AOF – VAMPIRIC UNDEAD v2.5

About OPR

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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 mountain cold and one in the desert heat…

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Name [size]	Qua	Def	Equipment	Special Rules	Upgrades	Cost
Supreme Skeleton Lord [1]	2+	2+	Gaze of Death (12", A1, Blast(6)), Staff of Death (A6, AP(2))	Fear, Flying, Hero, Tough(18), Undead, Wizard(3)	-	750pts
Vampire Lord [1]	3+	3+	Hand Weapon (A4, AP(1))	Furious, Hero, Tough(3), Undead	A	65pts
Skeleton King [1]	3+	4+	Hand Weapon (A3)	Hero, Tough(3), Undead	B	50pts
Ghoul King [1]	3+	4+	Claws (A4, Poison)	Hero, Regeneration, Tough(3), Undead	C	70pts
Necromancer [1]	5+	6+	Hand Weapon (A1)	Hero, Tough(3), Undead, Wizard(1)	D	45pts
Ancient Banshee [1]	4+	6+	Hand Weapon (A3)	Ethereal, Hero, Strider, Tough(3), Undead	E	45pts
Ancient Wraith [1]	4+	6+	Great Weapon (A3, AP(2))	Ethereal, Hero, Strider, Tough(3), Undead	-	50pts
Zombies [10]	6+	6+	Claws (A2)	Slow, Undead	F	30pts
Skeletons [10]	5+	5+	Hand Weapons (A1)	Undead	F, G	90pts
Ghouls [10]	5+	5+	Claws (A2, Poison)	Undead	-	105pts
Skeleton Guard [10]	4+	4+	Hand Weapons (A1)	Undead	F, H	135pts
Banshees [5]	5+	6+	Hand Weapons (A1)	Ethereal, Strider, Undead	I	70pts
Wraiths [5]	5+	6+	Great Weapons (A1, AP(2))	Ethereal, Strider, Undead	-	75pts
Zombie Wolves [5]	5+	6+	Claws (A1)	Fast, Furious, Scout, Undead	-	80pts
Skeleton Knights [5]	4+	4+	Hand Weapons (A1)	Fast, Impact(1), Undead	F, J	115pts
Hexed Knights [5]	4+	6+	Great Weapons (A1, AP(2))	Ethereal, Fast, Impact(1), Strider, Undead	-	140pts
Vampire Knights [5]	3+	3+	Hand Weapons (A2, AP(1))	Fast, Furious, Impact(1), Undead	F, K	175pts
Daemonic Guard Knights [3]	3+	3+	Hand Weapons (A1, AP(1)), Claws (A3, AP(1))	Fast, Furious, Impact(3), Tough(3), Undead	L	240pts
Bat Swarms [3]	6+	6+	Swarm Attacks (A3)	Fast, Flying, Furious, Tough(3), Undead	-	55pts
Giant Bats [3]	5+	6+	Claws (A3)	Fast, Flying, Tough(3), Undead	-	85pts
Ghost Swarms [3]	5+	6+	Swarm Attacks (A3)	Ethereal, Strider, Tough(3), Undead	-	115pts

A | *Replace Hand Weapon:*

Lance (A4, AP(1), Impact(1)) – mounted only	+5pts
Spear (A4, AP(1), Phalanx)	+5pts
Halberd (A4, AP(1), Rending)	+5pts
2x Hand Weapons (A4, AP(1))	+10pts
Great Weapon (A4, AP(3))	+10pts

Upgrade with one:
Wizard(1)	+25pts
Wizard(2)	+45pts

Mount on:
Vampire Steed – Fast, Impact(1)	+10pts
Winged Steed – Fast, Flying, Impact(1)	+20pts
Winged Terror – Claws(A3,AP(1)), Flying, Tough(+3)	+65pts
Zombie Dragon – Defense +1, Claws (A6, AP(2)), Fear, Fire Breath, Flying, Tough(+6)	+245pts
Bat Dragon – Defense +1, Shriek (12", A3, AP(1)), Claws (A6, AP(1)), Fear, Flying, Regeneration, Tough(+6)	+280pts
Maiden Chariot – Defense +1, Crew Attacks (A8), Fast, Fear, Impact(6), Regeneration, Seduce, Tough(+6)	+300pts

B | *Replace Hand Weapon:*

2x Hand Weapons (A3)	+5pts
Halberd (A3, Rending)	+5pts
Great Weapon (A3, AP(2))	+5pts
Spear (A3, Phalanx)	+5pts
Lance (A3, Impact(1)) – mounted only	+5pts

Upgrade with one:
Wizard(1)	+25pts
Wizard(2)	+45pts

Mount on:
Skeletal Steed – Fast, Impact(1)	+10pts
Abyssal Beast – Defense +2, Claws (A6, AP(2)), Fear, Flying, Tough(+6)	+225pts

C | *Upgrade with:*

Wizard(1)	+25pts

Mount on:
Bat Dragon – Defense +2, Shriek (12", A3, AP(1)), Claws (A6, AP(1)), Fear, Flying, Tough(+6)	+265pts

D | *Upgrade Wizard(1):*

Wizard(2)	+20pts

Mount on:
Vampire Steed – Fast, Impact(1)	+5pts
Ghost Chariot – Howl (12", A4, AP(1)), Crew Attacks (A8), Ethereal, Fast, Fear, Impact(6), Regeneration, Reliquary, Strider, Tough(+6)	+230pts

