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With the Resurgent update, the game has changed so much, with Norsca, the 30th RoR and the DLC factions. How do our egocentric undead compete in the new environment? BKs, Lords and Vampires got status buffs, vargheists and varghulfs (which were previously mediocre) are less bad, every favorite ME no longer drains without a fight, terror gheists and rigors got slight nerfs. Fate of Bjuna, which was a magic for Manfred, nerfed too. So what do you think, what are the vampires now? And which builds do you think will work? 1 · A compilation of hints, tips strategies, and plots that I've discovered while going through multiple games as Vampire Counts. This is by no means an exhaustive list, and there are undoubtedly turn-by-turn guides available elsewhere on the Internet, but this guide should be helpful for those who play as Vampire Counts for the first time, especially in the early game. Other TWW2 guides: Short description of each faction. Lizardmen Guide. Skaven Guide. The vampire counts (VCs) start in a bad position; they are stuck between two of the largest race nations on the Old World Map: the Empire (humans) and the dwarves (dwarves). Fortunately, both racial nations have different things to do than West and East Sylvania, your starting position. Vampires are ageless and immortal, and they can afford to play the long game. Territory to take a little at a time, and to consolidate it behind you, is probably the best strategy you can use. Vampiric corruption is a useful tool on the campaign map as it increases public order and causes attrition among enemies, but it takes many twists and turns to establish by default. VC Appropriate climatezones are all human-based, including the Empire and its provinces, the border princes and the Breton kingdoms (mostly west). VC Unpleasant climate includes other nearby race nations such as the Dwarves and Greenskins (mostly East and South). This is another good reason to leave the dwarves alone until you can afford it. VC Uninhabitable climates are the uncivilized areas of the map like the wooden fairy empires in the West and everywhere with too much chaos corruption. In the early game, it is unwise to expand too quickly; Although cities are the largest source of revenue for VCs, their armies are weak in the early game and unable to defend newly conquered territory. The costs of new cities, new armies and public order penalties must be taken into account before new territory is claimed. The first main questline of the VCs is to conquer more and more territory, but the survival and management of your current domains should be take precedence most of the time. It's not worth conquering a new city like Pfeildorf if it means losing Drakenhof Castle to an invasion of dwarves or greenskins. VCs must take time to restore public order in their conquered cities; since all other nearby racial nations are race dislocations a diplomatic aversion to vampires, their cities have stronger penalties for public order. A military presence in an occupied city or city will prevent unrest and rebellion, but the military presence must occupy this place for many twists and turns before public order is restored and there is a high level of vampire corruption to begin granting public order bonuses. Having a hero in the army with strong vampiric corruption features can speed up this. An extremely valid strategy for the vampire spires is to take control of cities destroyed by other armies. The compromise for this is that this can be difficult to achieve, because first and foremost, any army powerful enough to race a city or city is probably your enemy, and will return to race your new city soon after you have found it. Second, if you make friends with your nearby races, the conflicts that lead to destroyed cities will be further away, and you will almost certainly have to travel extensively across undamaged terrain to reach the cities (this kind of travel causes attrition in your armies). The good news is that THANKS to Raise Dead, VCs can take over destroyed cities pretty cheaply. A half-stack army can move on the map and defend (or flee) long enough to reach a destroyed location. Then the Lord of the Army can use Raise Dead to summon a series of zombies and skeletons to fill the ranks, reducing the cost of creating a new city on an elevated terrain. After a VC player has researched cost-saving methods (see Treasury Management savings), this process can be comparatively very cheap, giving the Lord of the Founding Army a stack of cheap garbage troops to defend the new city and maintain public order until he can defend himself better. Even if an enemy returns and attacks your new city, you don't lose as much investment as other races. The creation of new cities on ruins also prevents them