

AOFS - VAMPIRIC UNDEAD V250



About OPR

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Thank you for playing!

Background Story

The Vampiric Undead are legions of monsters and spirits lead by powerful vampire lords. These lords use their magic to raise the dead and invoke ghosts to fight for them in their endless quest for power.

A long time ago Tyria was ruled by a mighty human king that was able to maintain peace across all races. During this age of prosperity he worked with powerful wizards to trap the havoc gods into a magical orb.

When the king died his arrogant and greedy twin sons fought for the throne and broke the orb, causing a massive rift to open across all of Tyria. From this rift endless hordes of daemons started rising and brought back the chaos and terror that once ruled over Tyria under the grinning smiles of the havoc gods.

The twins, now without a throne, went on to form kingdoms of their own, one in the mountains and one in the desert...

AOFS - VAMPIRIC UNDEAD V250

Name [size]	Qua	Def	Equipment	Special Rules	Upgrades	Cost
Vampire Master [1]	3+	3+	Hand Weapon (A3, AP(1))	Furious, Hero, Tough(3), Undead	A	55pts
Champion [1]	4+	4+	Hand Weapon (A3)	Hero, Tough(3), Undead	B	35pts
Ghoul Leader [1]	4+	5+	Claws (A3, Poison)	Hero, Regeneration, Tough(3), Undead	C	50pts
Ancient Wraith [1]	3+	6+	Great Weapons (A3, AP(2), Reap)	Ambush, Ethereal, Hero, Tough(3), Undead	-	85pts
Ancient Banshee [1]	3+	6+	Howl (12", A4, AP(1)), Claws (A3)	Ambush, Chilling, Ethereal, Hero, Tough(3), Undead	-	95pts
Ghoul [1]	4+	5+	Claws (A1, Poison)	Regeneration, Undead	-	15pts
Zombie Wolf [1]	5+	5+	Vicious Bite (A2)	Fast, Furious, Scout, Undead	-	15pts
Skeleton Knight [1]	4+	4+	Lance (A1, Impact(1))	Fast, Impact(1), Undead	D	20pts
Zombies [3]	5+	6+	Claws (A2)	Slow, Undead	D	20pts
Skeleton Soldiers [3]	5+	5+	Hand Weapons (A1)	Undead	D, E	25pts
Vampire Knight [1]	3+	3+	Hand Weapon (A1, AP(1))	Fast, Furious, Impact(1), Undead	D, F	25pts
Wraith [1]	3+	6+	Great Weapon (A1, AP(2), Reap)	Ambush, Ethereal, Undead	-	30pts
Banshee [1]	3+	6+	Howl (12", A2, AP(1)), Claws (A1)	Ambush, Chilling, Ethereal, Undead	-	35pts
Hexed Knight [1]	4+	6+	Great Weapon (A1, AP(2), Reap)	Ethereal, Fast, Flying, Impact(1), Spectral Touch, Undead	-	35pts
Bat Swarm [1]	5+	5+	Swarm Attack (A3)	Chilling, Fast, Flying, Tough(3), Undead	-	40pts
Skeleton Guard [3]	4+	4+	Hand Weapons (A1, AP(1))	Undead	D, G	40pts
Giant Bat [1]	4+	5+	Deadly Fang (A3, Reap)	Flying, Furious, Tough(3), Undead	-	45pts
Ghost Swarm [1]	4+	6+	Swarm Attack (A3, AP(1))	Ethereal, Tough(3), Undead	-	55pts
Ghoul Horror [1]	4+	4+	Claws (A3, Poison)	Regeneration, Tough(3), Undead	-	55pts
Bat Horror [1]	3+	4+	Deadly Fang (A3, Reap)	Flying, Furious, Tough(3), Undead	-	60pts
Skeleton Horror [1]	3+	3+	Halberd (A2, AP(1), Rending)	Flying, Tough(3), Undead	H	60pts
Werewolf [1]	3+	4+	Vicious Bite (A4)	Scout, Strider, Tough(3), Undead	-	65pts

A | Replace Hand Weapon:

Lance (A3, AP(1), Impact(1))	+5pts
Halberd (A3, AP(1), Rending)	+5pts
Spear (A3, AP(1), Phalanx)	+5pts
Great Weapon (A3, AP(3))	+10pts
Dual Hand Weapons (A6, AP(1))	+15pts

Upgrade with:

Wolf Companion (A2, AP(1))	+10pts
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Upgrade with one:

Army Standard Bearer (Fear)	+20pts
Necromancer (Wizard(1))	+25pts
Lord (Unsatiable Hunger)	+25pts
Night Bringer (Frightful Gaze)	+30pts

Mount on:

Skeletal Steed (Fast, Impact(1))	+15pts
Winged Steed (Fast, Flying, Impact(1))	+30pts

B | Replace Hand Weapon:

Lance (A3, Impact(1))	+5pts
Halberd (A3, Rending)	+5pts
Spear (A3, Phalanx)	+5pts
Great Weapon (A3, AP(2))	+10pts
Dual Hand Weapons (A6)	+10pts

Upgrade with:

Wolf Companion (A2, AP(1))	+10pts
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Upgrade with one:

Necromancer (Wizard(1))	+25pts
Night Bringer (Frightful Gaze)	+30pts

Mount on:

Skeletal Steed (Fast, Impact(1))	+15pts
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C | Upgrade with one:

Necromancer (Wizard(1))	+25pts
Nightbringer (Frightful Gaze)	+30pts

D | Upgrade with:

Sergeant	+5pts
Musician	+10pts
Battle Standard	+10pts

E | Replace all Hand Weapons:

Halberds (A1, Rending)	+5pts
Spears (A1, Phalanx)	+10pts

F | Replace Hand Weapon:

Lances (A1, AP(1), Impact(1))	+5pts
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G | Replace all Hand Weapons:

Great Weapons (A1, AP(3))	+5pts
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H | Replace Halberd:

Dual Hand Weapons (A4, AP(1))	+10pts
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Special Rules

Chilling: Enemies get -1 to hit in melee when they attack units where all models have this rule.

Ethereal: Counts as having Stealth, Strider, as well as Regeneration against non-spell attacks (this stacks with Regeneration).

Frightful Gaze: Once per activation, before attacking, pick one enemy unit within 12". That unit, and all enemy unit within 6" gets -2 to its next morale test roll.

Reap: Enemies that roll to block hits from this weapon take one additional wound for each unmodified result of 1 that they roll.

Spectral Touch: Whenever this model moves over enemy units, pick one of them and roll one die, on a 2+ it takes 1 hit.

Undead: Whenever this unit takes a morale test, it is passed automatically. Then roll as many dice as remaining models/tough in the unit, and for each result of 1-2 the unit takes one wound, which can't be regenerated.

Unsatiable Hunger: This model and all friendly units within 12" get +1 attack in melee when charging.

Wizard Spells

Spectral Wind (4+): Target enemy unit within 6" takes 3 hits with AP(2).

Vigour (4+): Target 2 friendly units within 12" get +1 to hit next time they fight in melee.

Dance of Death (5+): Target 2 friendly units within 6" get +2" next time they Advance, or +4" next time they Charge/Rush.

Deadly Gaze (5+): Target enemy unit within 6" takes 1 hit with AP(4) and Deadly(3).

Curse (6+): Target enemy unit within 6" rolls as many dice as models in it, and takes 1 hit for each 2+ rolled.

Invocation (6+): Target friendly unit within 12" gets Regeneration next time it takes wounds.