




2000 Pts - Vampire Counts - XHC09 - Glen - Vampire Counts

Name	#	Mv	WS	BS	St	To	Wo	In	At	Ld	Sv	WSv	US	Mgc	Cast	Disp	Cost	
Vampire Lord (25⁺, 662 Pts)																		
Vampire Lord	1	6	7	5	5	5	3	7	4/5	10	2+		1	3	3	2	350	
Composition: Lord General; Vampire; Hand Weapon; Undead																		
<i>Sword of Battle</i>	1	+1 Attack.															[15]	
<i>The Flayed Hauberk</i>	1	2+ Armor Save. Cannot be improved.															[25]	
<i>Book of Arkhan</i>	1	Bound Spell (Power 3). Casts Vanhel's Danse Macabre. Every time you use the book, roll a D6 - on a roll of 1 you can't use it again.															[35]	
<i>Dark Acolyte</i>	1	The Vampire has one extra Magic level.															[30]	
<i>Infinite Hatred</i>	1	The vampire Hates all enemies and can re-roll all misses in every round of combat.															[25]	
<i>Lord of the Dead</i>	1	The Vampire may use Invocation of Nehek to increase units of Skeleton Warriors beyond their starting size, and adds +1 on his casting roll when casting Invocation of Nehek on these units.															[15]	
<i>0. Invocation of Nehek</i>	1	4+ Cast. 18" Range. Target unit regains D6 wounds worth of models. Vampires, Ethereals and non-infantry only regain a single wound.															[0]	
<i>1. Raise Dead</i>	1	5+ Cast. Creates a new unit of D3+4 zombies at any point within 12" of the caster.															[0]	
<i>2. Vanhel's Danse Macabre</i>	1	7+ Cast. A unit within 12" can move up to 8", or strike first and re-roll misses in combat.															[0]	
<i>3. Gaze of Nagash</i>	1	8+ Cast. Magic Missile. 24" Range, 2D6 Strength 4 hits.															[0]	
<i>4. Curse of Years</i>	1	8+ Cast. Remains in Play. Models in the unit suffer a wound on a 6+, then a 5+ next magic phase, then a 4+ next magic phase, etc. No armor saves.															[0]	
<i>5. Wind of Undeath</i>	1	12+ Cast. Roll a D6 for every enemy unit on the table. On a 4+ it takes a wound with no armor save. Place a new Spirit Host within 12" of the vampire, with a number of wounds equal to those inflicted.															[0]	
<i>6. Summon Undead Horde</i>	1	12+ Cast. Either create a new unit of 5D6 zombies as Raise Dead, or heal 3D6 wounds across all friendly units and characters, as Invocation of Nehek.															[0]	
Grave Guard	23	4	3	-	4	4	1	3	1	6	4+ /3+		1				312	
Composition: Special Wight Blades: Count as Magic weapons, Killing Blow.; Standard Bearer ; Hand Weapon; Heavy Armour; Shield; Undead																		
Seneschal	1	4	3	3	4	4	1	3	2	8	4+ /3+		1				[24]	
Hand Weapon; Heavy Armour; Shield																		
Vampire (25⁺, 358 Pts)																		
Vampire	1	6	6	4	5/7	4	2	6	3	7	5+		1	2	2	1	150	
Composition: Hero Vampire; Hand Weapon; Undead																		
<i>Avatar of Death (Great Weapon)</i>	1	Vampire wears Heavy Armor and is armed with either a Great Weapon.															[20]	
<i>Dark Acolyte</i>	1	The Vampire has one extra Magic level.															[30]	
<i>0. Invocation of Nehek</i>	1	4+ Cast. 18" Range. Target unit regains D6 wounds worth of models. Vampires, Ethereals and non-infantry only regain a single wound.															[0]	
<i>1. Raise Dead</i>	1	5+ Cast. Creates a new unit of D3+4 zombies at any point within 12" of the caster.															[0]	
<i>2. Vanhel's Danse Macabre</i>	1	7+ Cast. A unit within 12" can move up to 8", or strike first and re-roll misses in combat.															[0]	
<i>3. Gaze of Nagash</i>	1	8+ Cast. Magic Missile. 24" Range, 2D6 Strength 4 hits.															[0]	
<i>4. Curse of Years</i>	1	8+ Cast. Remains in Play. Models in the unit suffer a wound on a 6+, then a 5+ next magic phase, then a 4+ next magic phase, etc. No armor saves.															[0]	
<i>5. Wind of Undeath</i>	1	12+ Cast. Roll a D6 for every enemy unit on the table. On a 4+ it takes a wound with no armor save. Place a new Spirit Host within 12" of the vampire, with a number of wounds equal to those inflicted.															[0]	
<i>6. Summon Undead Horde</i>	1	12+ Cast. Either create a new unit of 5D6 zombies as Raise Dead, or heal 3D6 wounds across all friendly units and characters, as Invocation of Nehek.															[0]	

