# Noble Vampires

M² - Monsters and Magic

Point Build v6.0 15th April 2021 Army Build 6.0

| Leader | Min | Max | Unit type | Quality | Detached? | Characteristics | | | VM | Hits | Save | VP | Pts |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| General | 0 | 4 | General on foot | | × | - | - | - | **2** | **0** | **2 +** | 2 | 40 |
| Wizard Level 1 | 0 | 3 | General on foot | | × | Wizard : Level 1 | - | - | **3** | **0** | **3 +** | 2 | 90 |
| Wizard Level 2 | 0 | 3 | General on foot | | × | Wizard : Level 2 | - | - | **4** | **0** | **3 +** | 2 | 140 |
| Wizard Level 3 | 0 | 1 | General on foot | | × | Wizard : Level 3 | - | - | **5** | **0** | **3 +** | 2 | 190 |
| Detached General or Mounted General or Senior General | | | | | | | | | | | | | +10 |
| Major Hero | 0 | 4 | | | | | | | | | **+1** | | 0 |
| Brilliant | 0 | 1 | | | | | | | | | | +1 | +40 |
| Minor Heroes | 2 | 4 | | | | | | | | | | | +10 |
| Camp | 1 | 1 - Per Command | | | | | | | | | | +1 | +10 |

| Monstrous Mount | Core | Min | Max | Unit type | Quality | Upgrade | Characteristics | | | Re-size | VM | Hits | Save | VP | Pts |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| *Undead Dragon* | | 0 | 1 | Monstrous Creature (III) | Raw | | Fly | Breath Weapon | - | | **3** | **4** | **7 +** | 1 | 235 |
| *Abyssal Terror* | | 0 | 1 | Monstrous Creature (II) | Regular | | Fly | Frenzy | Terror | | **2** | **3** | **6 +** | 1 | 175 |

| Unit name | Core | Min | Max | Unit type | Quality | Upgrade | Characteristics | | | Re-size | VM | Hits | Save | VP | Pts |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| *Blood Knights* | × | 0 | 1 | Later Knights - Lance | Veteran | - | Frenzy | Terror | Regeneration | - | **2** | **2** | **5 +** | 2 | 175 |
| *Black Knights* | × | 0 | 3 | Knights - Lance | Regular | - | Undead | - | - | - | **2** | **2** | **6 +** | 2 | 130 |
| *Skeletons* | ✓ | | | Warriors | Raw | - | Undead | - | - | - | **2** | **2** | **8 +** | 2 | 60 |
| *Zombies* | ✓ | 3 | 20 | Mobs | Raw | - | Regeneration | - | - | - | **3** | **3** | **9 +** | 3 | 50 |
| *Ghouls* | ✓ | | | Warriors | Raw | - | Fanatic | Frenzy | - | - | **2** | **2** | **9 +** | 2 | 35 |
| *Grave Guard* | × | 0 | 2 | Billmen | Veteran | - | Undead | - | - | - | **2** | **2** | **6 +** | 2 | 110 |
| *Ethereal Host* | × | 0 | 2 | Warriors | Regular | - | Terror | Ethereal | - | - | **2** | **2** | **7 +** | 2 | 80 |
| *Bat Swarms* | ✓ | 0 | 3 | Cavalry, lance | Raw | - | Fly | Ethereal | Swarm | - | **0** | **2** | **9 +** | 1 | 130 |
| *Dire Bats* | × | 0 | 2 | Monstrous Creature (I) | Regular | - | Fly | Frenzy | - | - | **2** | **2** | **6 +** | 1 | 125 |
| *Fell Wolves* | × | 0 | 3 | Cavalry, lance | Raw | - | - | - | - | - | **2** | **2** | **8 +** | 2 | 70 |
| *The Vampires' Carriage* | × | 0 | 1 | Heavy chariots, javelin | Regular | - | Undead | Terror | - | - | **2** | **2** | **6 +** | 2 | 140 |
| *Corpse Carts* | × | 0 | 1 | Monstrous Creature (I) | Raw | - | Undead | Army Standard (I) | - | - | **3** | **2** | **6 +** | 2 | 130 |
| *Feral Vampires* | × | 0 | 1 | Monstrous Creature (I) | Regular | - | Terror | Regeneration | - | - | **2** | **2** | **5 +** | 1 | 120 |