from having to go to war with the racial nation that occupied this city. The campaign card feature of the VCs is Vampiric Corruption, which grows steadily over time. The takeover of settlements in an area, garrison armies and many hero and lord traits can increase the speed with which vampiric corruption is spreading. It's worth having a hero in an army that has high vampiric corruption (part of the blue campaign features at the bottom of the Vampire and Vampire Princes skill tree) to speed them up The takeover of a settlement in an area also gives vampiric corruption in an area around that settlement, which means that your armies will not suffer any attrition in this area. If VCs adopt a new settlement, it will suffer a fine for public order until Vampiric Corruption reaches 50% or higher. At this point, public order should stabilize at about 0 and slowly gain or lose, depending on other factors in each curve. VC public order is directly related the amount of vampiric corruption in an area; The higher the Vampiric corruption, the higher the bonus for public order. The second effect of vampiric corruption is to cause intrinsic ity in any non-undead army. (The only armies that do not concern Vampiric corruption attrition are the vampire spires, the vampire coast and the Breton vampire princes). Certain units may also be immune to lviby through vampiric corruption (such as stronger Greenskin units). Vampire Counts (VCs) benefit from large stocks of dark magic (hereinafter referred to as money). They have a slight advantage in early play because the masses of their armies are cheap garbage troops like zombies and skeletons, which means they can save money on larger projects and expenses. Most VC profits come from their cities; Unlike other racial nations such as the Greenskins and Norsca, they receive no special benefits from looting and looting of cities (although heroes can specialize in looting if they do it often enough and receive bonuses on the amount of money harvested). VC research in the Lahmian Tree gives bonuses for various building chains, such as Repression (small wins of 100-150 Monies/Turn) and Vampire Crypts and Necromancer Libraries (big wins of 300-500 Monies/Turn). VCs play a long economic game; it takes quite a lot of research and specialisation to have a high, stable income. Much of this revenue is based on reducing maintenance costs for most of their army troops. All research trees eventually have maintenance costs for certain army units, and there are several extremely valuable researches to carry out in the early and middle game. These are masters of the Putrid Horde and Defiler of the old Barrows under the Arkhan tree. These give free, free care for zombies and skeleton units, respectively. VCs benefit from large stocks of dark magic (hereinafter referred to as money). They have a slight advantage in early play because the masses of their armies are cheap garbage troops like zombies and skeletons, which means they can save money on larger projects and expenses. When counting things like the additional cost of recruiting units with Raise Dead, a VC player will often be forced to choose between upgrading his armies or upgrading his settlements. Bribery - It is a very good idea to save money for diplomatic gifts to give their surrounding racial nations, such as the dwarves and the empire. Even if these are your two greatest enemies, and destroying them is your long campaign goal, in the beginning it is better to pay them out so that they do not Explain. Small gifts can keep them happy enough not to declare war, and medium or large gifts can improve their posture by agreeing to non-aggression pacts or even trade agreements. Raising Dead - Der Große Große Strength of the VCs is their ability to increase large armies in the short term thanks to Raise Dead. Between City Recruitment and Raise Dead, a VC player can muster a full army of 20 stacks in 3-4 rounds, AS LONG AS they have enough money to pay the Raise Dead costs and at least a few turns of maintenance on the new army. Building Upgrades & Repairs - Building Upgrades for the VCs Are Quickly Expensive; it can take several turns to save enough money to buy a single building in a city or city. It's a good idea to stock up a lot of money, and then buy as many building upgrades as you can afford in your best-defended cities. There are some synergies in VC buildings, which means that a building often somehow benefits another chain of buildings. Research on the Lahm tree also contributes a great deal to the revenue from buildings. The vampire graphs (VCs) have a long history with the other racial nations that surround them; in the past (and probably in the present) they have been aggressive and belligerent against the Empire and the dwarves that are your two greatest neighbors. Accordingly, most