

VAMPIRE COUNTS

TO THE STRONGHOLD! v5.3

Army Trait

Vampiric Nobility

When a unit fails an activation, a Vampire Count general in an adjacent box may choose to inflict a hit on the unit that fails to redraw a card once. These hits cannot be saved. Redraws cannot be redrawn.

The Blood Tax

Troops with this characteristic have their VP increased by 1.

Army Characteristics

Endless 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.

Feeding Frenzy

When a melee results in an enemy unit being destroyed, troops in the box cannot advance. They are too busy in a feeding frenzy

Spells

RAISE DEAD

Cast 7+

At the Wizard's beckoning the mangled corpses that litter the battleground rise from the dead to continue the slaughter.

If successful create a new unit of core 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 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.

DEATH BOLT

Cast 7+

A fearsome bolt of sorcerous lightning flies from the Wizard's outstretched finger tips and strikes an enemy unit.

Using line of sight, as if shooting, target a unit within 2 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 with a -1 penalty

If cast with a 10-PIP card then saves cannot be made, but the Wizard is obliterated in the process.

ANHEL'S DANSE MACABRE

Cast 6+

The bodies of the dead move under the powerful influence of necromantic magic renewing their vigour once more

The spell can be cast on any friendly unit within 2 boxes of the Wizards. The spell affects only a single unit
If cast successfully the unit can be moved just as if it had received a successful order. The Wizard is moved together with the unit if applicable



CURSE OF YEARS

Cast 8+

The Wizard's enemies crumble to dust as he smites them with the corrupting Curse of Years.

Pick a target enemy unit adjacent to the casting Wizard.

When cast draw a card for effect -

Odd PIP

Target unit is automatically hit. Saves cannot be made

Even PIP

Target unit is automatically hit. Saves cannot be made. A friendly unit in the same box as the wizard can remove a disruption marker.

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 crumbles away and is killed with the Curse of Years.

VAMPIRE COUNTS



Vampiric Nobility

Points

10

Leader	Min	Max	Unit type	Characteristics	VMs	Save	VP	Points	
General	1	4	General on foot		2	2 +	2	50	
Wizard Level 1	0	3	General on foot	Wizard : Level 1	3	3 +	2	100	
Wizard Level 2	0	3	General on foot	Wizard : Level 2	4	3 +	2	150	
Wizard Level 3	0	1	General on foot	Wizard : Level 3	5	3 +	2	200	
Detached General or Mounted General or Senior General								+10	
Major Hero						+ 1		+10	
Brilliant	0	1					+1	+40	
Minor Heroes	2	4						+10	
Camp	1	1 - Per Command						+1	+10

Monstrous Mount	Unit type	Quality	Upgrade	Characteristics	Re-size	VMs	Hits	Save	VP	Points
Zombie Dragon	Monstrous Creature (III)	Raw	Fly	Breath Weapon	3	4	7 +	1		235
Abysal Terror	Monstrous Creature (II)		Fly	Feeding Frenzy Terror	2	3	6 +	1		175

Troops

Unit name	Core	Min	Max	Unit type	Quality	Upgrade	Characteristics	Re-size	VMs	Hits	Save	VP	Points
Blood Knights	0	1		Later Knights - Lance	Veteran		Feeding Frenzy Terror Regeneration	2	2	5 +	2		175
Black Knights	0	3		Knights - Lance			Endless Undead	2	2	6 +	2		120
Skeletons	●	3	20	Warriors	Raw		Endless Undead The Blood Tax	2	2	8 +	3		55
Zombies	●			Mobs	Raw		Fearless The Blood Tax	3	3	9 +	4		50
Crypt Ghouls	●	0	5	Warriors	Raw		Fanatic Feeding Frenzy	2	2	9 +	2		35
Grave Guard	0	2		Billmen	Veteran		Endless Undead	2	2	6 +	2		100
Ethereal Host	0	2		Warriors			Terror Ethereal	2	2	7 +	2		80
Bat Swarms	●	0	3	Cavalry, javelin	Raw		Fly Ethereal Swarm	0	2	9 +	1		130
Fell Bats	0	2		Monstrous Creature (I)			Fly Feeding Frenzy	2	2	6 +	1		125
Dire Wolves	0	3		Cavalry, javelin	Raw			2	2	8 +	2		70
The Black Coach	0	1		Heavy chariots, javelin			Endless Undead Terror	2	2	6 +	2		130
The Corpse Cart	0	1		Monstrous Creature (I)	Raw		Endless Undead Army Standard (I)	3	2	6 +	2		120
Varghulf	0	1		Monstrous Creature (I)			Fleet Terror Regeneration	2	2	5 +	1		125