| *Army Trait* | | Pts |
|---|---|---|
| **Cruel Nobility** | When a unit fails an activation, a General in an adjacent box may choice to inflict a hit on the unit that fails to redraw a card once. These hits cannot be saved. Redraws cannot be redrawn. | *30* |
| *Army Characteristics* | | |
| **Undead** | Troops marked as Endless Undead can rally when in an enemies ZOC. Undead always rally on a 6+ with no modifiers - positive or negative. Endless Undead are also Fearless, and immune to Poison. | |
| **Frenzy** | When a melee results in an enemy unit being destroyed, troops in the box cannot advance. They are too busy in a frenzy | |
| **Fly** | Non-charging troops with the fly characteristic Fly, can move 1 extra box straight forward when activating. When charging, they follow the standard rules as their type. They can move over boxes containing terrain and/or non-flying troops (friendly or enemy).<br>Flying troops evade on a 3+ unless being charged by another unit with Fly, in which case they evade on<br>Troops with Fly have a -1 PIP modifier when making saving rolls. | |
| **Breath Weapon** | Monstrous Creatures with this characteristic can shoot into their front facing box. No ammunition is tracked, or expended. They are limited to 1 breath weapon attack per turn.<br>Breath Weapons hit on a 6+, with a negative modifier to the enemy save equal to the Monstrous Creatures level. | |
| **Terror** | When saving against troops with this characteristic draw an additional card, discarding the highest. In addition, troops taking rout tests when adjacent to Terror causing units can attempt to save only once. Troops with Terror are also Fearless | |
| **Regeneration** | When a unit with this characteristic activates and draws a 1-PIP card, they may remove one of their disruption markers. The activation fails as normal. If the card is redrawn for any reason regeneration still takes place. | |
| **Ethereal** | Troops attacking a unit with this characteristic count as disordered when determining whether they hit or not. | |
| **Fanatic** | As per TtS! Rules | |
| **Swarm** | Troops with this characteristic deduct 1 from the Victory Point total. When a unit is destroyed Victory Medals lost are reduced by 2. | |
| **Army Standard (I)** | As per TtS! Rules | |
| *Spells* | | |
| **Raise Dead** | If successful create a new unit of core undead troops, in the same or orthogonally adjacent box of the casting Wizard. The new unit cannot be placed adjacent to a box containing enemy troops. This new unit is in the same command as the casting<br>Wizard. It does not however add any Victory points to the army. The card used to cast the spell is placed as the raised units activation. | *7* |
| **Curse of Years** | Pick a target enemy unit adjacent to the casting Wizard.<br>When cast draw a card for effect -<br>Odd PIP<br>Target unit is automatically hit. Saves cannot be made<br>Even PIP<br>Target unit is automatically hit. Saves cannot be made. A friendly unit in the same box as the wizard can remove a disruption marker.<br>If the card for effect is 10-PIP then the casting Wizards level is raised by 1. If the Wizard is already Level 3 then he<br>crumbles away and is killed with the Curse of Years. | *8* |

| | | |
|---|---|---|
| **Sorcerous Blast** | Using line of sight, as if shooting, target a unit within 3 boxes of the casting Wizard. Successfully casting the spell does one automatic hit. On an 11+ an extra hit is inflicted per PIP over 10 - up to the level of the caster. Saves can be made as normal. | *7* |
| **Arcane Vigour** | Pick a visible box within 4 boxes of the casting Wizard. The spell affects all units within that box. Units in the box can be moved as if they had received a successful activation, even if they have already been activated previously. | *7* |