
THE CHILDREN OF EVERNIGHT

The Vampires
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Welcome to the Land of Evernight

Put simply, Evernight is the home of all the Great Vampire Houses.

The Blood King ruled for many high moons before his own people rose up against him and killed him, and during this time, he furthered his powers by becoming a great necromancer. As you can imagine he feared no living or dead thing, but he was frightful of the twin suns above, as their life giving rays would burn away his undead body in just a few seconds.

So the Blood King cast his greatest spell, 'Eternal Gloom', which created an overcast cover of clouds, which would never depart his realm. Since that day forth, his vast realm became known as Evernight.

Even now after the Blood King has long since gone, his overcast world still remains. This huge dark feudal kingdom is a place of perpetual gloom and starless nights.

However, do not be fooled by the tales of Evernight you might hear in your local tavern...They would have you believe rather ignorantly that it is a place of total darkness or a never ending night, where undead monsters roam around unchecked and savage any living thing they can find.

The truth is that as all well travelled merchants will tell you Evernight is very much alive, with living cities, towns and villages, forests and lakes. They may be filled with odd folk, just find with being ruled by the dead, and with strange and monstrous creatures running wild in their woods, but they are all still very much alive. This is

because Vampires still need living people to feed off. Furthermore, they are all still thinking, feeling (and some are) moral beings. So if they were surrounded by the dead, they would have all turned insane and given into the Blood King's calls long ago...

From what the travelling merchants tell us, yes it is a dark, gloomy and miserable place, but the peasants seem largely content with their lot in life... Their undead over lords do in fact take care of them and some even seem to actually care for them, as they protect and fight their wars. However, it is generally accepted amongst the masses, that if one or two of them disappear every so often, that is a fair price to pay for their protection and half decent life.

The Blood King

I believe the Blood King's back story will make some of the Vampire Families quite noble, as they keep a vigilant watch on his teeth to protect their people from the Blood King's return. However, the Families still need to feed upon their people, and some of the houses will in the past have succumb to their Feeding Frenzy, and even given in to the Blood King's calls for gaining more power leading to civil wars between the Families. Also, other strong willed heads of families may not have succumb to the Blood King's calls, but they still actively seek to extend their influence outside of Evernight into the rest of Many.

With all these factors at play, I believe it will generate a rich mix of stories and characters for each of the Great Houses of Evernight.

The Families

Here is a brief description of the Families of Vampires that live in Evernight. Please note that these family names may be change in the future.

Each one of the Blood King's teeth represents a part of his powers when he was in the land of the living. Therefore, each house has a different aspect of his powers and will naturally focus on that trait.

The Great Houses of Evernight

I believe the Blood King's back story will make some of the Vampire Families quite noble, as they keep a vigilant watch on his teeth to protect their people from the Blood King's return. However, the Families still need to feed upon their people, and some of the houses will in the past have succumb to their Feeding Frenzy, and even given in to the Blood King's calls for gaining more power leading to civil wars between the Families. Also, other strong willed heads of families may not have succumb to the Blood King's calls, but they still actively seek to extend their influence outside of Evernight into the rest of Many.

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House Fray



House Fray's special enhancement thanks to their Blood King's Tooth is combat prowess, physical strength, agility and speed.

Note: all vampires have increased physical abilities, but it is House Fray that truly dominates in these areas.

The family of Frey is known to be a very noble house, and firm but fare with their people. Furthermore, they tend to feed off their dying citizens. This is seen as a great honour and a blessing for that individual to serve his or her lord and people one last time.

House Frey prefers to use professional living soldiers rather than the dead, beasts or monsters in battle. In fact, they see it as a good testing ground for their people to earn the blood kiss.

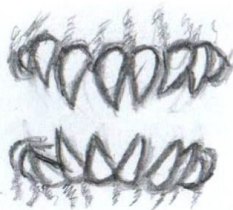
House Luking



The House of Luking all have some innate abilities in Magic and excel in this area. They are masters of Necromancy and prefer to use the dead to fight their battles, rather than depending on the weak willed living.

They tend to treat their people with a bit of disdain and quite poorly in comparison to the other houses. They simply see them as live stock to be managed.

House Vilemaul



As the other Houses often say, "Well... someone has to bear those teeth..."

House Vilemaul are a looked upon rather poorly by the others, as they are a wicked,

cruel, sadistic family, and are obsessed by the pleasures of the flesh.

They rule their realm with an iron fist, and regularly mean out cruel and sadistic punishments upon their people for the smallest and meaningless crimes. But if you can believe it or not, they are the most religious realm in Evernight. It is through the Vilemaul's 'Red Church' that gives them the perfect excuse of serving out their 'Holy Justice' upon their own people.

In front of their citizens they act like virtuous saints, who are constantly 'cleansing' them of sins, for their own good of course... The other Houses are not fooled by their charade, and know of their true depravity behind closed doors.

As an outsider, it's easy to judge House Vilemaul, but they hold the Blood King's Evil within their Hearts, and their realm is (for all its wickedness) stable and 'peaceful'...

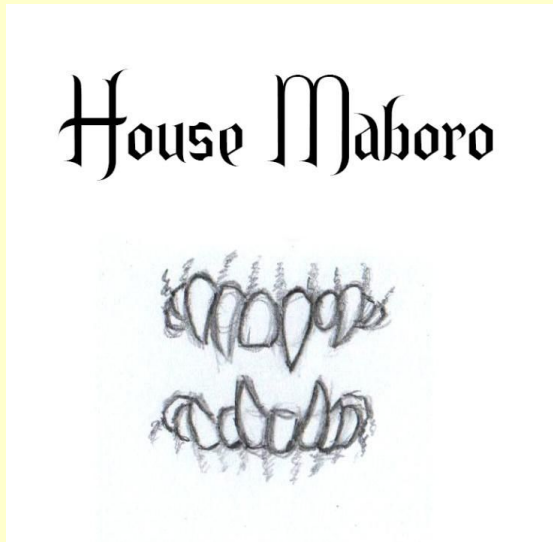
In battle they can work themselves into a religious frenzy and tear their enemies apart, or as they call them, the Sinners. They deploy their 'Lost Souls' into battle. These monsters are really their Skeleton Warriors, Gouls and Zombies they say have been given another chance by the Red Church to redeem themselves.

They even have a unique unit call the Lost, men turned into Vilemaul Vampires, but lost their minds in the process and have become wild blood crazed and savage things.

Using religion, House Vilemaul can just about justify any vile practice it seems...

It should be noted that House Vilemaul has nearly been wiped out many times in its past, with its Vampire Lords threading the other realms within Evernight. House Fray has even come to aid of its people a few

times to save them from being completely wiped out by its own crazed Vilemaul Lords. However, since the creation of the Red Church a balance of power has been struck and the realm has become fairly stable...



The House of Maboro are Intelligent, Manipulative and masters of Illusion.

The House of Maboro rule over the Dream Land, which the natives believe is so called because it is a pretty good place to call your home. However, it is not...

When the people starve, House Maboro simply fills their bellies with imaginary bread and wine, but they will still drop dead of starvation... When a Maboro Vampire takes one of its people to feed from, they will simply wipe out the memories of their existence from those love ones they leave behind.

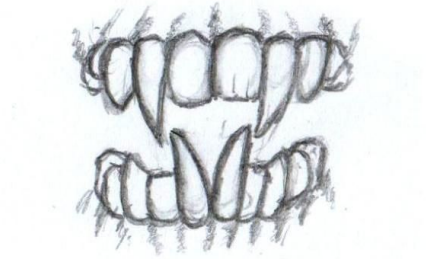
Most of the citizens of Dreamland don't even know who rules over them, they simply call them the Shadow Lords. It's best just to mind your own business and not to ask too many questions most of the Dreamlanders believe... or you might be paid a visit from one of these Shadow Lords...

On the battlefield House Maboro always use the weak-willed living to fight their battles, and will use their powers to take away their fears, making their warriors nearly unbreakable. Furthermore, they have no problem with manipulating lowly common wild beasts to fight alongside them.



This Great Family of Evernight are the masters of Shape Shifting. They have been known to turn into wolves to scour ahead of their main force to gather intelligence on their enemies. Or transform into wild savage bears, to tear down city gates. Also, rather impressively, their kin are the only vampires who can fly, by turning themselves in to bats.

House Gorren



House Gorren is a family of Vampires who have the power to 'Summon' wild Beasts to aid them in battle.

This family is a little rough around the edges, which makes some of the others turn their noses up at them...

Gorren Vampires turn away from stately homes or castles, and instead prefer to live wild in the woods and forests of their lands.

House Fray have a respect for this wild family, as they value all living things, and only take life during the Hunt and in their defence.

This House increases their numbers by hunting their own people, and if they survive, they will gain their Lords respect, and could even be turned into a Vampire themselves as a reward for outfoxing their masters.

On the battlefield House Gorren prefer to fight alongside wild beasts and monsters they have summoned to war. However, creatures of light and divinity will shy away from their calls to battle. On the other hand, beasts of shadow and vermin will always answer their calls for help.

General Rules

Points

Three Plains, like most tabletop war games has a '**Points**' (or **pts** for short) system, which acts like currency for buying gaming pieces to add into your army's ranks. Points reflect a piece's ability to fight, shoot and cast magic, etc. So, the more costly a piece is in points, the more powerful it will be in battle, whilst the cheaper pieces tend to be much weaker.

Army Sizes

To ensure a fair game, both sides must spend the same amount of points on their armies. A good starting game size, especially for beginners, is 500 points to 1000 points each side, which would give you a short game only lasting for about an hour or two. Otherwise there is **NO LIMIT** to how big your game size can be, but be warned the bigger the game is, the longer it will take to play. For instance, a game size of 10,000 points, 5,000 points each side will easily take a whole day to play through.

Army Special Allowances (■▼◆★)

Other than keeping your army size within your points limit, you need to keep within your army's shapes (■▼◆★) allowances too. Each one of these shapes have a different meaning and values in relation to just what pieces you are allowed to have within your army's ranks, which is explain below.

■ Blocks ■

The '**Block ■**' represents core or basic

backbone units all armies need to fill out their ranks. Normally these can be archers, infantry and even some weaker forms of cavalry.

All armies must include a certain amount of block worthy pieces within its ranks. The amount of blocks in an army has to use is determined by using the '**Army Special Allowances Chart**', which can be found on the bottom right of this page. To use the chart relate your army size in points to the chart. For instance, a 1500pts army must contain at least 2 block worth of gaming pieces within it.

▼ Triangles ▼

A piece's '**Triangles ▼**' represent greatness or the ability to lead an individual may have, so the number of triangles allowed within an army is limited because these pieces are much rarer than the block worthy pieces.

Using the Army Allowances Chart found underneath, find your army size in points on the chart and depending on its size it will indicate just how many triangles your army is entitled to use up too. For instance, a 2000pts army can use up to 4.5 triangles, but cannot go over that limit.

Army Special Allowances Chart

Army Size	■	▼	◆	★
1 to 500 points	+1	0-3	0-2	1 ★ per 1pt to 4,000pts
501 to 1,000 points	+1.5	0-4	0-3	2 ★ per 1pt to 8,000pts
1,001 to 1,500 points	+2	0-4.5	0-3.75	3 ★ per 1pt to 12,000pts
1,501 to 2,000 points	+2.5	0-5	0-4.5	4 ★ per 1pt to 16,000pts
2,001 to 2,500 points	+3	0-5.5	0-5.25	
2,501 to 3,000 points	+3.5	0-6	0-6	
3,001 to 3,500 points	+4	0-6.5	0-6.75	
3,501 to 4,000 points	+4.5	0-7	0-7.5	
+500 points	+0.5	+0.5	+0.75	

◆ Diamonds ◆

'Diamonds ◆' represent how rare or unique a piece is. So the more diamonds a piece has the rarer and more unlikely it is going to make an appearance on the battlefield.

