

VAMPIRE VIKINGS

TO THE STRONGHOLD! v5.2

Army Trait

They came from the Sea...

The arrival of the Dragonship heralds the arrival of the Vampire Vikings. Dragonships replace the armies camp(s). You can field up to 1 Dragonship per command. Dragonships must be deployed as per camps (in the first deployment drop, touching the base table edge). When destroyed they count as losing a camp. Being destroyed they cannot be recaptured like a camp.

Army Characteristics

Dragonship

The Dragonship cannot make difficult moves. This means it can only travel in a straight line. The range for its Terror is 2 boxes.

Mortal Followers

Troops marked as **Mortal followers** - have the **Mark of Chaos** for the purpose of command and effects, but do not get the associated benefit. In addition their loss does not concern their masters and when a **Mortal follower** is destroyed they lose 1 fewer VMs.

Restless Dead

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+

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.

EYE OF THE RAVEN

Cast 5+

If cast successfully place an *Eye of the Raven token* in the Wizards box. The *Eye of the Raven token* allows one army wide re-draw for ANY failed draw - Activation, Save, Shooting etc. When you perform the re-draw - remove the *Eye of the Raven token*. Until you make the re-draw the *Eye of the Raven token* remains in place. You can only have 1 *Eye of the Raven token* in play at any one time. You cannot re-draw a re-draw.

LIGHTENING BOLT

Cast 7+

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.

GODS OF THE DEAD

Cast 6+

Target a unit, without a minor hero, within 3 boxes of the casting Wizard. If successfully cast the target unit is gifted a minor hero. However, if the total casting value is greater than 11 then remove a disruption marker in addition

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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

Monstrous Mount	Unit type	Quality	Upgrade	Characteristics	Re-size	VMs	Hits	Save	VP	Points
Death Drake	Monstrous Creature (II)	Raw		Fly Breath Weapon Terror	2	3	7 +	1		185

Troops

Unit name	Core	Min	Max	Unit type	Quality	Upgrade	Characteristics	Re-size	VMs	Hits	Save	VP	Points
Viking Chariots		0	1	Cavalry, bow			Restless Dead	2	2	8 +	2		100
Cavalry	●	0	2	Cavalry, lance	Raw		Restless Dead	2	2	8 +	2		80
Huscarls		1	3	Billmen	Veteran		Restless Dead	2	2	6 +	2		100
Shieldwall	●	2		Shieldwall	Raw		Restless Dead	2	2	8 +	2		60
Archers	●	0	15	Bowmen	Raw		Restless Dead	2	2	9 +	2		60
Zombies	●	0		Mobs	Raw		Restless Dead Feeding Frenzy	3	3	9 +	3		45
Wraiths		0	3	Warriors			Ethereal Terror	2	2	7 +	2		80
Dark Valkyries		0	1	Monstrous Creature (I)	Raw		Fly	2	2	7 +	1		120
Dire Wolves		1	3	Cavalry, lance	Raw		Mortal Followers	Small	0	1	8 +	1	30
Frost Giant		0	1	Monstrous Creature (II)			Mortal Followers Giant Terror	1	3	5 +	1		125
Battle Mammoth		0	1	Monstrous Creature (II)			Mortal Followers Terror	1	3	5 +	1		145
Dragonship			*	Monstrous Creature (II)	Raw		Dragonship Ethereal Terror	3	3	6 +	3		160
Viking Catapult		0	1	Artillery (Catapult)			Deviates	1	1	7 +	1		60
Viking Scorpion		0	1	Artillery (Bolt Shooter) - mobile				1	1	7 +	1		65