## 2000 Pts - Vampire Counts - XHC09 - Jan-Willem - Vampire Counts

Vampire Lord (18, 440 Pts)   xVampire Lord   1   6   7   5   57   5   3   7   4   10   2 + 4 + 1   3   3   2   440   Composition: Lord General: Vampire; Level 3 Upgrade; Hand Weapon; Undead General: Vampire; Level 3 Upgrade; Hand Weapon; Undead General: Vampire; Level 3 Upgrade; Hand Weapon; Undead Helm of Commandamont   1   12   24 Armon Save. Cannot be improved.   25   25   25   25   25   25   25   2	Name	#	Μv	WS	BS	St	То	Wo	In	At	Ld	Sv	WSv	US	Mgc	Cast	Disp	Cost	
Composition: Lord   Content   Composition: Lord   Content   Cont	Vampire Lord (1t, 440 F	Pts)		•								'		•					
Ceneral Vampire, Level 3 Upgrade, Hand Weapon; Undead   1			6	7	5	5/7	5	3	7	4	10	2+	4+	1	3	3	2	440	
The Flayed Hauberk																			
Available   Avai																			
Helm of   Commandment		1																	
Skill instead of their own for that phase.																			
Avatar of Death (Great   Weapon)   Vampire wears Heavy Armor and is armed with either a Great Weapon.   (20)		1									idead	unit '	withii	n 12" i	may use	his We	apon	[30]	
Meapon																			
For each unsaved wound, the Vampire gets to make another attack. Additional attacks do not get Red Fury bonus. Cannot use Great Weapon.		1	Vamp	oire we	ars He	eavy A	Armo	r and	is arm	ned w	ith eit	her a	Grea	t Wea	pon.			[20]	
0. Invocation of Nehek   1	Infinite Hatred	1	The v	ampire	Hate	s all e	nemi	ies an	d can	re-rol	l all n	nisses	in ev	ery ro	und of	combat.			
D. Invocation of Nehek	Red Fury	1											ther a	ttack.	Additio	onal atta	cks do	[50]	
1. Raise Dead         1         5 + Cast. Creates a new unit of D3+4 zombies at any point within 12" of the caster.         [0]           2. Vanhel's Danse         1         7+ Cast. A unit within 12" can move up to 8", or strike first and re-roll misses in combat.         [0]           3. Gaze of Nagash         1         8+ Cast. Magic Missile. 24" Range, 2D6 Strength 4 hits.         [0]           4. Curse of Years         18+ 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]           5. Wind of Undeath         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]           6. Summon Undead         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]           Vampire (1‡, 190 Pts)         1         6         6         4         5         4         2         6         3/4         7         4+         1         2         1         190           Composition: Hero           Vampire; Hand Weapon; Undead         [15]         [25]         [25]           Avatar of Death (         1         1         1         1	0. Invocation of Nehek	1	4+ Ca	ast. 18	" Rang	ge. Ta	rget	unit r	egains	D6 v	vound	s woı	rth of	mode	ls. Vam	pires, E	thereals	[0]	
2. Vanhel's Danse   1	1 Raise Dead	1									s at an	v noi	int wi	thin 1	2" of the	e caster		[0]	
Macabre   3. Gaze of Nagash   1   8+ Cast. Magic Missile. 24" Range, 2D6 Strength 4 hits.   [0]   4. Curse of Years   1   8+ Cast. Remains in Play. Models in the unit suffer a wound on a 6+, then a 5+ next   [0]   magic phase, then a 4+ next magic phase, etc. No armor save.   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.   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]																			
3. Gaze of Nagash 4. Curse of Years 1. 8+ Cast. Remains in Play. Models in the unit suffer a wound on a 6+, then a 5+ next [0] magic phase, then a 14+ next magic phase, etc. No armor saves.  5. Wind of Undeath 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. 6. Summon Undead Horde 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.  Vampire (1₺, 190 Pts)  Vampire (1₺, 190 Pts)  Vampire (1		•			YV		(		աբ	0	, 01 50		. 11 St U		2011 11113		u.	[ [	