Using the Army Allowances Chart found at the bottom of the last page, find your army size in points on the chart and depending on its size it will indicate just how many diamonds your army is entitled to use up too. For instance, a 3000pts army can use up to 6 diamonds, but cannot go over that limit.

★ Stars ★

A 'Star ★' is always attached to the most rarest and special of gaming pieces.

All armies start off with one star. However, each time an army grows past 4000pts; it may use an additional star.

An army may have more than one start worthy piece within its point limits, providing they are not the same kind of piece. For instance, if an army totalling in

size of 6000pts, that army could contain two of one kind of start worthy piece within it and two of another kind.

Mixing Allowance Shapes

Some piece's profiles will allow you to mount a character on a beast and if both have a certain cost in allowance shapes, both the beast's and character's Allowance Shapes values must be added together. For instance, a General costs 1 triangle and is mounted on a beast that costs you a further 2 diamonds, the total cost of that piece (the general mounted on a beast) would cost you 1 triangle and 2 diamonds.

Putting an Army Together

Before playing a game, a player must write-up an 'Army List'. An army list contains all the different types of gaming pieces they have, how many models are contained in a unit. Most importantly, an Army List should include how much each unit, hero and beast piece will cost in points and shapes.

As long as these key points are in an army list, how it is written up and presented is up to the writer (or the controlling player of that side). For instance, a player could add additional information, like a rough battle plan or notes about each piece's weapons, armour and any magic item's special abilities they have.

The main reason why army lists are so important is because it makes it much easier to award Victory Points to an opposing player at the end of the game, which is explained in full on page 21 in the Three Plains Rulebook.

In any case, it is also good practice to have a well written army list, as they can give a

player instant information on their own gaming pieces without them sifting through rulebooks. Furthermore, if one side accuses the other of over spending on certain pieces in an army, then the accused side can instantly prove they have kept within their points and shapes limits.

Number of Players & Allies

The typical number of players to take part in a game of Three Plains is just two (one side each), but any number of players may take part in a battle. Often if there are more than two players in a game, the extra player becomes an ally with one side, sharing points and shapes with them. However, a group of people can decide to play the game with as many sides and allies as they like, as long as all are agreed upon this special arrangement before the game starts.

Hiring Mercenaries From The Mercenaries Of Many Army List

An Elf Imperial Army may hire and fill out its ranks with gaming pieces from the Mercenaries of Many Army List. Any Mercenary of Many gaming piece or number of them may be included in an Elf Imperial Army as long as the army still keeps within the agreed game size in points and shapes allowances.

However, for each Mercenary of Many piece added to an Imperial Elf army's ranks, it takes up an additional half a diamond (0.25♦), on top of any stars the Mercenary of Many piece may cost in the first place. For instance, an Mercenary of Many Slave Giant costs two diamonds (2♦), in their own Mercenaries of Many army list, but

when hired by an Imperial Elf army to fight alongside them, this will boost the Giant's cost in diamonds, to two and a half (2.25♦), instead of just two.

Army Devency

3

Special Rules

Houses of Evernight

A player must pick one house to play with and cannot mix Vampires from other houses. Furthermore, each house can only take gaming piece into battle if they have their Insignia on gaming piece.

Skeletons

Why run when you are already dead..?

All Restless pieces cannot be forced to flee like the majority of all other living pieces can, which makes these pieces **'Unbreakable'**, as described in the Three Plains Rulebook on page **. Furthermore, the Restless will automatically pass all checks they face during a game, such as all Deviancy Checks and any others.

However, when the Restless suffer battle stress they must still take a check when appropriate, as the battle stress they suffer puts a large strain on their master's ability to keep their fighters' souls from returning back to the afterlife. Therefore, when a Restless piece takes any kind of battle stress check during a game total up the amount of battle stress they have suffered in that check, and roll out the restless' soldiering dice. For each +4 rolled, cancels out 1 battle stress against the Restless piece. For each battle stress point that is not cancelled out, deduct 1 life point from the Restless piece.

'Nothing' can save against the damage caused from **'Crumbling'**, and the life points lost must be dispersed upon the piece just like shooting damage is.

When the Restless suffer from **'Exhaustion'**, as described in the Three Plains Rulebook on page **, it puts a huge strain on their Master's hold over their souls. Therefore, if a Restless Piece should gain an endurance counter for dashing for instance, whilst exhausted, instead of placing down extra endurance counter next to that unit, it will suffer the loss of D3 life points instead. **'Endurance'** is explained in the Three Plains Rulebook on page **.

If Restless crumbles to bits, the enemy will in combat during the battle stress phase of the game, the enemy will get a **'Wipe Out Bonus Move'**.

All Skeleton Warriors cause **+1 Fear**.

Necromance Magic

Other than keeping your army size within your points limit, you need to keep within your army's shapes allowances too. Each one of these shapes have a different meaning and values in relation to just what pieces you are allowed to have within your army's ranks, which is explain below.

Vampires

Vampires can **'Regenerate'** and are **'Undead'** creatures, which means they are vulnerable to attacks affected by the **'Holy Warrior'** special rule.

All Vampires must take one to three House's Blessings from the Blood King depending on their level. All blessings must be from their house's list of

Blessings and cannot be mixed with other house's blessings.

A Thrall must take one blessing, a Count must take two blessings and a Lord must take three blessings. If a player wants to field the tooth barer from their house, they must take all their house's blessings.

Feeding Frenzy

+1 Attack in the first round of each new combat.

The Blood King's Children

The Vampire Family of Evernight

(Evernights' Vampire Character Pieces and
their House's Special Rules)

House Fray

(Family Crest)

Burb...

House Fray's Special Rules

When a Fray Vampire General is slain,
their remaining gaming pieces, which
were under their command will suffer

from 'Hatred' and hate the enemy side for
the rest of the game.

Blurb...

House Fray's Blessings from Blood King

Martial Prowess at +20pts

The Vampire gains +1 attack.

Nerves of Steel at +30pts

The Vampire gains +1 soldiering.

Battle Hardened at +40pts

The Vampire gains +2 resistance.

Weapons Master +50pts

The Vampire gains +2 to their combat rating and does -2 to an enemy's save.

Steel Breaker at +60pts

The Vampire attacks do a further -2 to enemy's toughness save and +2 damage.

Vampire Counts and Lords only.

Fatal Blows at +80pts

The Vampire with this blessing strikes out '**Fatal Blows**' against all characters, infantry and cavalry models with base's sized 30x30mm or less and skirmished models with a base 40x40mm or less.

Vampire Lords only.

House Fray Vampire Lords

Blurb...

Will Pts 5	M	A	CR	D	Save	LP	S
Fray Vampire Lord	9	3	8	-2 -2 1-2	12 2	4	6
Great Blood Dragon	7 Ground Move 15 Fly	17	6	-7 D1-6x3	42	17	3
Manticore	10 Ground Move 16 Fly	7 +1 Feeding Frenzy	5	-2 -1 1 D1-2	31 12	7	2
War House	14	1	3	1	-	+1	-

House Crest: (The Blooded Sword)

200 points

Shapes: 2▼

Weapons & Armour: Short Sword.

Blessings from the Blood King: Must take 3 Blessings or one Lord per game can be the Tooth Bearer of the House and will take all of the House's Blessings, costing +1★ and all 6 Blessings at 290 points.

Additional Options & Extras

- Can take a Long Bow at +10 points.
- Can take a Spear at +15 points, Lance at +35 points, Halberd at +20 points, and Great Blade at +40 points, Great Hammer at +40 points or Additional Blade Hand Weapon at +30 points.
- Can take Light Armour (+1 Toughness) at 15 points, Heavy Armour (+2 Toughness) at 30 points or Full Plate Armour (+3 Toughness) at +50 points.
- If mounted on a War House, can take Barding (+1 Toughness) at +40 points.
- Can take a Shield at +8 points.
- Can carry 0 – 3 Magic Items.

Mounts

- Can ride a War Horse at +30 points.
- Can ride a Manticore at +350 points and +1▼.
- Can ride a Great Blood Dragon at +700 points, +0.5▼ and +1◆.

Special Abilities

Vampires (See page **)

House Fray Vampire Counts

Blurb...

Will Pts 4	M	A	CR	D	Save	LP	S
Fray Vampire Count	8	3	7	- ^① - ^① D1	^① ^① ^①	3	5
Manticore	10 Ground d Move 16 Fly	7 +1 Feeding Frenzy	5	- ^② - ^① - ^① D1-2	^③ ^① ^① ^②	7	2
War House	14	1	3	1	-	+1	-

House Crest: (The Blooded Sword)

130 points

Shapes: 1 ▼

Weapons & Armour: Short Sword.

Blessings from the Blood King: Must take 2 Blessings.

Additional Options & Extras

- Can take a Long Bow at +10 points.
- Can take a Spear at +15 points, Lance at +35 points, Halberd at +20 points, and Great Blade at +40 points, Great Hammer at +40 points or Additional Blade Hand Weapon at +30 points.
- Can take Light Armour (+^① Toughness) at 15 points, Heavy Armour (+^② Toughness) at 30 points or Full Plate Armour (+^③ Toughness) at +50 points.
- If mounted on a War House, can take Barding (+^① Toughness) at +40 points.
- Can take a Shield at +8 points.
- Can carry 0 – 3 Magic Items.

Mounts

- Can ride a War Horse at +30 points.
- Can ride a Manticore at +200 points and +1 ▼.

Special Abilities

Vampires (See page **)

House Fray Vampire Thrall

Blurb...

Will Pts 3	M	A	CR	D	Save	LP	S
Fray Vampire Thrall	7	2	7	⁻¹ D1	¹ ¹ 1	2	4
War House	14	1	3	1	-	+1	-

House Crest: (The Blooded Sword)

75 points

Shapes: 1 ▼

Weapons & Armour: Short Sword.

Blessings from the Blood King: Must take 1 Blessing.

Additional Options & Extras

- Can take a Long Bow at +10 points.
- Can take a Spear at +15 points, Lance at +35 points, Halberd at +20 points, and Great Blade at +40 points, Great Hammer at +40 points or Additional Blade Hand Weapon at +30 points.
- Can take Light Armour (+¹ Toughness) at 15 points, Heavy Armour (+² Toughness) at 30 points or Full Plate Armour (+³ Toughness) at +50 points.
- If mounted on a War House, can take Barding (+¹ Toughness) at +40 points.
- Can take a Shield at +8 points.
- Can carry a Battle Standard, which can a Magical Command.
- Can carry 0 – 2 Magic Items.

Mounts

- Can ride a War Horse at +30 points.

Special Abilities

Vampires (See page **)

House Gorren

Blurb...

House Gorren Special

All coming pieces under a House Gorren
do not suffer any movement panties for
moving over **'Woody Terrain'**.

House Gorren Blessings from Blood King

Feeding Frenzy at +20pts

The blessing bestows '**Feeding Frenzy**' upon the vampire.

The Wild War Call at +30pts

Once per turn, a friendly gaming piece within 10 inches of the caller gains +1 attack in their next round of combat, which will affect every model in that unit, which can fight.

This bonus will can also affect the vampire and any accompanying models in a unit, group or the mount he or she is on.

This bonus cannot be stacked on top of other Wild War Calls.