Name	#	Mv	WS	BS	St	To	Wo	In	At	Ld	Sv	WSv	US	Mgc	Cast	Disp	Cost
Skeleton Warriors	23	4	2	2	3	3	1	2	1	3	5+ /4+		1				208
Composition: Core Standard Bearer  ; Hand Weapon; Light Armour; Shield; Undead																	
Skeleton Champion	1	4	2	2	3	3	1	2	2	3	5+ /4+		1				[16]
Hand Weapon; Light Armour; Shield																	
Vampire (25\pounds, 358 Pts)																	
Vampire	1	6	6	4	5/7	4	2	6	3	7	5+		1	2	2	1	150
Composition: Hero Vampire; Hand Weapon; Undead																	
<i>Avatar of Death (Great Weapon)</i>	1	Vampire wears Heavy Armor and is armed with either a Great Weapon.															[20]
<i>Dark Acolyte</i>	1	The Vampire has one extra Magic level.															[30]
<i>0. Invocation of Nehek</i>	1	4+ Cast. 18" Range. Target unit regains D6 wounds worth of models. Vampires, Ethereals and non-infantry only regain a single wound.															[0]
<i>1. Raise Dead</i>	1	5+ Cast. Creates a new unit of D3+4 zombies at any point within 12" of the caster.															[0]
<i>2. Vanhel's Danse Macabre</i>	1	7+ Cast. A unit within 12" can move up to 8", or strike first and re-roll misses in combat.															[0]
<i>3. Gaze of Nagash</i>	1	8+ Cast. Magic Missile. 24" Range, 2D6 Strength 4 hits.															[0]
<i>4. Curse of Years</i>	1	8+ Cast. Remains in Play. Models in the unit suffer a wound on a 6+, then a 5+ next magic phase, then a 4+ next magic phase, etc. No armor saves.															[0]
<i>5. Wind of Undeath</i>	1	12+ Cast. Roll a D6 for every enemy unit on the table. On a 4+ it takes a wound with no armor save. Place a new Spirit Host within 12" of the vampire, with a number of wounds equal to those inflicted.															[0]
<i>6. Summon Undead Horde</i>	1	12+ Cast. Either create a new unit of 5D6 zombies as Raise Dead, or heal 3D6 wounds across all friendly units and characters, as Invocation of Nehek.															[0]
Skeleton Warriors	23	4	2	2	3	3	1	2	1	3	5+ /4+		1				208
Composition: Core Standard Bearer  ; Hand Weapon; Light Armour; Shield; Undead																	
Skeleton Champion	1	4	2	2	3	3	1	2	2	3	5+ /4+		1				[16]
Hand Weapon; Light Armour; Shield																	
Zombie Horde (21\pounds, 84 Pts)																	
Zombie Horde	21	4	1	-	2	2	1	1	1	2	-		1				84
Composition: Core Shambling Horde, The Newly Dead; Hand Weapon; Undead																	
Zombie Horde (20\pounds, 80 Pts)																	
Zombie Horde	20	4	1	-	2	2	1	1	1	2	-		1				80
Composition: Core Shambling Horde, The Newly Dead; Hand Weapon; Undead																	
Dire Wolves (5\pounds, 40 Pts)																	
Dire Wolves	5	9	3	-	3	3	1	3	1	3	-		2				40
Composition: Core Fast Cavalry; Undead																	
Lord of the Barrows (1\pounds, 98 Pts)																	
Wight King	1	4	4	-	4	5	3	4	3/4	9	4+		2				98
Composition: Hero Wight Blades: Count as Magic weapons, Killing Blow (unless using another magic weapon); Hand Weapon; Extra Hand Weapon; Heavy Armour; Undead																	
Skeletal Steed	1	8	2	-	3	3	1	1	1	4	-		1				[0]
Insubstantial: Treated as Ethereal for the purposes of movement only.																	
Black Knights (5\pounds, 120 Pts)																	
Black Knights	5	4	3	-	4	4	1	3	1	6	3+		2				120
Composition: Special Wight Blades: Count as Magic weapons, Killing Blow.; Hand Weapon; Lance; Heavy Armour; Shield; Undead																	
Skeletal Steed	5	8	2	-	3	3	1	1	1	4	-		1				[0]
Insubstantial: Treated as Ethereal for the purposes of movement only.																	