1		1	8+ Ca	ast. Ma	agic M	lissile	. 24"	Rang	e, 2D	6 Stre	ngth 4	4 hits	i.					[0]	
magic phase, then a 4+ next magic phase, etc. No armor saves.														on a 6	+, then	a 5+ ne	xt		
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.   6. Summon Undead   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.   Vampire (1₺, 190 Pts)   1   6   6   4   5   4   2   6   3/4   7   4+   1   2   2   1   190															,				
armor save, Place a new Spirit Host within 12" of the vampire, with a number of wounds equal to those inflicted.  6. Summon Undead Horde  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.  Vampire (1₺, 190 Pts)  Vampire 1 6 6 4 5 4 2 6 3/4 7 4+ 1 2 2 1 190 Composition: Hero Vampire; Hand Weapon; Undead  Sword of Battle 1 H Attack. [15]  Dispel Scroll 1 Once per battle, automatically dispels an enemy spell. [25]  Avatar of Death ( 1 Vampire gains Heavy Armor, Hand Weapon and Shield. [20]  Shield)  Dark Acolyte 1 The Vampire has one extra Magic level. [30]  Vampire (1₺, 200 Pts)  Vampire; Hand Weapon; Undead  Sword of Might 1 H Strength. [15]  Book of Arkhan 1 Bound Spell (Power 3). Casts Vanhel's Danse Macabre. Every time you use the book, roll a Dark Acolyte 1 The Vampire gains Heavy Armor, Hand Weapon and Shield. [20]  Shield)  Dark Acolyte 1 The Vampire has one extra Magic level. [35]  Avatar of Death ( 1 Vampire gains Heavy Armor, Hand Weapon and Shield. [20]  Shield)  Dark Acolyte 1 The Vampire has one extra Magic level. [36]  Skeleton Warriors (19₺, 172 Pts)  Skeleton Warriors (19₺, 172 Pts)  Skeleton Warriors 1 4 2 2 3 3 3 1 2 1 3 5+ 1	5. Wind of Undeath	1													ikes a w	ound w	ith no	[0]	
equal to those inflicted.   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.																			
Horde			equal	to tho	se infl	icted.	_												
Vampire (1₺, 190 Pts)           Vampire         1 6 6 4 5 4 2 6 3/4 7 4+ 1 2 2 1 190           Composition: Hero Vampire; Hand Weapon; Undead         Sword of Battle 1 + 1 Attack. [15]           Dispel Scroll 1 Once per battle, automatically dispels an enemy spell. [25]         Avatar of Death (Shield)           Dark Acolyte 1 The Vampire has one extra Magic level. [30]         Vampire (1₺, 200 Pts)           Vampire (1₺, 200 Pts)         Vampire (1₺, 200 Pts)           Vampire (1₺, 200 Pts)         Vampire (1 + 1 Strength. [15]         Book of Arkhan 1 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. [20]           Avatar of Death (Shield)         Dark Acolyte 1 The Vampire has one extra Magic level. [30]           Skeleton Warriors (19₺, 172 Pts)           Skeleton Warriors (19₺, 172 Pts)           Skeleton Champion 1 4 2 2 2 3 3 3 1 2 2 3 5 + 1	6. Summon Undead	1	12+ (	Cast. E	ither c	reate	a ne	w uni	of 5I	06 zo	mbies	as R	aise I	Dead,	or heal 3	3D6 wo	inds	[0]	
The Vampire   1   6   6   4   5   4   2   6   3/4   7   4+	Horde		across	s all fri	endly	units	and	chara	eters, a	as Inv	ocatio	on of	Nehe	k.					
The Vampire   1   6   6   4   5   4   2   6   3/4   7   4+																			
