







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

Name	#	Mv	WS	BS	St	To	Wo	In	At	Ld	Sv	WSv	US	Mgc	Cast	Disp	Cost	
<b>Vampire Lord (1<math>\frac{1}{2}</math>, 440 Pts)</b>																		
×Vampire Lord	1	6	7	5	5/7	5	3	7	4	10	2+	4+	1	3	3	2	440	
Composition: Lord General; Vampire; Level 3 Upgrade; Hand Weapon; Undead																		
<i>The Flayed Hauberk</i>	1	2+ Armor Save. Cannot be improved.															[25]	
<i>Crown of the Damned</i>	1	4+ Ward Save. Bearer subject to Stupidity (even if normally immune to psychology).															[35]	
<i>Helm of Commandment</i>	1	If the wearer is not in combat, one friendly undead unit within 12" may use his Weapon Skill instead of their own for that phase.															[30]	
<i>Avatar of Death (Great Weapon)</i>	1	Vampire wears Heavy Armor and is armed with either a Great Weapon.															[20]	
<i>Infinite Hatred</i>	1	The vampire Hates all enemies and can re-roll all misses in every round of combat.															[25]	
<i>Red Fury</i>	1	For each unsaved wound, the Vampire gets to make another attack. Additional attacks do not get Red Fury bonus. Cannot use Great Weapon.															[50]	
<i>0. Invocation of Nehek</i>	1	<b>4+ Cast.</b> 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	<b>5+ Cast.</b> 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	<b>7+ Cast.</b> 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	<b>8+ Cast.</b> Magic Missile. 24" Range, 2D6 Strength 4 hits.															[0]	
<i>4. Curse of Years</i>	1	<b>8+ Cast.</b> 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	<b>12+ Cast.</b> 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	<b>12+ Cast.</b> 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]	
<b>Vampire (1<math>\frac{1}{2}</math>, 190 Pts)</b>																		
Vampire	1	6	6	4	5	4	2	6	3/4	7	4+		1	2	2	1	190	
Composition: Hero Vampire; Hand Weapon; Undead																		
<i>Sword of Battle</i>	1	+1 Attack.															[15]	
<i>Dispel Scroll</i>	1	Once per battle, automatically dispels an enemy spell.															[25]	
<i>Avatar of Death (Shield)</i>	1	Vampire gains Heavy Armor, Hand Weapon and Shield.															[20]	
<i>Dark Acolyte</i>	1	The Vampire has one extra Magic level.															[30]	
<b>Vampire (1<math>\frac{1}{2}</math>, 200 Pts)</b>																		
Vampire	1	6	6	4	5/6	4	2	6	3	7	4+		1	2	2	1	200	
Composition: Hero Vampire; Hand Weapon; Undead																		
<i>Sword of Might</i>	1	+1 Strength.															[15]	
<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>Avatar of Death (Shield)</i>	1	Vampire gains Heavy Armor, Hand Weapon and Shield.															[20]	
<i>Dark Acolyte</i>	1	The Vampire has one extra Magic level.															[30]	
<b>Skeleton Warriors (19<math>\frac{1}{2}</math>, 172 Pts)</b>																		
Skeleton Warriors	18	4	2	2	3	3	1	2	1	3	5+ /4+		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+ /4+		1				[16]	
Hand Weapon; Light Armour; Shield																		

Name	#	Mv	WS	BS	St	To	Wo	In	At	Ld	Sv	WSv	US	Mgc	Cast	Disp	Cost
<b>Skeleton Warriors (19<del>1</del>, 172 Pts)</b>																	
Skeleton Warriors	18	4	2	2	3	3	1	2	1	3	5+ /4+		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+ /4+		1				[16]
Hand Weapon; Light Armour; Shield																	
<b>Squad (1<del>1</del>, 75 Pts)</b>																	
Corpse Cart	1	4	2	-	2	4	3	1	2D6	7	5+		3				75
Composition: Core Miasma of Deathly Vigour: Bound Spell (Power 3). All friendly undead units within 6" Always Strike First until the start of the next undead magic phase.																	
<b>Zombie Horde (20<del>1</del>, 80 Pts)</b>																	
Zombie Horde	20	4	1	-	2	2	1	1	1	2	-		1				80
Composition: Core Shambling Horde, The Newly Dead; Hand Weapon; Undead																	
<b>Grave Guard (20<del>1</del>, 295 Pts)</b>																	
Grave Guard	19	4	3	-	4	4	1	3	1	6	4+ /3+		1				295
Composition: Special Wight Blades: Count as Magic weapons, Killing Blow.; Musician  ; Standard Bearer  ; Hand Weapon; Heavy Armour; Shield; Undead																	
<i>Banner of the Dead Legion</i>	1	Treat this unit as having twice the unit strength it actually does.															[25]
Seneschal	1	4	3	3	4	4	1	3	2	8	4+ /3+		1				[24]
Hand Weapon; Heavy Armour; Shield																	
<b>Varghulf (1<del>1</del>, 175 Pts)</b>																	
Varghulf	1	8	5	-	5	5	4	2	5	4	-		4				175
Composition: Rare Bestial Fury: Counts as having no flanks or rear for combat resolution.; Vampire; Causes Terror; Hatred; Regenerate; Undead																	
<b>Black Coach (1<del>1</del>, 200 Pts)</b>																	
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]
																<b>Total Cost:</b>	<b>1999</b>

### Option Footnotes

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.
Light Armour	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 (×) 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