Name	#	Mv	WS	BS	St	To	Wo	In	At	Ld	Sv	WSv	US	Mgc	Cast	Disp	Cost
Black Coach (1x, 200 Pts)																	
Black Coach	1				5	6	4			9	3+	4+	4				200
Composition: Rare Evocation of Death: See pg. 47 of Vampire Counts book.; Causes Terror; Chariot; Large Target																	
Cairn Wraith	1	-	3	-	3/4	-	-	2	3	5	-						[0]
Great Weapon																	
Nightmare	2	8	3	-	4	4	1	2	1	3	-						[0]
Total Cost:																2000	

Option Footnotes

Options	
Extra Hand Weapon	+1 Attack. Requires two hands.
Great Weapon	+2 Strength when on foot; +1 Strength if mounted. Always strikes last unless charging. Two-handed.
Hand Weapon	+1 Armour save bonus in combat when on foot and fighting with a shield; no effect if mounted.
Heavy Armour	5+ Armour save.
Lance	+2 Strength when charging.
Light Armour	6+ Armour save.
Shield	+1 Armour save bonus.
Standard Bearer 	+1 to Combat Resolution; Standard can be captured if unit Flees.

Spells

Miscast Table	Roll 2D6 on this table: 2) The wizard dies. All models (and his mount/chariot) in base contact take a Strength 10 hit. 3-4) The wizard and all models in base contact take a S6 hit with no armor saves. 5-6) The opposing player may immediately cast one spell with the same casting rating or less. You can try to dispel it using your casting dice, using the base power value required to cast the spell. 7) The caster suffers a Strength 2 hit (no armor save), loses his power dice, and can't do anything else this phase. 8-9) The caster suffers an S4 hit (no armor saves), all spells are dispelled and the magic phase ends. 10-11) The caster suffers an S8 hit (no armor saves) and loses a level and the spell he just tried to cast. 12) The spell is cast as with Irresistible Force, but the caster may not cast it again this battle.
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Validation Report

Edition: 7th Edition; Game Type: Normal Game; Special Rules: Forbid Special Characters, Forbid Storm of Chaos, Forbid Albion, Forbid Lustria, Forbid Regiments of Renown; Army Subtype: Vampire Counts Army

Roster satisfies all enforced validation rules

Roster Statistics

Casting Dice: 9
 Dispel Dice: 6
 General's Ld: 10
 # Models: 128
 Total Characters: 748.0
 Total Core: 620.0
 Total Magic Items: 245.0
 Total Rare: 200.0
 Total Special: 432.0
 % Characters: 37.4
 % Core: 31.0
 % Magic Items: 12.3
 % Rare: 10.0
 % Special: 21.6

Group	Min	Max	Used
Heroes	0	4	3
Lords	0	1	1
Core	3	Unlimited	4
Special	0	4	2
Rare	0	2	1