Composition: Hero   Vampire; Hand Weapon; Undead   Sword of Battle   1   +1 Attack.   [15]     Dispel Scroll   1   Once per battle, automatically dispels an enemy spell.   [25]     Avatar of Death (   Shield)   1   The Vampire gains Heavy Armor, Hand Weapon and Shield.   [20]     Dark Acolyte   1   The Vampire has one extra Magic level.   [30]     Vampire (1₺, 200 Pts)   Vampire; Hand Weapon; Undead   1   1   1   2   2   1   200     Composition: Hero   Vampire; Hand Weapon; Undead   2   2   1   200     Sword of Might   1   +1 Strength.   [15]   Book of Arkhan   1   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.   Avatar of Death ( Shield)   1   The Vampire gains Heavy Armor, Hand Weapon and Shield.   [20]   Skeleton Warriors (19₺, 172 Pts)   1   The Vampire has one extra Magic level.   [30]   Skeleton Warriors   18   4   2   2   3   3   1   2   1   3   5 +		1	6	6	4	5	4	2	6	3/4	7	4+		1	2	2	1	190	
Sword of Battle		Con	positi	on: He	ero										-	-	1		
Sword of Battle		Van	npire; l	Hand V	Weapo	n; Ur	ndead	l											
Avatar of Death (Shield)         1         Vampire gains Heavy Armor, Hand Weapon and Shield.         [20]           Dark Acolyte         1         The Vampire has one extra Magic level.         [30]           Vampire (1₺, 200 Pts)         1         6         4         5/6         4         2         6         3         7         4+         1         2         2         1         200           Composition: Hero Vampire; Hand Weapon; Undead           Sword of Might         1         +1 Strength.         [15]           Bouk of Arkhan         1         Bound Spell (Power 3). Casts Vanhel's Danse Macabre. Every time you use the book, roll a Dank Acolyte         [35]           Avatar of Death (Shield)         1         Vampire gains Heavy Armor, Hand Weapon and Shield.         [20]           Skeleton Warriors (19₺, 172 Pts)         [30]           Skeleton Warriors (19₺, 172 Pts)         [30]           Skeleton Warriors (19₺, 172 Pts)         [30]           Skeleton Champion         1         4         2         2         3         3         1         2         1         3         5+         1         1         172           Composition: Core Musician & Standard Bearer & Hand Weapon; Light Armour; Shield; Undead         2         3	Sword of Battle																	[15]	
Shield   Dark Acolyte   1   The Vampire has one extra Magic level.   [30]	Dispel Scroll	1	Once	per ba	ttle, aı	ıtoma	tical	ly disj	els ar	n ener	ny spe	ell.						[25]	
Dark Acolyte		1	Vamp	ire gai	ns He	avy A	rmoi	r, Han	d We	apon	and Sl	nield.						[20]	
Vampire (1₺, 200 Pts)           Vampire         1 6 6 4 5/6 4 2 6 3 7 4+ 1 2 2 1 200           Composition: Hero Vampire; Hand Weapon; Undead         Sword of Might 1 +1 Strength. [15]           Book of Arkhan         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]           Avatar of Death (Shield)         1 Vampire gains Heavy Armor, Hand Weapon and Shield.         [20]           Dark Acolyte         1 The Vampire has one extra Magic level.         [30]           Skeleton Warriors (19₺, 172 Pts)         [30]           Skeleton Champion (100 Pt)         1 4 2 2 3 3 3 1 2 2 3 3 5 + 1 1																			
Vampire	Dark Acolyte	1	The V	<sup>7</sup> ampir	e has	one ex	xtra N	Magic	level.									[30]	
Composition: Hero Vampire; Hand Weapon; Undead  Sword of Might 1 +1 Strength. [15]  Book of Arkhan 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.  Avatar of Death ( Shield) 1 Vampire gains Heavy Armor, Hand Weapon and Shield. [20]  Skeleton Warriors (19₺, 172 Pts)  Skeleton Warriors 18 4 2 2 3 3 1 2 1 3 5+ 1 1 172  Composition: Core Musician ♣, Standard Bearer ♣; Hand Weapon, Light Armour; Shield; Undead  Skeleton Champion 1 4 2 2 3 3 3 1 2 2 3 5+ 1 [16]	Vampire (1‡, 200 Pts)																		