Wild Charge at 30pts

Every time the vampire and any unit or group they are accompanying '**Dashes**' (on a charge for instance), they will dash 3D3 inches instead of the usual 1D3. However, the piece will have to suffer gaining endurance counters the amount times they Dash. For instance, the Vampire with this blessing dashes roll D3 and scores 2 dashes. This would mean they would suffer 2 endurance counters.

The Alpha Male at +50pts

All friendly gaming pieces with 8 inches of the '**Alpha Male**' gain 1 soldiering.

This Blessing can be taken by Counts and Lord Vampires. Furthermore, this bonus to Soldiering cannot be stacked on top of other Alpha Male blessings.

Furthermore, if in combat with one or more enemy beast models, roll the vampires soldiering and the highest enemy's best's soldiering. If the Vampire's cost the most the passes the bests will attack their beastmaster or their mount. If the beasts have no beast masters or mount to cannot attack they will not attack each other. If the beasts win, they will attack as moral. The Vampire always wins draws.

Blood Rally Call +50pts

Once turn the Vampire can call out and to any fleeing friendly piece and add his or her own unmodified soldiering value to their there's, help them re-rally.

Vampires Counts and Lords only.

Blood Summons (Ambush) at no cost

1/10 of a Gorren army can be deployed at the start of the Vampire player's second or third turn at any side of the board they wish. When the Gorren pieces are deployed the backs of their bases must be put on the edge of the board. When deploy they can be move, charge, shoot, etc during their following turn.

Vampire Lords only, and this blessing can only taken once.

House Gorren Vampire Lords

Blurb...

Will Pts 5	M	A	CR	D	Save	LP	S
Gorren Vampire Lord	9	3	7	-② -② 1-2	①② ②	4	5
Forest Wyverns	4 Ground Move 18 Fly	6 +1 Poison 6 Level 1 attack	4	-① -① D1-3	③② ②	9	3
Dire Wolf Chariot	16	6	4	D1	+①	+4	-
War Moose	13	2	3	D1 (On Charge -② +D1)	-	+1	-

House Crest: (Wolf)

200 points

Shapes: 2 ▼

Weapons & Armour: Short Sword.

Blessings from the Blood King: Must take 3 Blessings or one Lord per game can be the Tooth Bander of the House and will take all of the House's Blessings, costing +1★ and all 6 Blessings at 180 points.

Additional Options & Extras

- Can take a Long Bow at +10 points.
- Can take a Spear at +15 points, Lance at +35 points, Halberd at +20 points, and Great Blade at +40 points, Great Hammer at +40 points, Additional Blade Hand Weapon at +30 points or War Next and Hand Weapon.
- Can take Light Armour (+① Toughness) at 15 points or Heavy Armour (+② Toughness) at 20 points.
- Can take a Shield at +8 points.
- Can carry 0 – 3 Magic Items.

Mounts

- Can ride a War Moose at +45 points.
- Can ride a Dire Wolf Chariot at +75 points.
- Can ride a Great Forest Wyverns at +300 points and +1◆.

Special Abilities

Vampires (See page **)

House Gorren Vampire Counts

Blurb...

Will Pts 4	M	A	CR	D	Save	LP	S
Fray Vampire Count	8	3	6	- ^① - ^① D1	^① ^① ^①	3	5
Dire Wolf Chariot	16	6	4	D1	+ ^①	+4	-
War Moos	13	2	3	D1 (On Charge - ^② +D1)	-	+1	-

House Crest: (Wolf)

130 points

Shapes: 1 ▼

Weapons & Armour: Short Sword.

Blessings from the Blood King: Must take 2 Blessings.

Additional Options & Extras

- Can take a Long Bow at +10 points.
- Can take a Spear at +15 points, Lance at +35 points, Halberd at +20 points, and Great Blade at +40 points, Great Hammer at +40 points, Additional Blade Hand Weapon at +30 points or War Next and Hand Weapon.
- Can take Light Armour (+^① Toughness) at 15 points or Heavy Armour (+^② Toughness) at 20 points.
- Can take a Shield at +8 points.
- Can carry 0 – 2 Magic Items.

Mounts

- Can ride a War Moos at +45 points.
- Can ride a Dire Wolf Chariot at +75 points.

Special Abilities

Vampires (See page **)

House Gorren Vampire Thralls

Blurb...

Will Pts 3	M	A	CR	D	Save	LP	S
Fray Vampire Thrall	8	2	5	- ^① D1	^① ^① ^①	2	4
Dire Wolf Chariot	16	6	4	- ^② D1	+ ^①	+4	-
War Moos	13	2	3	D1 (On Charge - ^② +D1)	-	+1	-

House Crest: (Wolf)

60 points

Shapes: 1 ▼

Weapons & Armour: Short Sword.

Blessings from the Blood King: Must take one Blessing.

Additional Options & Extras

- Can take a Long Bow at +10 points.
- Can take a Spear at +15 points, Lance at +35 points, Halberd at +20 points, and Great Blade at +40 points, Great Hammer at +40 points, Additional Blade Hand Weapon at +30 points or War Next and Hand Weapon.
- Can take Light Armour (+^① Toughness).
- Can take a Shield at +8 points.
- Can carry 0 – 1 Magic Items.
- Can carry a Battle Standard, which can a Magical Command.

Mounts

- Can ride a War Moos at +45 points.
- Can ride a Dire Wolf Chariot at +75 points.

Special Abilities

Vampires (See page **)

House Auterex

Burb...

House Auterex's Special Rules

At the start of the game after both sides have deployed out their gaming pieces, the controlling player of House Auterex can choose one enemy piece, which then must reveal all its secrets such as, magic items, if or not it has a Halfwit in etc.

Afterwhich, House Auterex can then move one of their gaming pieces or swap round two gaming pieces in their army's layout if needed to make room.

House Auterex Blessings from Blood King

Turn Tail and Run? +10pts

The Vampire has the power to turn into a **'Rat'** when fleeing or falling back. They can immediately move up to 8 inches on the board where they wish, providing it is not in combat. This allows the Vampire to escape totally unharmed, as the enemy cannot pursue them.

A True Mimic +20pts

This Blessing allows the Vampire to hide in any unit or group.

The Vampire can emerge out of the group of models at anytime and anywhere in that group.

If the Vampire emerges into combat, he or she will always strike first in that melee.

Bat at 30pts

The Vampire has the power to turn into a **'Bat'** and can fly move up to 14 inches.

As a Bat, the Vampire cannot be targeted by shooting, magic and cannot be charged in combat.

As soon as the Vampire lands on the ground again, they will turn back into a fully formed Vampire.

Cold Blooded Killing at 50pts

The Vampire turns into a Snake and slithers into the enemy camp... Roll D20

for each Vampire with this blessing at the start of the game and whatever the score is, follow the table underneath.

1-3 = The Snake is discovered and killed, which kills the Vampire.

4-15 = Randomly Number the enemy heroes and roll to see which one the Snake will bite. However, the enemy General cannot be included in this roll. That hero will be gravely wounded and will only have 1 LP for the rest of the game.

16-19 = Randomly Number the enemy heroes and roll to see which one the Snake will bite. However, the enemy General cannot be included in this roll. That hero will be slain outright by the bite of the Snake and removed from the game.

20 = The Snake bites the general and reduces their LP down to 1 for the rest of the game.

A Master of Forest Horror Forms at +100pts

The Vampire turns into either a Dire Wolf or a Giant Monstrous Bear and gains the following starts underneath:

Giant Monstrous Bear	
M	8
A	5 + Vampire's Stats
CR	V's Stats
D	- 8 1-4

Save ④②	
LP	4 + Vampire's Stats
S	Vampire's Stats
Or	
Alpha Dire Wolf	
M	16
A	3
CR	Vampire's Stats
D	-② D1
Save ②②	
LP	3
S	Vampire's Stats

As a Dire Wolf, the Vampire also becomes **'Light Footed'**, can travel over rough terrain without penalty and can **'Scout'**.

The vampire can change form at will and at anytime, but first must take and pass a DC first. The vampire can start the game in any form it wishes to take.

Vampire Counts and Lords only.

Blood Mist at +100pts

The Vampire turns into a 'Mist' and gains the following stats underneath:

Red Mist	
M	4
A	Vampire's Stats
CR	Vampire's Stats
D	Vampire's Stats
Save ⑥	
LP	Vampire's Stats
S	Vampire's Stats

As a Mist the Vampire can travel through or over any terrain and can even pass through friendly or enemy models.

The vampire can change form at will and at anytime, but first must take and pass a DC first. The vampire can start the game at a mist if it wishes.

Vampire Lords only.

House Auterex Vampire Lords

Blurb...

Will Pts 5	M	A	CR	D	Save	LP	S
Auterex Vampire Lord	9	2 or 4 Focused Attacks	7 or 8 Focused	-② -② D1	②③ ②	3	6
Prince of Darkness (Nightmare)	16	3 Feeding Frenzy & Live Breaker attacks	5	-① -① D1	③	+3	-
War House	13	1	3	D1	-	+1	-

House Crest: (Dagger)

200 points

Shapes: 2 ▼

Weapons & Armour: Short Sword.

Blessings from the Blood King: Must take 3 Blessings or one Lord per game can be the Tooth Barer of the House and will take all of the House's Blessings, costing +1★ and all 6 Blessings at 310 points.

Additional Options & Extras

- Can take a Long Bow at +10 points or Crossbow at +15 point.
- Can take a Spear at +15 points, Lance at +35 points, Halberd at +20 points, and Great Blade at +40 points, Great Hammer at +40 points, Additional Blade Hand Weapon at +30 points or War Next and Hand Weapon.
- Poised Weapons: Level 1 at 5 points, Level 2 at 20 points, 3 Level at 35 points, 4 Level at 50 points and Level 5 at 70 points.
- Can take Light Armour (+① Toughness) at 15 point.
- Can take a Shield at +8 points.
- Can carry 0 – 3 Magic Items.

Mounts

- Can ride a War House at +30 points.
- Can ride Prince of Darkness at +150 points and +1◆.

Special Abilities

Vampires (See page **)

Poisoned Weapons

Focused Attacked

House Auterex Vampire Counts

Blurb...

Will Pts 4	M	A	CR	D	Save	LP	S
Auterex Vampire Count	8	1 or 3 Focused	6 or 7 Focus ed	-1 -1 D1	11 1	2	5
Nightmare	15	2 Feeding Frenzy & Live Breaker attacks	5	-1 -1 D1	2	+2	-
War House	13	1	3	D1	-	+1	-

House Crest: (Dagger)

130 points

Shapes: 1▼

Weapons & Armour: Short Sword.

Blessings from the Blood King: Must take 1 Blessing.

Additional Options & Extras

- Can take a Long Bow at +10 points or Crossbow at +15 point.
- Can take a Spear at +15 points, Lance at +35 points, Halberd at +20 points, and Great Blade at +40 points, Great Hammer at +40 points, Additional Blade Hand Weapon at +30 points or War Next and Hand Weapon.
- Poised Weapons: Level 1 at 5 points, Level 2 at 20 points, 3 Level at 35 points, 4 Level at 50 points and Level 5 at 70 points.
- Can take Light Armour (+1 Toughness) at 15 point.
- Can take a Shield at +8 points.
- Can carry 0 – 3 Magic Items.

Mounts

- Can ride a War House at +30 points.
- Can ride Nightmare at +100 points and +1♦.

Special Abilities

Vampires (See page **)

Poisoned Weapons

Focused Attacked

House Auterex Vampire Thralls

Blurb...

Will Pts 3	M	A	CR	D	Save	LP	S
Fray Vampire Thrall	8	1 or 3 Focused	5 or 6 Focused	- ^① - ^① D1	①① ①	1	4
War House	13	1	3	D1	-	+1	-

House Crest: (Dagger)

60 points

Shapes: 1 ▼

Weapons & Armour: Short Sword.