E | *Upgrade with:*

Howl (12", A4, AP(1))	+10pts

F | *Upgrade with:*

Command Group (Fear)	+20pts

G | *Replace all Hand Weapons:*

Halberds (A1, Rending)	+5pts
2x Hand Weapons (A1)	+10pts
Great Weapons (A1, AP(2))	+10pts
Spears (A1, Phalanx)	+30pts

Upgrade one model with:
Harpoon (A1, AP(2), Deadly(3))	+10pts

H | *Replace all Hand Weapons:*

Halberds (A1, Rending)	+10pts
2x Hand Weapons (A1)	+15pts
Great Weapons (A1, AP(2))	+15pts
Spears (A1, Phalanx)	+30pts

Upgrade one model with:
Harpoon (A1, AP(2), Deadly(3))	+10pts

I | *Upgrade all models with:*

Howl (12", A2, AP(1))	+15pts

J | *Replace all Hand Weapons:*

Lances (A1, Impact(1))	+15pts

K | *Replace all Hand Weapons:*

Lances (A2, AP(1), Impact(1))	+15pts

L | *Replace all Hand Weapons:*

Daemon Swords (A1, AP(1), Rending)	+5pts
Hexed Weapons (A2, AP(1))	+10pts
Fell Lances (A1, AP(1), Impact(1))	+10pts

Special Rules

Corpse Pile: When this unit is activated pick 2 friendly units within 6", which get Regeneration next time they take wounds.

Ethereal: Counts as having Regeneration against non-spell attacks. This rule stacks with Regeneration.

Reliquary: When this unit is activated pick 2 enemy units within 12" and roll 1 die for each, on a 2+ they take 3 hits with AP(1).

Seduce: Whenever this unit fights in melee the enemy must take a morale test. If failed it gets -1 to its melee rolls for this combat.

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 the unit takes one wound, which can't be regenerated.

Wizard Spells

Vigour (4+): Target friendly unit within 12" gets AP(+1) next time it fights in melee.

Spectral Wind (4+): Target enemy unit within 24" takes 4 automatic hits.

Invocation (5+): Target friendly unit within 12" gets the Regeneration special rule next time it takes wounds.

Gaze of Death (5+): Target enemy unit within 18" takes 1 hit with AP(3) and Deadly(6).

Dance of Death (6+): Target friendly unit within 12" may immediately charge by up to 6" and gets +1 to hit rolls for that melee.

Curse (6+): Target enemy unit within 18" must take a morale test. If failed the unit takes 1 automatic hit per model.

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Name [size]	Qua	Def	Equipment	Special Rules	Upgrades	Cost
Bat Horrors [3]	3+	4+	Claws (A3, AP(1))	Flying, Furious, Tough(3), Undead	-	180pts
Ghoul Horrors [3]	4+	4+	Claws (A4, Poison)	Regeneration, Tough(3), Undead	-	185pts
Skeleton Harbinger Horrors [3]	3+	3+	Halberds (A3, AP(1), Rending)	Flying, Tough(3), Undead	A	210pts
Bat Beast [1]	3+	2+	Claws (A4, AP(1))	Fear, Furious, Regeneration, Tough(3), Undead	-	125pts
Zombie Dragon [1]	4+	2+	Claws (A6, AP(2))	Fear, Fire Breath, Flying, Tough(6), Undead	-	200pts
Bat Dragon [1]	4+	2+	Shriek (12", A3, AP(1)), Claws (A6, AP(1))	Fear, Flying, Regeneration, Tough(6), Undead	B	215pts
Coach Chariot [1]	5+	6+	Great Weapon (A3, AP(2)), Hooves (A2)	Ethereal, Fast, Fear, Furious, Impact(6), Regeneration, Strider, Tough(6), Undead	-	155pts
Ghost Chariot [1]	5+	6+	Howl (12", A2, AP(1)), Crew Attacks (A8)	Ethereal, Fast, Fear, Impact(6), Regeneration, Reliquary, Strider, Tough(6), Undead	-	190pts
Maiden Chariot [1]	5+	2+	Crew Attacks (A8)	Fast, Fear, Impact(6), Regeneration, Seduce, Tough(6), Undead	-	220pts
Corpse Chariot [1]	6+	2+	Crew Attacks (A12)	Corpse Pile, Fear, Regeneration, Tough(6), Undead	C	350pts

A	*Replace all Halberds:*	
2x Hand Weapons (A3, AP(1))		+15pts
	Upgrade all models with:	
Ebony Armor (Defense +1)		+70pts

B	*Upgrade with any:*	
Putrid Maw (Poison in melee)		+5pts
Plagued (Impact(3))		+10pts

C	*Upgrade with one:*	
Cursed Brazier		+10pts
Cursed Lodestone		+20pts

Special Rules

Corpse Pile: When this unit is activated pick 2 friendly units within 6", which get Regeneration next time they take wounds.

Cursed Brazier: This unit may block spells as if it had the Wizard special rule.

Cursed Lodestone: When this unit activates pick 1 friendly Wizard within 6", which gets +1 to its roll next time it casts a spell.

Ethereal: Counts as having Regeneration against non-spell attacks. This rule stacks with Regeneration.

Reliquary: When this unit is activated pick 2 enemy units within 12" and roll 1 die for each, on a 2+ they take 3 hits with AP(1).

Seduce: Whenever this unit fights in melee the enemy must take a morale test. If failed it gets -1 to its melee rolls for this combat.

Undead: Whenever this unit must take a morale test the test is ignored. Instead roll as many dice as models/tough in the unit, and for each result of 1 the unit immediately takes one wound (which can't be regenerated).