

# HAEMOVORES

## EVOLUTION

The inhabitants of earth are doomed to evolve into deformed, Zombie like creatures known as Haemovores.

These creatures seem to have lost all the traits of civilised human psychology and degenerated into unintelligent monsters that spend all their time trying to feed their thirst for human blood.

The Haemovores themselves were capable of evolving further, changing their form again, into creatures known only as Ancient Ones. The Ancient Ones are revered by normal Haemovores as leaders. They have more control over their thirst for blood and are not possessed by it; in addition they have powerful psychic abilities, which they are able to use as a weapon.

Rather than killing their blood drained victims, an assault by an Haemovore (or the Ancient One) is capable of transforming them into undead vampire creatures; Hemo Vamps, bereft of willpower and under the control of the Ancient One,

<b>Title.</b> Haemovores	<b>1 PTS.</b>
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<b>Actions Available</b>						
Move	Move Fast	Assault				

<b>Hits</b>	<b>Save</b>	<b>Assault</b>	<b>Fire Arc</b>	<b>Move</b>	<b>Move Fast</b>	<b>Sneak</b>
2	-	+1	-	(u)5	(u)6	-

<b>Weapon</b>	<b>D</b>	<b>EFF</b>	<b>PB (0-2)</b>	<b>S (2-5)</b>	<b>M (5-10)</b>	<b>L (10-15)</b>	<b>E (15-25)</b>
Claws	2	-	-	-	-	-	-
Bite	-	-	-	-	-	-	-

## Special Actions.

### Special Rules.

#### ASSAULT • CLAWS

Causes 2 points of damage.

#### ASSAULT - BITE

Haemovores and Ancient Ones are capable of transforming victims into Haemovamps, The following rules apply. In order to transform their victims they must first win an assault, if the assault is successful the following procedure is followed. The model must spend the following turn in base-to-base contact with the victim. Both models can take no further actions that turn.

#### IMPETUOUS

Haemovores will become impetuous only if their leader Ancient One is killed.

#### PSYCHIC BLAST (WEAPON)

Ancient Ones are capable of using the power of their thoughts as a deadly weapon. Using a psychic blast they are able to 'fry' the minds of a large group of targets. The Psychic Blast is used in the same way as a normal FIRE weapon with the following special rules.

LOS (Line of sight) required.

Area Effect: Giant Blast Template.

No template re-alignment.

**Description.**

Only a little of the Haernovores human origin is visible in their appearance. They resemble their predecessors in height and build, but their shin and facial features have been hideously mutated by the toxic environment of their own time. Their skin tone is blue, and their whole body is covered with welts, scars, lumps and sores. Their hands are notable for the deadly claws which grow like spiked fingernails. All sense of human intelligence has been lost in the addictive drive for blood.

Haernovores dress in anything they can get their hands on which generally means rags.

<b>Title.</b> Ancient One	<b>4 PTS.</b>
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<b>Actions Available</b>						
Move	Move Fast	Assault	Move & Fire	Fire		

Hits	Save	Assault	Fire Arc	Move	Move Fast	Sneak
4	-	+2	-	(u)6	(u)7	2

Weapon	D	EFF	PB (0-2)	S (2-5)	M (5-10)	L (10-15)	E (15-25)
Claws	2	-	-	-	-	-	-
Bite	-	-	-	-	-	-	-
Psychic Blast	1	3	3-6	4-6	5-6	6	-

**Special Actions.**

**Special Rules.**

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**IMPETUOUS**

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LOS (Line of sight) required.

Area Effect: Giant Blast Template.

No template re-alignment.

### DESCRIPTION

Ancient Ones are similar in appearance to Haemovores, they do however tend to be taller and better dressed

<b>Title.</b> Haemovamp	<b>0.25 PTS.</b>
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<b>Actions Available</b>						
Move	Move Fast	Assault				

Hits	Save	Assault	Fire Arc	Move	Move Fast	Sneak
2	-	+1	-	(u)5	(u)6	-

Weapon	D	EFF	PB (0-2)	S (2-5)	M (5-10)	L (10-15)	E (15-25)
Bite	-	-	-	-	-	-	-

### Special Actions.

### Special Rules.

### USING HEMOVAMPS

HemoVamps can only be created, and used on the battlefield, as the result of a bite from a Haemovore. Any model which becomes a HemoVamp loses all its former attributes and is completely replaced with the profile given above. The model will no longer be able to use a weapon of any kind. HemoVamps can only kill, and are not capable of turning other models into HemoVamps. Any HemoVamps on the tabletop will die, immediately, if the Ancient One is killed or leaves the field of play.

### ORGANISATION AND COMMAND

Whenever Haemovores are used in battle one (and only one) Ancient One must also be present as their leader. No other form of command or organisation exists.

### ALLIES

None.