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

Name	#	Μv	WS	BS	St	То	Wo	In	At	Ld	Sv	WSv	US	Mgc	Cast	Disp	Cost		
/ampire Lord (25 [‡] , 662	Pts			1							1			U			1		
Vampire Lord	1	6	7	5	5	5	3	7	4/5	10	2+		1	3	3	2	350		
	Con	npositi	on: Lo	ord							-								
					nd W	/eapo	on; Ur	dead											
Sword of Battle		eneral; Vampire; Hand Weapon; Undead												[15]					
The Flayed Hauberk	1	2+ Ar	mor S	ave. C	lanno	t be	impro	ved.									[25]		
Book of Arkhan	1	Bound	Bound Spell (Power 3). Casts Vanhel's Danse Macabre. Every time you use the book, roll											[35]					
		a D6 - on a roll of 1 you can't use it again.																	
Dark Acolyte		The V															[30]		
Infinite Hatred															combat.		[25]		
Lord of the Dead	1														arriors l		[15]		
				g size,	and a	adds	+1 on	his c	asting	roll v	when	castin	g Invo	ocation of	of Nehe	k on			
		these												-		_			
0. Invocation of Nehek	1									vound	ds wo	orth of	mode	ls. Vam	pires, E	thereals	[0]		
		and no																	
1. Raise Dead															e caster		[0]		
2. Vanhel's Danse	1	7+ Ca	ist. A	unit w	ithin	12"	can m	ove u	p to 8	', or s	strike	first a	ind re-	roll mis	ses in c	ombat.	[0]		
Acabre		0.0	4.35	• •	.	<u> </u>	" D				4.1.						[0]		
3. Gaze of Nagash		8+ Ca												1	5.		[0]		
4. Curse of Years		1				•								+, then	a 5+ ne	xt	[0]		
E Wind of Undooth		magic phase, then a 4+ next magic phase, etc. No armor saves.									[0]								
5. Wind of Undeath		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										[0]							
6. Summon Undead		 equal to those inflicted. 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]								
lorde											[0]								
Grave Guard	23	4	3		4	4		3		6	4+	INCHE	к. 1				312		
Clave Cualu	23	4	5	-	4	4		3	I	0	/3+						512		
	Con	npositi	on St	ecial							70+								
					is Ma	gic y	veano	ns. Ki	illing H	Blow.	: Star	ndard	Bearei	· 🏱: Ha	nd Wea	pon: He	avy Armo	our:	
		eld; Un				0	· · ···r	,			, ~			. ,		r • ,		·,	
Seneschal	1	4	3	3	4	4	1	3	2	8	4+		1				[24]		
			-								/3+								
	Han	Hand Weapon; Heavy Armour; Shield																	
/ampire (25 [‡] , 358 Pts)																			
Vampire	1	6	6	4	5/7	4	2	6	3	7	5+		1	2	2	1	150		
rampiro	-	npositi		· ·	0/1		_				0.			-	-				
		npire; l			on: U	ndea	d												
Avatar of Death (Great		Vamp						is ar	med w	ith ei	ther a	a Grea	t Wear	oon.			[20]		
Veapon)		I I			5														
Dark Acolyte	1	The Vampire has one extra Magic level.										[30]							
0. Invocation of Nehek										vound	ds wo	orth of	mode	ls. Vam	pires, E	thereals			
									ound.						I '				
1. Raise Dead	1										ny po	int wi	thin 12	2" of th	e caster	•	[0]		
2. Vanhel's Danse															ses in c		[0]		
<i>l</i> acabre																			
	1	8+ Ca	st. M	agic N	lissile	e. 24	" Ran	ge, 2I	06 Stre	ength	4 hit	s.					[0]		
3. Gaze of Nagash		 8+ Cast. Magic Missile. 24" Range, 2D6 Strength 4 hits. 8+ Cast. Remains in Play. Models in the unit suffer a wound on a 6+, then a 5+ next 											on a 6	+, then	a 5+ ne	xt	[0]		
3. Gaze of Nagash 4. Curse of Years	1	0+ Ci	magic phase, then a 4+ next magic phase, etc. No armor saves.																
	•			e, then	a 4+														
		magic	phase																
4. Curse of Years		magic 12+ C	phas C ast . F	Roll a l	D6 fo	r eve	ery end	emy u	nit on	the ta	able.	On a 4	l+ it ta		ound w		[0]		
4. Curse of Years	1	magic 12+ C	phase C ast . F	Roll a l Place	D6 fo a nev	r eve v Sp	ery end	emy u	nit on	the ta	able.	On a 4	l+ it ta				[0]		
4. Curse of Years	1	magic 12+ C armor equal	<mark>a phase</mark> C ast . F save. to tho	Roll a l Place se infl	D6 fo a nev icted	r eve v Sp	ery end irit Ho	emy u ost wi	nit on thin 12	the ta 2" of t	able. the va	On a 4 ampire	l+ it ta e, with	a numł		ounds	[0]		