Blessings from the Blood King: Must take 1 Blessings.

Additional Options & Extras

- Can take a Long Bow at +10 points or Crossbow at +15 point.
- Can take a Spear at +15 points, Lance at +35 points, Halberd at +20 points, and Great Blade at +40 points, Great Hammer at +40 points, Additional Blade Hand Weapon at +30 points or War Next and Hand Weapon.
- Poised Weapons: Level 1 at 5 points, Level 2 at 20 points, 3 Level at 35 points and 4 Level at 50 points.
- Can take Light Armour (+^① Toughness) at 15 point.
- Can take a Shield at +8 points.
- Can carry a Battle Standard, which can a Magical Command.
- Can carry 0 – 1 Magic Items.

Mounts

- Can ride a War House at +30 points.

Special Abilities

Vampires (See page **)

Poisoned Weapons

Focused Attacked

House Luking

Burb...

House Looking Special Rules

When calculating which side has won the game, the enemy side fighting against House Luking must detracted -100Vpts for

every 1000pts either side plays. For instance, in a game of 2000pts fielded by each side, the enemy must detract 200Vpts at the end of the game.

House Luking Blessings from Blood King

Magical Aura +30pts

All friendly spells cast within 10 of this Vampire gains +1 magic dice.

A Fast Study of Magic +40pts

The Vampire gains +1 spell.

Magic's in the Blood (Wizard) +50pts

The Vampire becomes a Wizard.

Strong Willed +60pts

Once per spell the Vampire gains +1 magic dice to cast spells.

Magic's fused in the Blood (Master Wizard) +100pts

The Vampire becomes a Master Wizard.

Vampire Counts and Lords only.

Master Spell Weaver at +100pts

Any spell the Vampire casts can reroll half of the dice involved in the spell's affects. E.g. the casting Vampire can reroll dice to hit, overcome saves, deviancy checks, direction dice etc. However, this blessing will not affect dice used to cast or dispel magic.

With odd numbers of dice involved with a spell's affects, always round up their total by one.

Vampire Lords only.

Luking Abomination Table

You must one option for each column to build your Abomination. You can also pick one (*) special option too from each column.

M	A	CR	D	Save	LP	S
+6 M At 10pts	+6 A at 60pts	+3 CR At 10pts	D1 & -① at 20pt	+①② at 20pts	+6 LP at 60pts	2
+10 M at 60pts	+8 A at 90pts	+4 CR at 30pts	D1-2& -② at 60pt	+①②① at 20pts	+8 LP at 90pts	
*+10 Fly at 50pts	*Feeding Frenzy +1A at 20pts	+5 CR at 50pts	D1 & -① at 15pt	+①②② at 20pts	+10 LP at 120pts	
*+14 Fly at 70pts	*Lv3 Poison at 30pts		D1 & -①① at 60pt	+①③① at 20pts	+16 LP at 180pts	
	*Template Attack at 80pts		D1-2 & -①② at 90pt	+①④② at 20pts	*Regeneration at 50pts	
			D2 & -③ at 40pt	④② at 20pts		

House Luking Vampire Lords

Blurb...

Will Pts 5	M	A	CR	D	Save	LP	S
Luking Vampire Lord	7	2	5	- ^② - ^① 1	① 4	4	5
A Luking Vampire may Abomination							
Whisper (Undead Steed)	14	1	3	D1	+ ^①	+1	-

House Crest: (Skull)

150 points

Shapes: 2 ▼

Weapons & Armour: Staff (hand Weapon).

Blessings from the Blood King: Must take 3 Blessings or one Lord per game can be the Tooth Bearer of the House and will take all of the House's Blessings, costing +1★ and all 6 Blessings at 380 points.

Additional Options & Extras

- If mounted on a War House, can take Barding (+^① Toughness) at +40 points.
- Can carry 0 – 4 Magic Items.

Mounts

- Can ride a Whisper +30 points.
- Can ride a Luking Abomination cost of points of construction and +1 ▼.

Special Abilities

Vampires (See page **)

House Luking Vampire Counts

Blurb...

Will Pts 4	M	A	CR	D	Save	LP	S
Luking Vampire Count	7	1	4	- ^① - ^① 1	① 4	3	4
A Luking Vampire may Abomination							
Whisper (Undead Steed)	14	1	3	D1	+ ^①	+1	-

House Crest: (Skull)

110 points

Shapes: 1 ▼

Weapons & Armour: Staff (hand Weapon).

Blessings from the Blood King: Must take 3 Blessings or one Lord per game can be the Tooth Barer of the House and will take all of the House's Blessings, costing +1★ and all 6 Blessings at 380 points.

Additional Options & Extras

- If mounted on a War House, can take Barding (+^① Toughness) at +40 points.
- Can carry 0 – 4 Magic Items.

Mounts

- Can ride a Whisper +30 points.
- Can ride a Luking Abomination cost of points of construction and +1 ▼.

Special Abilities

Vampires (See page **)

House Luking Vampire Thrall

Blurb...

Will Pts 3	M	A	CR	D	Save	LP	S
Luking Vampire Thrall	7	1	4	-① 1	① 3	2	3
Whisper (Undead Steed)	14	1	3	D1	+①	+1	-

House Crest: (Skull)

70 points

Shapes: 1 ▼

Weapons & Armour: Staff (hand Weapon).

Blessings from the Blood King: Must take 3 Blessings or one Lord per game can be the Tooth Barer of the House and will take all of the House's Blessings, costing +1★ and all 6 Blessings at 380 points.

Additional Options & Extras

- If mounted on a War House, can take Barding (+① Toughness) at +40 points.
- Can carry 0 – 3 Magic Items.

Mounts

- Can ride a Whisper +30 points.
- Can ride a Luking Abomination cost of points of construction and +1 ▼.

Special Abilities

Vampires (See page **)

House Maboro

(Family Crest)

Blurb...

House Maboro Special Rules

Because of House Maboro's creepy and weird look, which unnerves the enemy, all of their gaming pieces cause **+1 Fear**.

House Maboro's Blessings from Blood King

‘A Deadly Sleight of Hand’ at +20pts

-1 to hit the Vampire in combat.

This ability can be activated and cancelled by the Vampire at anytime they wish during the game.

Vampire Lords and Counts only.

‘Always Sunny Skies’ at 30pts

All friendly pieces within 8 inches of the Vampire gains +1 to their Soldiering rating.

This ability can be stacked on top of other Vampire’s ‘Always Sunny Skies’ bonuses.

‘Crazy Mainier’ at +60pts

All friendly pieces within 6 inches of the Vampire gain the attribute of **‘Frenzy’**.

This ability can be activated and cancelled by the Vampire at anytime they wish during the game.

Vampire Lords and Counts only.

‘Pain is only in One’s Mind’ at 50pts

All friendly pieces within 8 inches of the Vampire gains +2 to their Resistance.

‘Master of Dread’ at 100pts

The Vampire with this ability causes **3 Fear**.

‘They are Most Hated’ at 60pts

All friendly pieces within 6 inches of the Vampire gain the attribute of **‘Hatred’**.

House Maboro Vampire Lords

Blurb...

Will Pts 5	M	A	CR	D	Save	LP	S
Maboro Vampire Lord	8	3	6	- ^② - ^① 1-2	^① ^② ^②	4	7
Slaven Hydra	10	5 +1A per LP lost	3	- ^① - ^③ D1-2	^③ ^① ^②	10	2
Fang	13	2	3	- ^① - ^③ D1	-	+1	-

House Crest: (The Blooded Sword)

175 points

Shapes: 2 ▼

Weapons & Armour: Short Sword.

Blessings from the Blood King: Must take 3 Blessings or one Lord per game can be the Tooth Barer of the House and will take all of the House's Blessings, costing +1★ and all 6 Blessings at 340 points.

Additional Options & Extras

- Can take a Long Bow at +10 points.
- Can take a Spear at +15 points, Lance at +35 points, Halberd at +20 points, and Great Blade at +40 points, Great Hammer at +40 points or Additional Blade Hand Weapon at +30 points.
- Can take Light Armour (+^① Toughness) at 15 points or Heavy Armour (+^② Toughness) at 30 points.
- If mounted on a Fang, can take Barding (+^① Toughness) at +40 points.
- Can take a Shield at +8 points.
- Can carry 0 – 3 Magic Items.

Mounts

- Can ride a Fang at +50 points.
- Can ride a Slaven Hydra at +220 points and +1 ▼.

Special Abilities

Vampires (See page **)

House Maboro Vampire Counts

Blurb...

Will Pts 4	M	A	CR	D	Save	LP	S
Maboro Vampire Count	8	2	5	- ^① - ^① D1	①① ①	3	6
Slaven Hydra	10	5 +1A per LP lost	3	- ^① - ^③ D1-2	③ ①②	10	2
Fang	13	2	3	- ^① - ^③ D1	-	+1	-

House Crest: (The Blooded Sword)

130 points

Shapes: 1 ▼

Weapons & Armour: Short Sword.

Blessings from the Blood King: Must take 2 Blessings.

Additional Options & Extras

- Can take a Long Bow at +10 points.
- Can take a Spear at +15 points, Lance at +35 points, Halberd at +20 points, and Great Blade at +40 points, Great Hammer at +40 points or Additional Blade Hand Weapon at +30 points.
- Can take Light Armour (+^① Toughness) at 15 points or Heavy Armour (+^② Toughness).
- If mounted on a War House, can take Barding (+^① Toughness) at +40 points.
- Can take a Shield at +8 points.
- Can carry 0 – 3 Magic Items.

Mounts

- Can ride a Fang at +50 points.
- Can ride a Slaven Hydra at +220 points and +1 ▼.

Special Abilities

Vampires (See page **)

House Maboro Vampire Thrall

Blurb...

Will Pts 3	M	A	CR	D	Save	LP	S
Maboro Vampire Thrall	7	2	5	1	1 ¹ 1	2	4
Fang	13	2	3	-1 ¹ -3 ³ D1	-	+1	-

House Crest: (The Blooded Sword)

75 points

Shapes: 1 ▼

Weapons & Armour: Short Sword.

Blessings from the Blood King: Must take 1 Blessing.

Additional Options & Extras

- Can take a Long Bow at +10 points.
- Can take a Spear at +15 points, Lance at +35 points, Halberd at +20 points, and Great Blade at +40 points, Great Hammer at +40 points or Additional Blade Hand Weapon at +30 points.
- Can take Light Armour (+1¹ Toughness) at 15 points or Heavy Armour (+2² Toughness).
- If mounted on a War House, can take Barding (+1¹ Toughness) at +40 points.
- Can take a Shield at +8 points.
- Can carry a Battle Standard, which can a Magical Command.
- Can carry 0 – 2 Magic Items.

Mounts

- Can ride a War Horse at +30 points.

Special Abilities

Vampires (See page **)

House Vilemaul

(Family Crest)

Blurb...

House Vilemaul Blood Church Sirmans

Before a battle begins, the Vilemaul side can choose to sacrifice their first turn to give their army a rousing Sirman from their Blood Bible. If they choose this option their side will benefit from one of the following Sirmans underneath.

Blood is the only Truth

in the first round of combat, the entire Vilemaul side gains +1 attack in their first round of combat.

A Second Chance in Death

When a model is slain they will make 1 final attack in that combat phase. This special attack is still made if they have already fought in that combat and it must just be 1 attack, regardless of how many attacks the model had.

Smight the Foul Bloods Before You!

in the first round of combat, the entire Vilemaul side gains +1 to hit in their first round of combat.

