyres cannot perform any post game action, such as foraging or working a territory. However, you do not need to pay any upkeep expenses for a Vampyre as they are sustained by their Thralls. Each Vampyre requires three Thralls to feed him with blood and maintain any equipment. Alternately, you can pay 2 credits of upkeep for a Vampyre per missing Thrall (e.g. you could pay 6 credits, or assign 1 Thrall and pay 4 credits, or assign 2 Thralls and pay 2 credits). If a Vampyre fed on an enemy fighter as described in the Blood Lust rules then he requires no upkeep that game. Vampyres follow the usual starvation rules if there aren't enough Thralls to feed them.

Immortals - Vampyres are very difficult to kill as their Immaterium creature can use any reserve energy to reinvigorate their host. If a Vampyre rolls a Dead result and has a Blood Level of at least 2 then roll a D6. On a roll of 1-2 the creature is unable to revive the Vampyre so truly is dead. On any other roll the result is treated as a Full Recovery instead, however, the Vampyre's Blood Level is halved (round fractions down). Note the Vampyre will lose any appropriate advances gained through his Blood Level. If a Vampyre only has a Blood Level of 1 then he cannot be revived. If a Vampyre is reduced to 0 Strength/Toughness through starvation then he will automatically be revived as long as he has a Blood Level of at least 2 (i.e. no roll is made), and his Strength/Toughness is reverted back to their normal level (i.e. just as if the Vampyre was fed).

Creatures of Darkness - All vampyres count as wearing Infra-red Goggles for the purposes of *darkness*. However, if a vampyre is hit by a Photon Grenade then the dazzled effects last until a roll of 5-6 is made at start of his turn and a vampyre can only recover from being blinded on a roll of 6 instead of 5-6.

Blood Lust - Vampyre's can feed on blood in one of two ways. If an enemy fighter rolled a Dead result in the previous game then it's assumed a random Vampyre has fed upon him. Also, if a captive is neither ransomed or rescued then a Vampyre of your choice can feed on him. If you decide to do so then the captive is killed and you can keep any equipment.

Each Vampyre has a Blood Level which is an indicator of how strong the Immaterium creature is. If a Vampyre has fed on an enemy fighter as explained above then you can choose to either remove D3 Serious Injuries the Vampyre has suffered or increase that Vampyre's Blood Level by 1 point, which may also improve the Vampyre's profile shown below. If a fighter with a *wyrd* power is fed on then he counts as D2+1 regular fighters.

Blood Level

1: +1 Movement

2: +1 Strength

3: +1 Toughness

4: +1 Weapon Skill

5: +1 Wounds

6: +1 Attacks

7: +1 Movement

8: +1 Vampyre Power

9: Spawn - The Thrall with the most Experience now counts as a Vampyre with a Blood Level of 1 and gains a +1 bonus to his Initiative and Leadership.

10-12: No effect

13: +1 Vampyre Power (The Vampyre's Blood Level is sent back to 8).

// Vampyre Power follow normal wyrd power rules

Mist - Can be used at the start of the movement phase. If successful the Vampyre can move 18" in any direction and through terrain, though cannot do anything else that turn. Vampyre cannot be shot at or hurt if he moves in this way.

Shroud - Can be used at the start of the turn. If successful all ranged shots targeting the Vampyre suffer a -2 to-hit penalty.

Terrify - Telepath power.

Mind Control - Telepath power.

Lightning - Instead of making a ranged attack. 18". Strength 4. No armour saves allowed. Blast template. Against robotic models (e.g. cyber-mastiffs), the Strength is doubled to 8 and inflicts D3 Damage.

Blood Storm - Instead of making a ranged attack. 12". Automatically inflicts D3 Flesh Wounds. Each flesh wound can be used to remove a flesh wound or restore a lost wound.

// Vampyre Sect Recruitment

Vampyre Lord - 1

Vampyre - Any number.

Thralls - Any number.

// Fighter Types

Vampyre Lord - 280cr - 60xp

M:5 WS:5 BS:4 S:4 T:4 W:2 I:5 A:2 LD:9

All skill sets except Shooting and Techno.

Starting Blood Level of 6.

Normal gang leader rules but no special weapons.

Always test to escape pinning.

Cause fear.

Drain - If the Vampyre takes an enemy fighter out of action in hand-to-hand combat and spends the next turn doing nothing then any flesh wounds are removed and any lost wounds are restored.

Regenerate - Roll a D6 for each serious injury the vampyre is suffering from. On a roll of 6 the injury is removed.

Vampyre - 180cr - 20xp

M:5 WS:4 BS:3 S:4 T:4 W:1 I:4 A:1 LD:8

All skill sets except Shooting and Techno.

Starting Blood Level of 4.

Always test to escape pinning.

Cause fear.

Drain - If the Vampyre takes an enemy fighter out of action in hand-to-hand combat and spends the next turn doing nothing then any flesh wounds are removed and any lost wounds are restored.

Regenerate - Roll a D6 for each serious injury the vampyre is suffering from. On a roll of 6 the injury is removed.

Thrall - 30cr - 10xp

Normal juve rules except +1 WS and can be equipped with basic weapons and ganger pinning/nerve rules except Thralls do not cause nerves tests for Vampyres.

Agility, Combat, Stealth.

Loyal Servants - If a Thrall is within 6" of a vampyre that isn't down or broken then he can use the vampyre's Leadership characteristic for any Leadership tests.

Max profile for Vampyres is normal + all Blood Level boosts +1 I/LD