Vampire; Hand Weapon; UndeadSword of Might1+1 Strength.[15]Book of Arkhan1Bound 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.Avatar of Death (Shield)1Vampire gains Heavy Armor, Hand Weapon and Shield.Dark Acolyte1The Vampire has one extra Magic level.Skeleton Warriors184223312135+11172Composition: Core Musician ♣; Standard Bearer ♣; Hand Weapon; Light Armour; Shield; UndeadSkeleton Champion14223312235+11[16]	Vampire	1	6	6	4	5/6	4	2	6	3	7	4+		1	2	2	1	200	
Sword of Might		Con	npositi	on: He	ero		•								•	•			
Book of Arkhan   1   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.		Van				n; Ur	ndead	l											
a D6 - on a roll of 1 you can't use it again.  Avatar of Death ( Shield)  Dark Acolyte  1 The Vampire has one extra Magic level.  Skeleton Warriors (19₺, 172 Pts)  Skeleton Warriors  18 4 2 2 3 3 1 2 1 3 5+ 1 1 172  Composition: Core  Musician ♣, Standard Bearer ➡, Hand Weapon; Light Armour; Shield; Undead  Skeleton Champion  1 4 2 2 3 3 1 2 2 3 5+ 1 [16]		_														_	-		
Avatar of Death ( Shield)       1 Vampire gains Heavy Armor, Hand Weapon and Shield.       [20]         Dark Acolyte       1 The Vampire has one extra Magic level.       [30]         Skeleton Warriors (19‡, 172 Pts)       18   4   2   2   3   3   1   2   1   3   5+	Book of Arkhan	1	1								Mac	abre.	Every	y time	you use	the boo	ok, roll	[35]	
Shield   Dark Acolyte																			
Dark Acolyte         1         The Vampire has one extra Magic level.         [30]           Skeleton Warriors (19₺, 172 Pts)         18         4         2         2         3         3         1         2         1         3         5+         1         1         172           Composition: Core Musician ♣, Standard Bearer ♣, Standard Bearer ♣, Hand Weapon; Light Armour; Shield; Undead           Skeleton Champion         1         4         2         2         3         3         1         2         2         3         5+         1         1         [16]		1	Vamp	oire gai	ns He	avy A	rmoı	r, Han	d We	apon	and Sl	nield.						[20]	
Skeleton Warriors (19₺, 172 Pts)         Skeleton Warriors       18		_																1001	
Skeleton Warriors       18       4       2       2       3       3       1       2       1       3       5+       1       1       172         Composition: Core Musician ♣; Standard Bearer ♣; Hand Weapon; Light Armour; Shield; Undead         Skeleton Champion       1       4       2       2       3       3       1       2       2       3       5+       1       1       [16]	1				e has	one ex	xtra N	Magic	level.									[30]	
Composition: Core   Musician ♣; Standard Bearer ➡; Hand Weapon; Light Armour; Shield; Undead   Skeleton Champion   1   4   2   2   3   3   1   2   2   3   5+   1     [16]     [16]																			
Composition: Core  Musician & Standard Bearer ; Hand Weapon; Light Armour; Shield; Undead  Skeleton Champion  1	Skeleton Warriors	18	4	2	2	3	3	1	2	1				1				172	
Musician & Standard Bearer Hand Weapon; Light Armour; Shield; Undead  Skeleton Champion  1												/4+							
Skeleton Champion         1         4         2         2         3         3         1         2         2         3         5+         1         [16]																			
	Olaslata a Olas a si	-						Hand					ur; Sł	neld;	∪ndead ⊤	1		[4.03]	
Hand Weapon; Light Armour; Shield	Skeleton Champion	-	-					1	2	2	3			1				[16]	
		Han	d Wea	ipon; L	ight A	ırmoı	ır; Sh	nield											