Take Heart the Blood God is with You

The Vilemaul player gains +5 soldiering dice, which can only be used in break checks. 1 or more can be spent in a single break check or spread over many checks. Once each die has been used, it has been

spend and cannot be redeemed in that game.

Rush to Faith and Blood

All Vilemaul gaming pieces gain +1D3 movement, which they can only use once in the game. This special movement can be used to enhance any type of movement a Vilemail piece can make in the game.

Glory be to the True believer

All Characters in the game can reroll one die per turn, which can be any roll they make in that turn.

House Vilemaul Blessings from Blood King

‘Calls of over to the Light’ at +10pts

All enemy pieces within 10 inches of Vampire suffer +2 to their Deviancy.

‘A Heart full of Hate’ at 50pts

The Vampire and the group they are accompanying gain **‘Hatred’**.

‘The Viggure of Goodness’ at 50pts

If a group or unit or character mounted or not is destroyed within 10 inches of the vampire with this blessing, they will double their attacks in their next turn and gain +3 Soldiering.

‘Smighting Hands’ at +50pts

The Vampire with this blessing gains the **‘Like Breaker’** ability.

‘Lies and Whispers (DC)’ at 80pts

When the Vampire is in combat, an enemy model of the vampire’s choosing must take a deviancy check. If the Vampire chooses a beast that is mounted, they must test on the their moment’s soldiering value instead of their own.

If passed, the model will suffer +1 Deviancy for the rest of the game. If they are forced to take this check again and pass, they will suffer a further another +1 deviancy and so on until they fail...

If the enemy model fail their check the piece immediately is put under the control of the Vilemaul Vampire player for the rest of the game.

Vampire Lords and Counts only.

‘The Righteous Never Dies’ at 100pts

At the start of each turn the Vilemaul Vampire can roll a D6. If they score a 1 to 5 nothing happens. If they score a 6, from the start of that turn until the start of their next turn they will turn into their true evil beast within... and adopted the stats underneath.

The Beast Within...	
M	16
A	6
CR	8
	-②
D	-②
	D1-3
Save	②④③
LP	5
S	5

Furthermore, if the Vampire with this blessing is slain, they will automatically return back to life and turn into ‘The Beast Within’ with all their LP’s restored.

Vampire Lords only

House Vilemual Vampire Lords from the Most Holy Blood Church

Blurb...

Will Pts 5	M	A	CR	D	Save	LP	S
Vilemaul Vampire Lord	8	3	6	- 2 - 1 1-2	1 2 2	4	6
Night Terror	6 Ground Move 16 Fly	6	4	- 1 - 1 D1-2	2 2 2	8	3
The Blood Church Palanquin	7	4	6	- 1 D1	4 1	10	5
Sainted House	15	2	4	1	-	+1	-

House Crest: (The Blood Gift)

160 points

Shapes: 2▼

Weapons & Armour: Short Sword.

Blessings from the Blood King: Must take 3 Blessings or one Lord per game can be the Tooth Bearer of the House and will take all of the House's Blessings, costing +1★ and all 6 Blessings at 340 points.

Additional Options & Extras

- Can take a Long Bow at +10 points.
- Can take a Spear at +15 points, Lance at +35 points, Halberd at +20 points, and Great Blade at +40 points, Great Hammer at +40 points or Additional Blade Hand Weapon at +30 points.
- Can take Light Armour (+**1** Toughness) at 15 points.
- If mounted on a Fang, can take Barding (+**1** Toughness) at +40 points.
- Can take a Shield at +8 points.
- Can carry 0 – 3 Magic Items.

Mounts

- Can ride a Sainted House at +50 points.
- Can ride a The Blood Church Palanquin at +160 points and +1▼ & 1★.
- Can ride a Night Terror at +200 points and +1▼.

Special Abilities

Vampires (See page **) and Sirmans

House Maboro Vampire Count from the Most Holy Blood Church

Blurb...

Will Pts 4	M	A	CR	D	Save	LP	S
Vilemaul Vampire Count	8	2	5	- ^① - ^① D1	①① ①	3	4
Night Terror	6 Ground Move 16 Fly	6	4	- ^① - ^① D1-2	②② ②	8	3
Sainted House	15	2	4	1	-	+1	-

House Crest: (The Blooded Sword)

130 points

Shapes: 1 ▼

Weapons & Armour: Short Sword.

Blessings from the Blood King: Must take 2 Blessings.

Additional Options & Extras

- Can take a Long Bow at +10 points.
- Can take a Spear at +15 points, Lance at +35 points, Halberd at +20 points, and Great Blade at +40 points, Great Hammer at +40 points or Additional Blade Hand Weapon at +30 points.
- Can take Light Armour (+^① Toughness).
- If mounted on a War House, can take Barding (+^① Toughness) at +40 points.
- Can take a Shield at +8 points.
- Can carry 0 – 3 Magic Items.

Mounts

- Can ride a Sainted House at +50 points.
- Can ride a Night Terror at at +200 points and +1 ▼.

Special Abilities

Vampires (See page **) and Sirmans

House Vilemaul Vampire Thrall from the Most Holy Blood Church

Blurb...

Will Pts 3	M	A	CR	D	Save	LP	S
Vilemaul Vampire Thrall	7	2	5	1	1 ¹ 1	2	3
Sainted House	15	2	4	1	-	+1	-

House Crest: (The Blooded Sword)

75 points

Shapes: 1 ▼

Weapons & Armour: Short Sword.

Blessings from the Blood King: Must take 1 Blessing.

Additional Options & Extras

- Can take a Long Bow at +10 points.
- Can take a Spear at +15 points, Lance at +35 points, Halberd at +20 points, and Great Blade at +40 points, Great Hammer at +40 points or Additional Blade Hand Weapon at +30 points.
- Can take Light Armour (+1 Toughness) at 15 points or Heavy Armour (+2 Toughness).
- If mounted on a War House, can take Barding (+1 Toughness) at +40 points.
- Can take a Shield at +8 points.
- Can carry a Battle Standard, which can a Magical Command.
- Can carry 0 – 2 Magic Items.

Mounts

- Can ride a Sainted House at +50 points.

Special Abilities

Vampires (See page **) and Sirmans

Nevernights' Champions

(Character Pieces: Humans and the Undead)

Common Champion

Blurb...

	M	A	CR	D	Save	LP	S
Command Champion	7	2	5	1	②	3	5
War House	14	1	3	1	-	+1	-

House Loyalties: Fray, Gorren, Auterex & Auterex

45 points

Shapes: 1 ▼

Weapons & Armour: Short Sword.

Additional Options & Extras

- Can take a Long Bow at +3 points.
- Can take a Spear at +6 points, Lance at +9 points, Halberd at +7 points, and Great Blade at +12 points, Great Hammer at +12 points or Additional Blade Hand Weapon at +10 points.
- Can take Light Armour (+① Toughness) at 9 points or Heavy Armour (+② Toughness) at 15 points.
- If mounted on a War House, can take Barding (+① Toughness) at +15 points.
- Can take a Shield at +8 points.
- Can carry a Battle Standard, which can a Magical Command.
- Can carry 0 – 2 Magic Items.

Mounts

- Can ride a War Horse at +30 points.

Special Abilities

None

Brigand Bosses

Blurb...

	M	A	CR	D	Save	LP	S
Command Champion	7	2 +2Sp	5	1	②	3	2 +3 Bravery or Cowardly
War House	14	1	3	1	-	+1	-

House Loyalties: Gorren & Vilemaul

25 points

Shapes: 1 ▼

Weapons & Armour: Short Sword.

Additional Options & Extras

- Can take a Long Bow at +3 points or Crossbow at 8 points.
- Can take a Spear at +6 points, Lance at +9 points, Halberd at +7 points, and Great Blade at +12 points, Great Hammer at +12 points or Additional Blade Hand Weapon at +10 points.
- Can take Light Armour (+① Toughness) at 9 points or Heavy Armour (+② Toughness) at 15 points.
- If mounted on a War House, can take Barding (+① Toughness) at +15 points.
- Can carry 0 – 3 Magic Items.

Mounts

- Can ride a War Horse at +30 points.

Special Abilities

Skirmishers & Level 2 Poison Weapons

Stride Hard and Deep!

In the first round of all combats (only), Brigand Bosses gain +1 Attack and reroll all rolls to hit in combat, but will suffer +1D3 Endurance counters.

Skirmisher

+3 Bravery

It's time to go...

If a Brigand Boss is down to just one LP, their +3 Bravery will turn in to +3 Cowardly instead.

If the Boss is learning a unit and boss only has 1 would left, the entire unit will suffer +3 Cowardly.

Looting

Brigand Bosses will always suffer -1D6 to their pursuing move.

Masterpieces

Blurb...

	M	A	CR	D	Save	LP	S
Masterpiece	9	3 +1 Additional Weapon	6	-1 D1	22	4	6 Unbreakable

House Loyalties: Maboro

80 points

Shapes: 0.25◆

Weapons & Armour: lethal attachments (2 Hand Weapons)

Additional Options & Extras

- Can exchange Addition Hand Weapons and graft on a Great Blades at 15 points per model.
- Each model can exchange Addition Hand Weapons and graft on a Great Hammers at 15 points per model.
- Can exchange Addition Hand Weapons and graft on a War Nets and Spikes at 3 points per model.
- Can exchange their Additional Blade or for Warnet at 15 points.
- Can carry 0 – 2 Magic Items.

Special Abilities

Fight to the Death!

A unit of Play Things suffer from both Hatred and Frenzy and will keep those bonus even when they are exhausted.

However, they will suffer the lost of D2 LPs everytime they suffer an endurance counter after they have become exhausted instead of slowing down in combat.

Unbreakable

Dead Inside...

A Masterpiece's soldering value cannot be used to improve a unit or group's soldiering value.

Furthermore, a Masterpiece cannot be selected to be the Army's General.

Personal Pets

A Masterpiece must be assigned to a Maboro Vampire Count or Lord. Therefore, there can never be more Masterpieces than there are Maboro

Vampire Counts or Lords on the battlefield.

If a Masterpiece's Master is killed, as soon as they are able to do so, they must move at full pace, dashing if necessary to what

ever killed their former master. In combat, they will only attack that foe and will suffer from **'Hatred'** and go into **'Frenzy'** until that enemy is dead.

Master Assassin

Blurb...

	M	A	CR	D	Save	LP	S
Master Assassin	8	3	7	1	②②	2	6

House Loyalties: Auterex, Maboro & Vilemaul

160 points

Shapes: 1 ▼

Weapons & Armour: Short Sword.

Additional Options & Extras

- Can take a Crossbow at +10 points.
- Can take Level 2 Poison weapons: Great Blade at +15 points, Great Hammer at +15 points or Additional Blade Hand Weapon at +15 points.
- Can take Light Armour (+① Toughness).
- Can carry 0 – 3 Magic Items.

Special Abilities

Level 2 Poison Weapons, Scouting & Cannot Wear Heavy Armour

Master Marksman

Blurb...

	M	A	CR	D	Save	LP	S
Master Marksman	7	1	4	1	②	2	4
War House	14	1	3	1	-	+1	-

House Loyalties: Fray & Auterex

45 points

Shapes: 1 ▼

Weapons & Armour: Short Sword.

Additional Options & Extras

- Can take a Bow at +5 points, Longbow at 10 or Crossbow at 15pts
- Can take a Spear at +6 points or an Additional Blade Hand Weapon at +10 points.
- Can take Light Armour (+① Toughness) at 9 points or Heavy Armour (+② Toughness) at 15 points.
- If mounted on a War House, can take Barding (+① Toughness) at +15 points.
- Can take a Shield at +8 points or Pavise Shields (+② vs shooting) at 15 points.
- Can carry a Battle Standard, which can a Magical Command.
- Can carry 0 – 2 Magic Items.