race nations around you have a diplomatic aversion to vampires, which sets their starting relationship to a penalty of -15 (Breton kingdoms) to -50 (dwarfs), with an average of -30 (almost all others, including the Empire). The closest allies of any VC nation are other vampire-based undead race nations, namely the Vampire Spigraphs, the Von Carstein Bloodline, Templehof, Mousillon, The Barrow Legion and the Vampire Coast Nations in the New World. The problem of the Templehofs Your first mission to play as a vampire count is to exterminate the Templehof faction; I would advise you to continue this policy until Templehof has only one settlement left. Infest this settlement, but then decide to subdue The Tempelhof as your vassal instead of completely exterminating it. Ideally, Templehof will conquer an area of the Imperial Province outside of Western and East Sylvania, which you should choose as your last destination to subdue. In this way, Templehof 1) will pay tribute to you each round in the form of money, 2) act as a buffer between you and more aggressive imperial provinces, and 3) eventually become a steadfast trading partner. A similar policy can be adopted with the Von Carstein Bloodline or the main faction of Vampire Counts under Mannfred, depending on which one you have chosen to play. It is wise for a VC player to choose from the outset who he will ally with (if at all) and who he will keep as a long-term enemy. This helps to control the number of wars that the at a certain point in time, and thus the number of fronts on which they are fighting. Even if your elected allies have a diplomatic aversion to you, this can eventually be mitigated and overcome. The surest way for VCs to gain diplomatic relations with their allies is to: Gifts in the form of money. Perhaps the quickest way to gain diplomatic relations with allies is to send heroes to attack and harass their allies' enemies, as this can be done at any turn, and stack the diplomatic bonuses with your chosen allies (and the penalties stack up with your chosen enemies!). For this purpose, I recommend using necromancers to steal technology from a hostile settlement, as this will give a bonus to your research speed. If you have selected an enemy far away from Sylvania, then actions such as Attack Garrison are less beneficial to you. Counter-intuitive (but very consistent with Warhammer's themes), the VCs have no particular positive relationship with the forces of Norsca or the Chaos Warriors. As a vampire count, your weapons are the black arts, the deception and the terror. In the early game, a Vampire Counts army will probably have to deploy twice as many low-level troops as any other army to have a good chance of winning. The starter troops - zombies, skeletons, ghouls - have numbers, but very little else goes for them. No Ranged Units - Perhaps the main weakness of the VC armies is their almost complete lack of remote units, unless the player wants to specialize super to get all 2 Ranged units. That's a maximum for your entire campaign, not per army. The only Ranged Units ever received by VCs are Sylvanian Crossbowmen and Sylvanian Handgunners, both of which are only available through the Von Carstein Bloodline specialization. But flying units! - To compensate for the lack of remote units, VCs have several flying units: Dire Bats, Vargheists and Terrorrheists. These are extremely useful as mobile troops to strike enemy units from behind while dealing with their main body of slower troops. Keep the flying units out of range until the enemy is otherwise engaged, and then use them to deal moral damage or chase down broken units so that these units do not return to battle. Vampire Lords and Bloodline Lords also have access to flying mounts at level 10 (Hellsteed, a black Pegasus) and Level 18 (zombie dragons, which is all you need in this game). Vampires access the Hellsteed at level 10. Keep your army tight - don't spread too far, or send your units too far away from your main power. Weak units can be removed, and all VC troops will begin to disintegrate if they lose their morale. Even strong units like the Varghulf can be overwhelmed and begin to disintegrate when outside your hero leadership auras. you have incoming reinforcements for your side, try to hit them as quickly as possible, and only send quick disposable troops to harass the enemy and slow them down before the main deployment. Field Multiple Heroes - The backbone of the army are the heroes and lords who provide a leadership aura around them to strengthen the morale of your forces. They are also only early units that can withstand enemy heroes and lords. (Zombies, skeletons, and ghouls will be dismembered if they don't dissolve first.) Keep an eye on morale - The TWW2 interesting take them to the undead is that they have