Name	#	Μv	WS	BS	St	То	Wo	In	At	Ld	Sv	WS	US	Mgc	Cast	Disp	Cost
Skeleton Warriors	23	4	2	2	3	3	1	2	1	3	5+		1				208
	0	·									/4+						
			on: Co		nd V	Voon		aht A	rmour;	Chio	14. 1	Indeed					
Skeleton Champion	1		2	г, на 2		veap 3	1	2 gm	2 2		5+		1			1	[16]
Skeleton Onampion	•	-	2	2		5	'	2	2		/4+						[10]
	Han	d Wea	ipon; I		\ Armo	ur: S	hield	1			,					I	
/ampire (25 [‡] , 358 Pts)				6	ammanni	anan in an				00 000 000 000 000 000 000							
Vampire (20x, 000 r t3)	1	6	6	4	5/7	4	2	6	3	7	5+		1	2	2	1	150
Vanipho	-	-	on: He	ero	0/1	•		Ū	0		01						100
			Hand		on; U	ndea	d										
Avatar of Death (Great								l is ar	med wi	ith eit	her	a Grea	t Wea	pon.			[20]
Neapon)			-	-			-				_			-			
Dark Acolyte			ampir								_	_					[30]
0. Invocation of Nehek	1									ound	ls w	orth of	mode	ls. Vam	pires, E	thereals	[0]
	 4+ Cast. 18" Range. Target unit regains D6 wounds worth of models. Vampires, Ethereals and non-infantry only regain a single wound. 5+ Cast. Creates a new unit of D3+4 zombies at any point within 12" of the caster. 																
1. Raise Dead																	[0]
2. Vanhel's Danse	1	7+ Ca	ast. A	unit w	ithin	12"	can m	iove i	1p to 8"	, or s	trike	e first a	nd re-	roll mis	ses in co	ombat.	[0]
Macabre	4	0. C.			C	- 24	" D				4 1. 1			-	-	-	[0]
3. Gaze of Nagash 4. Curse of Years									D6 Stre				<u></u>	1 these	0.51	v.t	[0]
4. Ouise of reals	1								ne unit ise, etc.					+, then	a s+ ne	xι	[0]
5. Wind of Undeath	1													ikes a w	ound w	ith no	[0]
J. Wind of Ondealin	•													a numb			[0]
			to tho				nn m	JSL W.		. 011	Ine v	ampire	, with	a nunne	ber of w	ounus	
6. Summon Undead	1						- w uni	it of 4	5D6 701	nhies	28	Zaise I)ead (or heal 3		inde	[0]
Horde	•								, as Inv					51 near 2	D0 w00	unus	[0]
Skeleton Warriors	23	4	2	2	3	3	1	2	1	3	5+		1				208
			-	-	Ŭ	Ŭ		-		ľ	/4+						200
	Composition: Core																
					and V	Veap	on; Li	ght A	rmour	Shie	ld; U	Jndead	l				
Skeleton Champion	1	4	2	2	3	3	1	2	2	3	5+		1				[16]
											/4+						
	Han	d Wea	ipon; I	_ight A	Armo	ur; S	hield	1 007 007 007 007 007 007 007			. 000 000 000 000 000	107 COT COT COT COT COT COT COT COT	7 007 007 007 007 007 007 007				
Zombie Horde (21 [‡] , 84	Pts)										_						
Zombie Horde	21	4	1	-	2	2	1	1	1	2	-		1				84
			on: Co														
	Shai	mbling	g Hord	e, The	Nev	vly D	ead; I	Hand	Weapo	n; Un	ndea	d					
Zombie Horde (20 [‡] , 80	Pts)																
Zombie Horde	20	4	1	-	2	2	1	1	1	2	-		1				80
	Composition: Core																
	Shai	mbling	g Hord	e, The	Nev	vly D	ead; I	Hand	Weapo	n; Un	ndea	d					
Dire Wolves (5t, 40 Pts)				<u>ag ann ann ann ann ann a</u>			1001001001001001001					10110101010101010101				
Dire Wolves	5	9	3	-	3	3	1	3	1	3	-		2				40
	Con	ipositi	on: Co	ore		•										•	
	Fast	Caval	lry; Un	idead													
Lord of the Barrows (15	t . 98	Pts)															
Wight King	1	4	4	-	4	5	3	4	3/4	9	4+		2				98
	Con	ipositi	on: He	ero													
	Wig	ht Bla	des: C	ount a	s Ma	igic v	veapo	ns, K	illing E	low ((unl	ess usii	ng anc	ther ma	gic wea	pon); H	and Weapon;
	Extr	a Han	d Wea	pon; I	Ieavy	y Arr	nour;	Unde	ad								
Skeletal Steed	1	8	2	-	3	3	1	1	1	4	-		1				[0]
	Insu	bstant	ial: Tr	eated a	as Et	herea	al for t	he pi	irposes	of m	ovei	nent or	nly.				
Black Knights (5 [‡] , 120	Pts)																
Black Knights	5	4	3	-	4	4	1	3	1	6	3+		2				120
-			on: Sp														
						igic v	veapo	ns, K	illing E	low.	; Ha	nd We	apon;	Lance; l	Heavy A	rmour;	Shield; Unde
Skeletal Steed	5	8	2	-	3	3	1	1	1	4	-		1				[0]
	Leave	hetant	ial· Tr	eated a	as Et	here	al for t	he ni	irnoses	of m	ovei	nent or	nlv.				