Mounts

- Can ride a War Horse at +30 points.

Special Abilities

Pavise Shields

+② vs shooting. No bonus when in combat.

Master Marksman

A Master Marksman can shoot twice and add +1 on to their shooting roll.

Furthermore, the Master Marksman may target characters in or near a friendly group of models. However, the Marksmen will suffer -1 to hit those special targets, which other normal shooters cannot

target. This makes the Marksman standard roll to hit a score of a 6 when they are targeting a character near or in a field group of models..

The Marksmen can even target characters in a mixed combat and do not have to divide up their shoots.

Level 2 Poison Bolts (Auterex only)

A Master Marksman from House Auterex
can poison their arrows or bolts with level
2 poison at 35pts.

The Wild Clan Chieftain of Red Forests (Werewolf Hero)

Blurb...

	M	A	CR	D	Save	LP	S
Werewolf Clan Chieftain	10	4 +1 Frenzy	5	-③ -③ D1-3	③③①	4	5

House Loyalties: Gorren

150 points

Shapes: 1▼

Unit size: 3 - 10

Weapons & Armour: Razor Sharp Teeth & Blood Dripping Claws.

Additional Options & Extras

- Can carry 0 – 1 Magic Items, none of which can be a Magical Weapon.

Special Abilities

Frenzy, +1 Fear, Regeneration & Loose Moving

Wight

Blurb...

Will Pts 4	M	A	CR	D	Save	LP	S
White	7	2	5	1	21	3	3
Whisper	14	1	3	1	-	+1	-

House Loyalties: Luking & Vilemaul

70 points

Shapes: 1▼

Weapons & Armour: Short Sword.

Additional Options & Extras

- Can take a Long Bow at +3 points.
- Can take a Spear at +6 points, Lance at +9 points, Halberd at +7 points, and Great Blade at +12 points, Great Hammer at +12 points or Additional Blade Hand Weapon at +10 points.
- Can take Light Armour (+1 Toughness) at 9 points or Heavy Armour (+2 Toughness) at 15 points.
- If mounted on a War House, can take Barding (+1 Toughness) at +15 points.
- Can take a Shield at +8 points.
- Can carry a Battle Standard, which can a Magical Command.
- Can carry 0 – 2 Magic Items.

Mounts

- Can ride a Whisper at +30 points.

Special Abilities

Undead

Court Wizards

Blurb...

	M	A	CR	D	Save	LP	S
Maboro Vampire Count	7	1	3	1	② ③	3	3
War House	14	1	3	1	-	-	-

House Loyalties: Fray, Gorren, Auterex & Auterex

50 points

Shapes: 1 ▼

Weapons & Armour: Staff.

Additional Options & Extras

- If mounted on a Whisper, can take Barding (+① Toughness) at +40 points.
- Upgrade to a Master Wizard for 50 points and a 0.5 ▼
- Can carry 0 – 4 Magic Items.

Mounts

- Can ride a Whisper at +20 points.

Special Abilities

Wizards

A Court Wizard and Master Court Wizards can use any many Discipline of Magic they wish, apart from Necromancy magic.

Master Necromancer

Blurb...

	M	A	CR	D	Save	LP	S
Maboro Vampire Count	5	1	2	1	① ③	2	4
Wispier	14	1	3	1	-	-	-

House Loyalties: Luking & Vilemaul

85 points

Shapes: 1 ▼

Weapons & Armour: Staff.

Additional Options & Extras

- If mounted on a Whisper, can take Barding (+① Toughness) at +40 points.
- Can carry 0 – 4 Magic Items.

Mounts

- Can ride a Whisper at +20 points.

Special Abilities

Vampires (See page **)

Lesser Necromancer

Blurb...

	M	A	CR	D	Save	LP	S
Maboro Vampire Count	6	1	3	1	② ②	2	3
Wispiers	14	1	3	1	-	-	-

House Loyalties: Luking & Vilemaul

40 points

Shapes: 1 ▼

Weapons & Armour: Staff.

Additional Options & Extras

- If mounted on a Whisper, can take Barding (+① Toughness) at +40 points.
- Can carry 0 – 3 Magic Items.

Mounts

- Can ride a Whisper at +20 points.

Special Abilities

Necromancers

Only Necromancers can use spells from the Necromancer Discipline of Magic.

They cannot use any other discipline of magic.

Village Idiot (Halfwit)

Blurb...

	M	A	CR	D	Save	LP	S
Idiot	7	1	2	1	②	1	2
War House	14	1	3	1	-	+1	-

House Loyalties: Fray, Gorren, Auterex & Auterex

3 points

Shapes: 11★

Weapons & Armour: Short Sword.

Additional Options & Extras

- Can take a Long Bow at +3 points.
- Can take a Spear at +3 points, Lance at +5 points, Halberd at +4 points, and Great Blade at +6 points, Great Hammer at +6 points or Additional Blade Hand Weapon at +5 points.
- Can take Light Armour (+① Toughness) at 7 points or Heavy Armour (+② Toughness) at 12 points.
- If mounted on a War House, can take Barding (+① Toughness) at +12 points.
- Can take a Shield at +3 points.
- Can carry a Battle Standard, which can a Magical Command.
- Can carry 0 – 2 Magic Items.

Mounts

- Can ride a War Horse at +30 points.

Special Abilities

None

Mistcast (Halfwit)

Blurb...

Will Pts 1	M	A	CR	D	Save	LP	S
Idiot	7	1	2	1	②①	1	2
Whisper	14	1	3	1	-	+1	-

House Loyalties: Luking & Vilemaul

5 points

Shapes: 11★

Weapons & Armour: Short Sword.

Additional Options & Extras

- Can take a Long Bow at +3 points.
- Can take a Spear at +3 points, Lance at +5 points, Halberd at +4 points, and Great Blade at +6 points, Great Hammer at +6 points or Additional Blade Hand Weapon at +5 points.
- Can take Light Armour (+① Toughness) at 7 points or Heavy Armour (+② Toughness) at 12 points.
- If mounted on a War House, can take Barding (+① Toughness) at +12 points.
- Can take a Shield at +3 points.
- Can carry a Battle Standard, which can a Magical Command.
- Can carry 0 – 2 Magic Items.

Mounts

- Can ride a War Horse at +30 points.

Special Abilities

Undead & Halfwit

The Servants of the Dead

(Units Pieces)

Militiamen

Blurb...

	M	A	CR	D	Save	LP	S
Militiamen	4 +D3 Movement	1	3	1	②	1	2

House Loyalties: Fray, Gorren, Auterex, Maboro & Vilemaul

3 points

Shapes: 1■ (Fray +0.5◆)

Unit size: 15 - 50

Weapons & Armour: Clubs & Spears.

Additional Options & Extras

- Each model can exchange Spear for a Polearm (Halberd) at no cost points.
- Each model can exchange Spear for an Additional Blade or Club at no cost points.
- Each model wear Light Armour (+① Toughness) at +1 point per model.
- Each model can carry a Shield at +0.5 points.
- One model can be upgraded become Command Piece at +10 points

Special Abilities

Mob & Expendable

The Broken Toys

Blurb...

	M	A	CR	D	Save	LP	S
Broken Toys	4 +D3 Movement	1 +1 Frenzy	2 +1 to hit	1	2 1	1	1 Unbreakable

House Loyalties: Maboro

5 points

Shapes: 0.5◆

Unit size: 10 - 30

Weapons & Armour: Hand Weapons.

Special Abilities

Expendable

Fight to the Death!

A unit of Broken Toys suffer from both Hatred and Frenzy and will keep those bonus even when they are exhausted.

However, they will suffer the lost of D3 LPs everytime they suffer an endurance

counter after they have become exhausted instead of slowing down in combat.

Unbreakable

Mob

Men at Arms

Blurb...

	M	A	CR	D	Save	LP	S
Men at Arms	7	1	4	-1 D1	3	1	3

House Loyalties: Fray, Gorren, Auterex, Maboro & Vilemaul

6 points

Shapes: 1■

Unit size: 10 - 40

Weapons & Armour: Light Armour, Hand Weapons, Shield & Spears.

Additional Options & Extras

- Each model can exchange their Spears for a Polearm (Halberd) at no cost in points.
- Each model can exchange their Spears for Flails at 1 point per model.
- Each model can exchange Spear for an Additional Blade or Club at no cost in points.
- One model can be upgraded become Command Piece at +14 points.
- One Men at Arms unit may take a Magical Command item

Special Abilities

None & Unit Wedges (Fray Only)

The Playthings

Blurb...

	M	A	CR	D	Save	LP	S
Playthings	8	1	4	-1 D1	31	1	4 Unbreakable

House Loyalties: Auterex

15 points

Shapes: 1 ♦

Unit size: 10 - 40

Weapons & Armour: Light Armour, Hand Weapons, Shield & Spears.

Additional Options & Extras

- Each model can exchange their Spears for a Polearm (Halberd) at no cost in points.
- Each model can exchange their Spears for Flails at 1 point per model.
- Each model can exchange Spear for an Additional Blade or Club at no cost in points.
- One model can be upgraded become Command Piece at +18 points.
- One Plaything unit may take a Magical Command item

Special Abilities

Fight to the Death!

A unit of Playthings suffer from both Hatred and Frenzy and will keep those bonus even when they are exhausted.

However, they will suffer the lost of D3 LPs everytime they suffer an endurance

counter after they have become exhausted instead of slowing down in combat.

Unbreakable

The Door Knockers

Blurb...

	M	A	CR	D	Save	LP	S
Door Knockers	7	1	4 +1 to hit	-1 D1	3	1	4 +1 Bravery

House Loyalties: Auterex

10 points

Shapes: 1♦ & 1★

Unit size: 10 - 25

Weapons & Armour: Hand Weapons, Shields, Light Armour & Great Hammers (Door Knocks)

Additional Options & Extras

- Each model can upgrade their Armor to Heavy Armour (+1) at 2 points per model.
- One model can be upgraded become Command Piece at +14 points.
- One Play Think unit may take a Magical Command item

Special Abilities

Knock, Knock is Soonso There?

Unbreakable

All friendly living pieces within 6 inches of a Door Knocking unit gain +1 to hit in combat, +1 whilst shooting and +1 Bravery.

House Guards

Blurb...

	M	A	CR	D	Save	LP	S
House Guards	8 -1 for Movement	1	5	1	4	1	5

House Loyalties: Fray, Gorren, Auterex, Maboro & Vilemaul

14 points

Shapes: 1♦ & 1★

Unit size: 10 - 30

Weapons & Armour: Shields, Heavy Armour, Swords & Greatswords.

Additional Options & Extras

- Each model can exchange Greatswords for a Polearms (Halberds) at no cost in points.
- Each model can exchange Greatswords for a Great Hammers at no cost in points.
- One model can be upgraded become Command Piece at +20 points.
- A House Guard unit can take a Magical Command item.

Special Abilities

None

The High Art

Blurb...