morality, and it is a constant concern for an army commander. Unlike other races, VC troops will not flee if their morale is low or broken; Instead, if a VC unit loses its morale (including heroes and lords), they will begin to suffer serious health damage, and the force can die in a few seconds. Many VC Lords and Heroes are excellent assassins; Vampire Lords and Vampires regenerate hit points in close combat and give them great stamina. Wight Kings - Your front-rowers. Well armored, with a strong attack and damage, Wight Kings are best used to strengthen a weak line, assassinate enemy heroes and lead charges. Vampires & Vampire Lords - Both are commander-type units, which means they give strong bonuses for leading their hordes, which is extremely valuable when you set up a large number of weak units such as skeletons, zombies and ghouls. Spread your vampires during your deployment so that these units are always covered by the leadership aura. Vampires (the females) are more prone to magic and can be upgraded to strong wizards or melee fighters. Vampire Lords (the males) are strong melee fighters and leaders. Necromancers - Spellcasters stationed behind the front line to support with spells such as Invocation of Nehek, Raise Dead and Wind of Death. The main concern of necromancers and conjuring lords is not to throw too many spells too quickly; Save your magic winch reserves to keep regeneration high, and cast spells only if you need to protect or support expensive units. Remember that you can throw Dieinvoation of Nehek at heroes, lords, and individual units like Varghulfs to heal them completely. Banshees - Your Hero Assassins. Fast, deadly, and with the chance to ignore physical (non-magical) damage, Banshees excels as an assassin both in combat and on the campaign map. They are not as good in longer missions as units of incorporeal troops (Cairn Wraiths & Hexwraiths), so save them for beheading attacks that will demoralize the enemy army. VC units can be divided into the following categories: weak/strong, slow/fast, easy to break/army breaker. Siege Weapons - Vampire Counts receive siege weapons like other race nations, and they can also use crypt horrors, varghulfs and terror spirits to quickly. Dire Wolves & Dire Bats - Harassers; Use Dire Wolves and Dire Bats in the same way: to hunt down enemies fleeing fear or terror, or to use them to attack a contested enemy unit from behind and cause even more moral damage. Dire units can keep broken enemies away from your back so that the enemy unit does not return Morale and return to battle. The advantage of Dire Bats is that they can fly over a battle instead of having to walk around. DO NOT USE against armored troops with high morale! Crypt Horrors – Although they are few in number (6 in a full unit), Crypt Horrors are very useful because they are probably the first unit you field that has armor piercing attacks. Varghulfs - (Varghulves??) With speed, armor-piercing attacks, regeneration, and large size, Varghul's are excellent formation destroyers and hero killers that take out parts of powerful units with each attack. They need support because they have a comparatively low morale, so you can group them with your hero or lord to create a murder squad, or plough them through the enemy ranks while busy with your skeletal spearshells or zombies. Varghulfs also do great damage to the city gates; two Varghulfs can take a goal down in about a minute. Use spells (especially invocation of Nehek) wisely; Like money, VCs benefit from storing their Winds of Magic reserve to either cast multiple spells in quick succession, or make sure they have enough winds of magic to cast a spell at the right time. Every gentleman and almost every hero has the invocation of nehek, which heals a friendly undead unit and can reanimate lost units. Aside from its obvious uses during battle, Nehek's invocation can be cast after the end of the battle, but before you leave the battle screen (provided you've won) to heal and replenish your troops for the next battle (especially if you have another enemy waiting to jump on your weakened army). A good part of the fighting game for the VCs is control of morale; just as low morale is a dangerous weakness of your armies, it is also a powerful weapon against your enemies. Several VC units cause fear or terror (e.g. hexwraiths, terror spirits), and multiple heroes can also be upgraded to cause terror (Vampire Lords), so they spread them across the entire battle line and let them attack different units one after the other. When a unit rages, Dire sends bats or Dire Wolves to harass them and let them run away. The only armies where this tactic is not effective are the other undead armies (which are your closest allies anyway). Ghouls, Crypt Horrors, and certain special forces have poison attacks