

# AOFR - 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...

# AOFR - 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
Zombies [10]	5+	6+	Claws (A2)	Slow, Undead	D	60pts
Skeleton Soldiers [10]	5+	5+	Hand Weapons (A1)	Undead	D, E	80pts
Skeleton Guard [5]	4+	4+	Hand Weapons (A1, AP(1))	Undead	D, F	65pts
Ghouls [5]	4+	5+	Claws (A1, Poison)	Regeneration, Undead	-	85pts
Wraiths [5]	3+	6+	Great Weapons (A1, AP(2), Reap)	Ambush, Ethereal, Undead	-	140pts
Banshees [5]	3+	6+	Howls (12", A2, AP(1)), Claws (A1)	Ambush, Chilling, Ethereal, Undead	-	180pts
Zombie Wolves [5]	5+	5+	Vicious Bites (A2)	Fast, Furious, Scout, Undead	-	75pts
Skeleton Knights [5]	4+	4+	Lances (A1, Impact(1))	Fast, Impact(1), Undead	D	105pts
Vampire Knights [5]	3+	3+	Hand Weapons (A1, AP(1))	Fast, Furious, Impact(1), Undead	D, G	135pts
Hexed Knights [5]	4+	6+	Great Weapons (A1, AP(2), Reap)	Ethereal, Fast, Flying, Impact(1), Spectral Touch, Undead	-	180pts
Bat Swarms [3]	5+	5+	Swarm Attacks (A3)	Chilling, Fast, Flying, Tough(3), Undead	-	125pts
Giant Bats [3]	4+	5+	Deadly Fangs (A3, Reap)	Flying, Furious, Tough(3), Undead	-	130pts
Ghost Swarms [3]	4+	6+	Swarm Attacks (A3, AP(1))	Ethereal, Tough(3), Undead	-	160pts

## 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 (Unsatisfiable Hunger)	+25pts
Night Bringer (Frightful Gaze)	+30pts
Count (Blood Chalice)	+90pts

### Mount on:

Skeletal Steed (Fast, Impact(1))	+15pts
Winged Steed (Fast, Flying, Impact(1))	+30pts
Winged Terror (Flying, Tough(+3), Claws (A3, AP(1)))	+75pts
Zombie Dragon (Tough(+12), Breath Attack, Fear, Flying, Regeneration, Stomp (A4, AP(1)), Claws (A6, AP(1)))	+380pts

## 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
Corpse Master (Raise Dead)	+100pts

### Mount on:

Skeletal Steed (Fast, Impact(1))	+15pts
Abyssal Beast (Defense +1, Fear, Flying, Tough(+6), Claws (A6, AP(1)))	+145pts

## C | Upgrade with one:

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

### Mount on:

Bat Dragon (Defense +2, Fear, Flying, Furious, Tough(+12), Stomp (A4, AP(1)), Deadly Fangs (A8, Reap))	+320pts
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## D | Upgrade with:

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

## E | Replace all Hand Weapons:

Halberds (A1, Rending)	+10pts
Spears (A1, Phalanx)	+30pts

## F | Replace all Hand Weapons:

Great Weapons (A1, AP(3))	+10pts
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## G | Replace all Hand Weapons:

Lances (A1, AP(1), Impact(1))	+15pts
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## Special Rules

**Blood Chalice:** The hero and its unit get the Regeneration special rule.

**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", which gets -2 to its next morale test roll.

**Raise Dead:** When this model is activated, you may place a unit of 5 Zombies fully within 6" of it.

**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.

**Unsatisfiable Hunger:** The hero and its unit 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.

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Name [size]	Qua	Def	Equipment	Special Rules	Upgrades	Cost
Ghoul Horrors [3]	4+	4+	Claws (A3, Poison)	Regeneration, Tough(3), Undead	-	170pts
Bat Horrors [3]	3+	4+	Deadly Fangs (A3, Reap)	Flying, Furious, Tough(3), Undead	-	180pts
Skeleton Horrors [3]	3+	3+	Halberds (A2, AP(1), Rending)	Flying, Tough(3), Undead	A	180pts
Werewolves [3]	3+	4+	Vicious Bites (A4)	Scout, Strider, Tough(3), Undead	-	190pts
Bat Beast [1]	3+	3+	Deadly Fangs (A6, Reap)	Fear, Flying, Furious, Tough(6), Undead	-	150pts
Bat Dragon [1]	3+	3+	Deadly Fangs (A8, Reap), Stomp (A4, AP(1))	Fear, Flying, Furious, Tough(12), Undead	-	275pts
Zombie Dragon [1]	4+	3+	Claws (A6, AP(1)), Stomp (A4, AP(1))	Breath Attack, Fear, Flying, Regeneration, Tough(12), Undead	-	315pts
Funeral Coach [1]	4+	6+	Crew Attacks (A4, AP(2), Reap), Hooves (A2)	Ethereal, Fast, Fear, Impact(6), Regeneration, Tough(6), Undead	-	200pts
Maiden Chariot [1]	4+	6+	Crew Attacks (A4, Impact(2)), Hooves (A2)	Ethereal, Fast, Impact(6), Regeneration, Seduce, Tough(6), Undead	-	205pts
Ghost Chariot [1]	4+	6+	Howl (12", A6, AP(1)), Crew Attacks (A2, Impact(1)), Hooves (A2)	Chilling, Ethereal, Fast, Impact(6), Regeneration, Tough(6), Undead, Wizard(1)	-	225pts
Corpse Wagon [1]	5+	2+	Crew Attacks (A8)	Corpse Pile, Fear, Regeneration, Tough(6), Undead	B	240pts

## A | *Replace all Halberds:*

Dual Hand Weapons (A4, AP(1)) +30pts

## B | *Upgrade with one:*

Unholy Brazier +10pts

Cursed Lodestone +15pts

## Special Rules

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

**Corpse Pile:** Once per activation, pick one friendly unit within 6", which gets Regeneration next time it takes wounds.

**Cursed Lodestone:** Once per activation, pick one friendly Wizard within 6", which gets +1 to its roll next time it casts/blocks a spell.

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

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

**Seduce:** Once per activation, before attacking, pick one enemy unit within 12", which must take a morale test. If failed, you may move that unit by up to 6" in any direction.

**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.

**Unholy Brazier:** This model may block spells as if it had the Wizard(2) special rule.

## 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.