	M	A	CR	D	Save	LP	S
	8	2					
Play Thinks	-1 Movement Heavy Armour	+1 Additional Hand Weapons	5	-1 D1	41	1	5 Unbreakable

House Loyalties: Maboro

17 points

Shapes: 1◆ & 1★

Unit size: 5 - 20

Weapons & Armour: Heavy Armour & Hand Weapons

Additional Options & Extras

- Each model can exchange Addition Hand Weapons and graft on a Great Blades at 3 points per model.
- Each model can exchange Addition Hand Weapons and graft on a Great Hammers at 3 points per model.
- Each model can exchange Addition Hand Weapons and graft on a War Nets and Spikes at 3 points per model.
- Each model can exchange their Spears for Great Hammers at 3 points per model.
- Each model can exchange Spear for an Additional Blade or Club at no cost in points.
- One model can be upgraded become Command Piece at +20 points.
- One High Art unit may take a Magical Command item

Special Abilities

Fight to the Death!

A unit of Play Things suffer from both Hatred and Frenzy and will keep those bonus even when they are exhausted.

However, they will suffer the lost of D2 LPs everytime they suffer an endurance

counter after they have become exhausted instead of slowing down in combat.

Unbreakable

Common Huntsman

Blurb...

	M	A	CR	D	Save	LP	S
Hunts Men	7	1	3	1	2	1	2

House Loyalties: Fray

5 points

Shapes: 0.5◆

Unit size: 5 - 15

Weapons & Armour: Knives & Show Bows.

Additional Options & Extras

- Each model can carry Warnets at +1 point per model.
- Each model wear Light Armour (+1 Toughness) at +1 point per model.

Special Abilities

Skirmishers

Gorren Hunts Men

Blurb...

	M	A	CR	D	Save	LP	S
Hunts Men	8	1	3	1	②	1	3 +1 Bravery

House Loyalties: Gorren

7 points

Shapes: 0.5◆

Unit size: 5 - 15

Weapons & Armour: Knives & Show Bows.

Additional Options & Extras

- Each model can carry Warnets at +1 point per model.
- Each model can poison their bows with level 2 poison at +1 point per model.
- Each model wear Light Armour (+① Toughness) at +1 point per model.

Special Abilities

Skirmishers, Level 2 Poison & +1 Bravery

Brigands

Blurb...

	M	A	CR	D	Save	LP	S
Brigands	7	1 +2Sp	4	1	3	1	1 +3 Bravery or Cowardly

House Loyalties: Gorren & Vilemaul

4 points

Shapes: 0.5■ & 0.5◆

Unit size: 3 - 12

Weapons & Armour: Two Hand Weapons, Warnets, Throwing Knives, Crossbows & Light Armour.

Additional Options & Extras

- One Gringands unit can take a Magical Command item.

Special Abilities

Skirmishers & Level 2 Poison Weapons

Stride Hard and Deep!

In the first round of all combats (only), Brigands gain +1 Attack and reroll all rolls to hit in combat, but will suffer +1D3 Endurance counters.

Skirmishers

+3 Bravery

It's time to go...

If a Brigand piece loses over 50% of their models, their +3 Bravery will turn in to +3 Cowardly instead.

Looting

Brigands will always suffer -1D6 to their pursuing move.

Trappers

Blurb...

	M	A	CR	D	Save	LP	S
Trappers	8	1	4	1	3	1	3 +2 Bravery

House Loyalties: Gorren

10 points

Shapes: 1 ♦

Unit size: 3 - 10

Weapons & Armour: Knives, Warnets & Bows with Level 3 Poison.

Additional Options & Extras

- A Beast Master unit can take a Magical Command item.

Special Abilities

Skirmishers, Level 3 Poison & +2 Bravery

Gutter Assassins

Blurb...

	M	A	CR	D	Save	LP	S
Cutter Assassins	8	2 +1 Attack Additional Weapon	5	1	3①	1	5

House Loyalties: Auterex, Maboro & Vilemail

12 points

Shapes: 0.5◆

Unit size: 3 - 9

Weapons & Armour: Two Poisoned Daggers, Poison Crossbows & Light Armour.

Additional Options & Extras

- Each model can carry Warnets at +1 point per model.

Special Abilities

Scouting, Skirmishers & Level 2 Poison

Bowmen

Blurb...

	M	A	CR	D	Save	LP	S
Bowmen	7	1	3	1	2	1	3

House Loyalties: Fray, Auterex, Maboro & Vilemaul

6 points

Shapes: 0.5◆

Unit size: 10 - 30

Weapons & Armour: Knives & Bows.

Additional Options & Extras

- Can wear Light Armour (+1) at 1 point per model.
- Each model can exchange Bows for a Long Bows (Fray only) at 2 points per model.

Special Abilities

None

Crossbowmen

Blurb...

	M	A	CR	D	Save	LP	S
House Guards	7	1	3	1	2	1	3

House Loyalties: Fray

7 points

Shapes: 0.75◆

Unit size: 5 - 20

Weapons & Armour: Side Arm & Crossbow.

Additional Options & Extras

- Can wear Light Armour (+1) at can at 1 point per models

Special Abilities

None

Marksmen of House Auterex

Blurb...

	M	A	CR	D	Save	LP	S
House Guards	7	1	3	1	②	1	3

House Loyalties: Auterex

14 points

Shapes: 1 ♦ & 1 ★

Unit size: 3 - 10

Weapons & Armour: Side Arm, Light Armour & 2 Level Poison Crossbows.

Additional Options & Extras

- Can wear Light Armour (+①) at can at 2 point per models

Special Abilities

Pavise Shields

+② vs shooting. No bonus when in combat.

Marksmen

The Marksmen may target characters in or near a friendly group of models. However, the Marksmen will suffer -1 to hit those special targets, which other normal

shooters cannot target. This makes the Marksman standard roll to hit a score of a 6 when they are targeting a character near or in a field group of models..

The Marksmen can even target characters in a mixed combat and do not have to divide up their shoots.

Level 2 Poison Bolts

Light Cavalry

Blurb...

	M	A	CR	D	Save	LP	S
House Guards	-	1	3	1	②	1	3
War Horse	14	1	3	1	-	+1	-

House Loyalties: Fray, Garren Auterex, Maboro & Vilemaul

10 points

Shapes: 0.5◆

Unit size: 5 - 13

Weapons & Armour: Knives & Spears.

Additional Options & Extras

- House Garror Light Cavalry can be armed with Warnets at +2 points per model.
- Can carry Shields at +1 point per model.
- Each model can carry Short Bow at +1 point per model and House Gorren can poison their Short Bows with level 2 poison for an extra +1 point.

Special Abilities

Skirmishers

Cavalry

Blurb...

	M	A	CR	D	Save	LP	S
House Guards	-	1	4	1	③	1	4
War Horse	14	1	3	1	-	+1	-

House Loyalties: Fray, Auterex, Maboro & Vilemaul

14 points

Shapes: 0.5◆

Unit size: 5 - 20

Weapons & Armour: Swords, Shields Light Armour & Lances.

Additional Options & Extras

- House Fray Cavalry can wear Horse Barding (+① Armour) at +3 per model.
- One model can be upgraded become Command Piece at +20 points.
- One Men at Cavalry unit may take a Magical Command item.

Special Abilities

None

Mounted Brigands

Blurb...

	M	A	CR	D	Save	LP	S
Bringands	-	1 +1Sp	4	1	③	1	1 +3 Bravery or Cowardly
War Horse	14	1	3	1	-	+1	-

House Loyalties: Gorren & Vilemail

10 points

Shapes: 0.5◆

Unit size: 5 - 10

Weapons & Armour: Swords, Spears, Crossbows, Throwing Knives, Warnets, Shields & Light Armour.

Additional Options & Extras

- One Mounted Gringands unit can take a Magical Command item.

Special Abilities

Skirmishers & Level 2 Poison Weapons

Stride Hard and Deep!

In the first round of all combats (only), Mounted Brigands gain +1 Attack and reroll all rolls to hit in combat, but will suffer +1D3 Endurance counters.

Skirmishers

+3 Bravery

It's time to go...

If a Mounted Brigand piece loses over 50% of their models, their +3 Bravery will turn in to +3 Cowardly instead.

Looting

Mounted Brigands will always suffer -1D6 to their pursuing move.

Mounted House Guard

Blurb...

	M	A	CR	D	Save	LP	S
Mount House Guards	-	2	5	1	④	1	5
War Horse	14	1	3	1	-	+1	-

House Loyalties: Fray, Auterex & Vilemaul

20 points

Shapes: 1◆ & 1★

Unit size: 5 - 15

Weapons & Armour: Swords, Shields, Heavy Armour & Lances.

Additional Options & Extras

- House Fray Cavalry can wear Horse Barding (+① Armour) at +5 per model.
- One model can be upgraded become Command Piece at +25 points.
- A Horse Master unit can take a Magical Command item.

Special Abilities

None

Skeltons

Blurb...

Will Pts 1	M	A	CR	D	Save	LP	S
Militiamen	7	1	3	1	21	1	2

House Loyalties: Luking & Vilemaul

5 points

Shapes: 1■

Unit size: 20 - 50

Weapons & Armour: Hand Weapon (Clubs, Knives & Mallets).

Additional Options & Extras

- Each model can be armed with Spears at 1 point per model.
- Each model can be armed with Polearms (Halberds) at 0.5 per model point.
- Each model can carry an Additional Blade Hand Weapon at 1 point per model.
- Each model wear Light Armour (+1 Toughness) at +1 point per model.
- Each model can carry a Shield at +0.5 points.
- One model can be upgraded become Command Piece at +15 points

Special Abilities

Skeletons

Sacred Bones

Blurb...

Will Pts 2	M	A	CR	D	Save	LP	S
Militiamen	7	1	4	1	31	1	3

House Loyalties: Luking & Vilemaul

8 points

Shapes: 1■ & 0.5◆

Unit size: 15 - 40

Weapons & Armour: Light Amours, Shields & Hand Weapons (Clubs, Knives & Mallets).

Additional Options & Extras

- Each model can be armed with Spears at 1 point per model.
- Each model can be armed with Flails at 1 point per model.
- Each model can be armed with Polearms (Halberds) at 0.5 per model point.
- Each model can carry an Additional Blade Hand Weapon at 1 point per model.
- One model can be upgraded become Command Piece at +18 points

Special Abilities

Skeletons

Wight Warriors

Blurb...

Will Pts 4	M	A	CR	D	Save	LP	S
	8						
Wight Warriors	-1 Movement Heavy Armor	2	4	1	41	1	4

House Loyalties: Luking & Vilemaul

18 points

Shapes: 1 ♦

Unit size: 15 - 30

Weapons & Armour: Heavy Armour, Shields & Hand Weapons (Clubs, Knives & Mallets).

Additional Options & Extras

- Each model can be armed with Flails at 3 point per model.
- Each model can be armed with Halberds at 1 point per model point.
- Each model can be armed with Great Swords at 3 points per model points.
- Each model can be armed with Great Hammer at 3 points per model points
- Each model can carry an Additional Blade Hand Weapon at 3 point per model.
- One model can be upgraded become Command Piece at +20 points

Special Abilities

Skeletons

Blood Skulls

Blurb...

Will Pts 4	M	A	CR	D	Save	LP	S
Blood Skull	8	2	5	1	31	2	4

House Loyalties: Vilemaul

30 points

Shapes: 1 ♦

Unit size: 3 - 10

Weapons & Armour: Heavy Armour, Shields & Hand Weapons (Clubs, Knives & Mallets).

Additional Options & Extras

- Each model can upgrade their armour to Heavy Armour (+**1**).
- Each model can be armed with Flails at 3 point per model.
- Each model can be armed with Great Swords at 5 points per model points.
- Each model can be armed with Great Hammer at 5 points per model points
- Each model can carry an Additional Blade Hand Weapon at 5 point per model.

Special Abilities

Skeletons

Skeleton Riders

Blurb...