that slow down your enemies and cause less physical damage. Distribute it around! If you have multiple units of they obliet several different units of the enemy and inflict all the poison. However, be sure to have a decent unit that supports the Ghouls, such as Grave Guard, who are better able to suck through the reduced damage and catch slower enemies. Raise Dead deserves its own section because of the important role it plays in Vampire Count logistics and army recruitment. Raise Dead is a recruitment option for any Vampire Counts army led by a gentleman. Is. Select an army, select the golden skeleton hand listed at the bottom of the army unit window. With Raise Dead, the VC player can immediately recruit troops into their army for slightly higher costs than recruiting the same unit from a settlement. A VC player can recruit as many troops in a move as he can afford, in the Increase Dead window. More and better troops can be deployed at battle site markers. A golden skeleton hand with a plus symbol (+) on the campaign card is a battlefield marker; This means that because a great battle has been fought with powerful units in this area, Raise Dead will provide better and stronger troops. Interestingly, raising the dead at a valuable battlefield marker can allow the VC player to recruit much stronger units than they can recruit from their own cities long before the recruiting buildings are unlocked. However, these units are both expensive to increase, and have expensive maintenance (in the hundreds of funds per unit). First, you can ask: Why should I bother to avoid chaos invasions? Most of the time, it's things that happen to someone else. The answer is: because after they are finished with some other bodies, they will come for you. Chaos and vampire counts (VCs) don't start at war with each other, giving the VCs some breathing space before they have to face the chaos - but sooner or later you'll confront them. The confrontation can be postponed for a long time until you have the economy and troops to deal with at least 1 chaos army at a time. The easiest way to avoid chaos invasions is to never fully conquer both West and East Sylvania. The confiscation of both territories gives you Mannfred Von Carstein, another faction leader (if you haven't started playing with him; otherwise it gives you another legendary gentleman) and starts a countdown to the first chaos invasion. If you understand both provinces with curve 40 or so, the first chaos invasion can begin anywhere between 60 and 100. They may come up with the occasional warning about chaos, but they shouldn't really armies for a good long, long time, if at all. As mentioned above, chaos and VCs do not start in war, so the initiative is on your side. The chaos will be happy for many twists and turns that subdue Norsca and devastate Kislev and the empire's northern provinces. All too soon, however, they will invade their territory. Work the practicable VC tactic of colonizing ruins, you can send a cheap army full of zombies and skeletons in the wake of the chaos hordes, colonizing new Expect to lose these settlements. Build only light economic infrastructure, and maybe also vampiric corruption buildings if you are with wealth. Although the economic gains are small, they add up when you colonize a dozen new cities without much more investment. Vampiric corruption in your new provinces can swirl down chaos or Norscan Pass through your area, although they are 99% likely to storm their way across the map to prevent attrition. The cause in this way does not seem to impose a negative penalty on your diplomatic relations (as was the case in TWW1). As if normal chaos lords weren't bad enough if you and the AI manage to defeat or at least delay the first chaos invasion, the second wave of Legendary Chaos Lords such as Archaon of Everchosen and Kholek Suneater will be called. These increase the risk of chaos armies geometrically, as they also bring Renown regiments and give themselves and replenishment bonuses. At least VCs need 2 armies to defeat 1 Chaos Army if you choose to solve yourself automatically - including as many armor-piercing units as you can. Even then, it is certainly better to manually control the fight and preserve your best units with discreet, effective use and invocation of Nehek. Chaos units also have high morale and are sometimes immune to fear and terror, making their armies almost unbreakable. With 2 VC armies, it gives you the chance to surround a single Chaos Army and demoralize more effectively. Assassinating their lords and heroes is also more difficult, but it affects their leadership, just as it is for other armies of the kind - then the only problem will be to defeat the naturally high base leadership of each unit. Unit.

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