Name	#	Μv	WS	BS	St	То	Wo	In	At	Ld	Sv	WS۱	US	Mgc	Cast	Disp	Cost	
Black Coach (1 [‡] , 200	Pts)								•								i	
Black Coach	1				5	6	4			9	3+	4+	4				200	
	Composition: Rare																	
	Evo	cation	of Dea	ath: S	ee pg	g. 47	of Va	mpir	e Count	ts boo	ok.; (Causes	Terro	r; Chari	ot; Larg	e Target	t	
Cairn Wraith	1	-	3	-	3/4	-	-	2	3	5	-						[0]	
	Gre	at Wea	pon															
Nightmare	2	8	3	-	4	4	1	2	1	3	-						[0]	
					<u></u>	<u></u>	<u>y na na na 10 10 10 10 10 10</u>			<u></u>			<u></u>	<u></u>	Total	Cost:	2000	<u>concent (111 (111 (111 (111 (111 (111 (111 (1</u>

Option Footnotes

Options									
+1 Attack. Requires two hands.									
+2 Strength when on foot; +1 Strength if mounted. Always strikes last unless charging. Two-handed.									
+1 Armour save bonus in combat when on foot and fighting with a shield; no effect if mounted.									
5+ Armour save.									
+2 Strength when charging.									
6+ Armour save.									
+1 Armour save bonus.									
+1 to Combat Resolution; Standard can be captured if unit Flees.									
Spells									
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 Irresistable Force, but the caster may not cast it again this battle.									

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