Name	#	Μv	ws	RS	St	Τo	Wo	In	At	IЧ	Sv	WSv	211	Mac	Cast	Disp	Cost	
Skeleton Warriors (19‡			113	טט	Ji	10	110	111	Λι	Lu	UV	*****	00	IVIGC	Jast	אפום	JUST	
Skeleton Warriors	18		2	2	3	3	1	2	1	3	5+		1				172	
Choloton Wallions	10	-	_		3	٦	<b>'</b>	-	'	3	/4+		'				172	
	Con	nositi	on: Co	re							/							
					Rear	-r [>-	Hand	Wes	anon: L	ioht .	Armo	our: Sh	ield: 1	Undead				
Skeleton Champion	1	4	2	2	3	3	1	2	2	3	5+	, or	1	Indedd			[16]	
Choloton onampion	-		-	_				_	_		/4+		•				[.0]	
	Han	d Wea	pon; L	ight A	rmo	ur: S	hield				,							
Squad (1호, 75 Pts)			1 - /															
Corpse Cart	1	4	2	_	2	4	3	1	2D6	7	5+		3				75	
Corpse Cart	_		on: Co	re		-	<u> </u>	<u> </u>	200		JŦ		J				73	
					our.	Rou	nd Sn	-11 (F	ower 3	Δ11	l frier	ıdly m	ndead	unite wi	ihtin 6"	Always	Strike F	irst until
			f the no						OWCI 3	<i>)</i> . <i>1</i> <b>1</b> 1	11101	idiy di	iucau	units wi	intin 0	1 11 ways	ourke I	iist uiitii
Zambia Harda (001 00		, car t ()		At uil	uu	mag.	- Piia											
Zombie Horde (20‡, 80 Zombie Horde		4	1		2	2	4	4	1	0			4		I		00	
Zombie Horde	20			-			1	1	ı	2	-		1				80	
			on: Co		Marr	.l., D	aad. T	امسما	Weapoi	T.	. d d							
		HDHII	g Horu	e, The	new	/Iy D	eau, F	iana	weapo	1, UI	iaeaa	l						
Grave Guard (20‡, 295															Т	1		
Grave Guard	19	4	3	-	4	4	1	3	1	6	4+		1				295	
	<u> </u>	3+ /3+																
		Composition: Special																
Wight Blades: Count as Magic weapons, Killing Blow.; Musician &; Standard B Armour; Shield; Undead					searer in	; Hand	weapon	; Heavy										
Banner of the Dead						- 4	41	:4	-4	l- :4 -	- 4 1	11	_				[OE]	
Legion	1	Treat	this ur	nt as r	iavin	g twi	ice the	unit	strengt	n it a	ctuai	iy doe	s.				[25]	
Seneschal	1	4	3	3	4	4	1	3	2	8	4+		1				[24]	
Seriescriai	١.	4	٥	3	4	4	ı	٥		0	/3+		'				[24]	
	Han	d Wea	ıpon; F	leavy	Δ rm	our. (	Shield				/ <b>U</b> T							
	11411	4 11 00	.pon, 1	ica v y		our, ,	Jilicia	<u> </u>	V 000 000 000 000 000 000 000 000	002 002 002 002 002 003	2002 002 002 002 002 002	00 00 00 00 00 00 00 00	000 000		T 400 400 400 400 400 400 400 400 400		T (10 CO	
Varghulf (1‡, 175 Pts)	4	0	5		- E	5	4	_		1			1				175	
Varghulf	Con	8		-	5	Э	4	2	5	4	-		4				1/5	
		Composition: Rare Bestial Fury: Counts as having no flanks or rear for combat resolution.; Vampire; Causes Terror; Hatred;																
					s nav	mg n	io man	KS OI	Tear 10	COI	noat i	esoiu	11011.,	vampne	, Cause	s remoi	, naueu	,
Regenerate; Undead																		
Black Coach (1t, 200 P	ts)	1			_	_												
Black Coach	1	<u> </u>			5	6	4			9	3+	4+	4				200	
	osition: Rare tion of Death: See pg. 47 of Vampire Counts book.; Causes Terror; Chariot; Large Targe										TT.							
Online Wire 'Ill		cation		ath: S			of Va				ok., (	auses	Terro	r; Chari	ot; Larg	e Target		
Cairn Wraith	1		3	-	3/4	-	-	2	3	5	-						[0]	
Nicolatora a un	_	at Wea	,*		4	4	-		4							1	[0]	
Nightmare	2	8	3	-	4	4	1	2	1	3	-	000 000 000 000 000 000 000 000		J		<u> </u>	[0]	
															Total	Cost:	1999	

<b>Option Footnotes</b>	
	Options
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.
16	6+ Armour save.
Musician &	+1 to combat resolution in a tie. +1 Leadership when attempting to Rally (may not exceed 10).
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 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

One or more elements of the Roster (x) are subject to the following in-play usage considerations:

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## **Roster Statistics**

Casting Dice: 9 Dispel Dice: 6 General's Ld: 10 # Models: 84

Total Characters: 830.0 Total Core: 499.0 Total Magic Items: 400.0 Total Rare: 375.0 Total Special: 295.0 % Characters: 41.5 % Core: 25.0

% Magic Items: 20.0 % Rare: 18.8 % Special: 14.8

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