Will Pts 3	M	A	CR	D	Save	LP	S
Skeletons Riders	-	1	3	1	21	1	2
Wisper	14	1	3	1	-	+1	-

House Loyalties: Luking & Vilemaul

15 points

Shapes: 0.5◆

Unit size: 5 - 13

Weapons & Armour: Knives & Spears.

Additional Options & Extras

- Can carry Shields at +1 point per model.
- Each model can carry Short Bow at +1 point per model.

Special Abilities

Skeleton & Skirmishers

Skeleton Cavalry

Blurb...

Will Pts 3	M	A	CR	D	Save	LP	S
Skeletons Riders	-	1	4	1	2 ¹	1	2
Wisper	14	1	3	1	-	+1	-

House Loyalties: Luking & Vilemaul

18 points

Shapes: 1■ & 0.5◆

Unit size: 5 - 20

Weapons & Armour: Swords, Shields Light Armour & Lances.

Additional Options & Extras

- Can wear Heavy Armour (+¹ Armour) at +3 per model.
- House Fray Cavalry can wear Horse Barding (+¹ Armour) at +3 per model.
- One model can be upgraded become Command Piece at +20 points.
- One Men at Cavalry unit may take a Magical Command item.

Special Abilities

Skeleton & Skirmishers

White Cavalry

Blurb...

Will Pts 5	M	A	CR	D	Save	LP	S
Skeletons Riders	-	2	5	1	4 ¹	1	4
Wisper	15 -1 Movement Heavy Armour	1	3	1	-	+1	-

House Loyalties: Luking & Vilemaul

25 points

Shapes: 1 ♦

Unit size: 5 - 20

Weapons & Armour: Swords, Shields Light Armour & Lances.

Additional Options & Extras

- House Luking Cavalry can wear Horse Barding (+¹ Armour) at +3 per model.
- One model can be upgraded become Command Piece at +20 points.
- One Men at Cavalry unit may take a Magical Command item.

Special Abilities

Skeleton & Skirmishers

Skelton Bowmen

Blurb...

Will Pts 2	M	A	CR	D	Save	LP	S
Skelton Bowmen	7	1	3	1	21	1	3

House Loyalties: Luking & Vilemaul.

8 points

Shapes: 0.5◆

Unit size: 10 - 30

Weapons & Armour: Knives & Bows.

Additional Options & Extras

- Can wear Light Armour (+1) at 1 point per model.
- Each model can exchange Bows for a Long Bows (Vilemaul only) at 2 points per model.

Special Abilities

None

Spirit Warriors

Blurb...

Will Pts 4	M	A	CR	D	Save	LP	S
Spirit Warriors	7	1	4	1	4	1	3

House Loyalties: Luking

12 points

Shapes: 1♦ & 1☆ (Ghost gaming piece per army)

Unit size: 15 - 25

Weapons & Armour: Light Armour, Clubs, Shield & Spears.

Additional Options & Extras

- Each model can exchange their Spears for a Polearm (Halberd) at no cost in points.
- Each model can exchange their Spears for Flails at 1 point per model.
- Each model can exchange Spear for an Additional Blade or Club at no cost in points.
- One model can be upgraded become Command Piece at +22 points.
- One Spirit Warriors unit can take a Magical Command item

Special Abilities

Spirits & Ethereal Attacks

Spirit Bowmen

Blurb...

Will Pts 4	M	A	CR	D	Save	LP	S
Spirit Bowmen	7	1	3	1	4	1	3

House Loyalties: Luking.

16 points

Shapes: 1♦ & 1☆ (Ghost gaming piece per army)

Unit size: 5 - 20

Weapons & Armour: Knives & Bows.

Special Abilities

Spirits & Ethereal Attacks

Spirit Horsemen

Blurb...

Will Pts 6	M	A	CR	D	Save	LP	S
Spirit Horsemen	-	1	4	1	4	1	4
Ghostly Steeds	14	1	3	1	-	+1	-

House Loyalties: Luking.

14 points

Shapes: 1◆ & 1☆ (Ghost gaming piece per army)

Unit size: 5 - 20

Weapons & Armour: Swords, Shields Light Armour & Lances.

Additional Options & Extras

- One model can be upgraded become Command Piece at +20 points.
- One Men at Cavalry unit may take a Magical Command item.

Special Abilities

Spirits & Ethereal Attacks

Fresh Bloods (New Zombies)

Blurb...

	M	A	CR	D	Save	LP	S
	4						
Fresh Bloods	+D3 Mob Movement +D3 Always Dashing	1	2	-① D1	②①	2	0

House Loyalties: Luking

4 points

Shapes: 0.5◆

Unit size: 15 - 25

Weapons & Armour: Gnashing Teeth & Bloody Nails.

Special Abilities

Mobs & Unbreakable

Zombie Disease

For each model the Zombies kill will be resurrected back as a Zombie model.

All Zombies have a special level 1 poison attack. If an enemy piece is in combat with a Zombie piece and affected by their disease/poison they will be resurrected as a Zombie Model. Otherwise, the effect model will immediately die instead. This is because the others in the unit will Immediately kill them and a single model count as an 'it'.

Stacking Attacks

After the first round of combat that a Zombie Piece will gain +1 attack. However, a zombie piece can ever have more attacks then they have ranks in their mob.

Aswaying Dashing

New Bloods always dash into combat.

Furthermore, Zombies never tire. Therefore, after dashing, New Bloods will never gain an endurance counter.

Leather Backs (Old Zombies)

Blurb...

	M	A	CR	D	Save	LP	S
Leather Backs	3 +D3 Movement	1	2	-1 D1-2	32	3	0

House Loyalties: Luking

4 points

Shapes: 0.5◆

Unit size: 15 - 25

Weapons & Armour: Gnashing Teeth & Bloody Nails.

Special Abilities

Mobs, Unbreakable & +1 Fear

Zombie Disease

For each model the Zombies kill will be resurrected back as a Zombie model.

All Zombies have a special level 1 poison attack. If an enemy piece is in combat with a Zombie piece and affected by their disease/poison they will be resurrected as a Zombie Model. Otherwise, the effect model will immediately die instead. This is because the others in the unit will Immediately kill them and a single model count as an 'it'.

Stacking Attacks

After the first round of combat that a Zombie Piece will gain +1 attack. However, a zombie piece can ever have more attacks then they have ranks in their mob.

Never Tire

Zombies never tire. Therefore, after dashing, New Bloods will never gain an endurance counter.

Ghouls or Lost Children of Blood Church

Blurb...

	M	A	CR	D	Save	LP	S
Ghouls	8	4 +2 Feeding Frenzy	3	- ^① D1	②①①	1	2

House Loyalties: Luking & Vielmaul

6 points

Shapes: 0.5◆

Unit size: 3 - 9 (Bases 40x40mm)

Weapons & Armour: Gnashing Teeth & Bloody Nails.

Special Abilities

Loose Moving, Feeding Frenzy (+2 Attacks) & +1 Fear

The Wild Clans of Red Forests (Werewolves)

Blurb...

	M	A	CR	D	Save	LP	S
Were	9	3 +1 Frenzy	4	-2 -2 D1-2	321	3	4

House Loyalties: Gorren

80 points

Shapes: 1◆

Unit size: 3 - 10

Weapons & Armour: Razor Sharp Teeth & Blood Dripping Claws.

Special Abilities

Frenzy, +1 Fear, Regeneration & Loose Moving

Beasts and Monsters of Evernight

(Beast Pieces)

Vermin Swarm

Blurb...

	M	A	CR	D	Save	LP	S
Vermin Swarm	9	3	2	-② D1	❶❷	6	2

House Loyalties: Gorren

8 points

Shapes: 0.5◆

Unit size: 3 - 15 (Bases: 40x40mm)

Weapons & Armour: Claws & Fangs.

Special Abilities

Level 1 Poisoned Attacks & Loose Moving

Night Terror Swarms (Giant Bats)

Blurb...

	M	A	CR	D	Save	LP	S
Night Terrors	12	3 +1 Feeding Frenzy	2	-① D1	①①	6	2

House Loyalties: Gorren

10 points

Shapes: 0.5◆

Unit size: 3 - 9 (Bases: 40x40mm)

Weapons & Armour: Claws & Fangs.

Special Abilities

Blood Lost, Flyers & Loose Moving

Dire Wolves

Blurb...

	M	A	CR	D	Save	LP	S
Wolves	16	4 +2 Feeding Frenzy	4	-1 -1 D1	21	1	4

House Loyalties: Gorren

25 points

Shapes: 0.5◆

Unit size: 3 - 9 (Bases: 40x40mm)

Weapons & Armour: Teeth & Claws.

Special Abilities

Loose Moving

Bears

Blurb...

	M	A	CR	D	Save	LP	S
Bear	9	3 +1 Feeding Frenzy	3	-2 D1-2	4	4	2

House Loyalties: Gorren

30 points

Shapes: 0.5◆

Unit size: 3 - 9 (Bases: 40x40mm)

Weapons & Armour: Teeth & Claws.

Special Abilities

+1 Fear, Feeding Frenzy (+1 Attack) & Loose Moving

Wendigo

Blurb...

	M	A	CR	D	Save	LP	S
Vermin Swarm	10	6 +3 Feeding Frenzy	4	-3 -2 D1-3	312	8	5

House Loyalties: Gorren

200 points

Shapes: 1.5◆

Unit size: 1 (Bases: 40x40mm)

Weapons & Armour: Claws, Horns & Fangs.

Special Abilities

+2 Fear & +3 Feeding Frenzy

Mutlicaraflesh

Blurb...

	M	A	CR	D	Save	LP	S
Mutlicaraflesh	5 +D3 Movement	6	3	-2 D1-2	31	10	0

House Loyalties: Luking

200 points

Shapes: 1.5◆

Unit size: 1 (Bases: 60x60mm)

Weapons & Armour: Teeth, Splintered Bone & Nails .

Special Abilities

Unbreakable

Flesh Enhancements

As a Mutlicaraflesh consumes its victims, it adds their biomass to its own to enhance itself.

For every LP the Mutlicaraflesh causes will be added to its own LP.

Furthermore, for every 4 LPs the Mutlicaraflesh causes in combat, the

beast gains +1 attack, +1 movement, does a further -1 to an enemy's toughness and does +1 damage. For every 10 LP caused, the Mutlicaraflesh gains +1 to its save to a maximum of 5 and then the beast will be more Resistant instead.

War Machines

Manned Bolt Thrower

Blurb...

	M	A	CR	D	Save	LP	S
Bolt Thrower & Crew	0	1	3	<u>Combat</u> 1D (Swords) <u>Shooting</u> - 5 & 1-6Dx3 (Bolt)	3	5	3

House Loyalties: Fray, Gorren, Auterex, Maboro & Vilemaul

31 points

Shapes: 0.5◆

Unit size: 1 - 3 Bolt Throwers and its crew contained on 1 base

Weapons & Armour: Clubs, Hammers, Swords and Daggers.

Additional Options & Extras

- Upgrade a Bolt Thrower to give it a Turning Mechanism at 10 points.

Special Abilities

Both Thrower (See Herlanceian Codex for full rules)

Manned Catapult

Blurb...

	M	A	CR	D	Save	LP	S
				<u>Combat</u> 1D (Swords)			
				<u>Stone</u>			
Bolt Thrower & Crew	0	1	3	-⑦ & 1-6Dx3	③	5	3
				<u>Herlanceian Fire</u>			
				Medium Template			
				-② & -②			

House Loyalties: Fray, Auterex, Maboro & Vilemaul

75 points

Shapes: 0.5◆

Unit size: 1

Weapons & Armour: Clubs, Hammers, Swords and Daggers.

Special Abilities

Catapult (See Herlanceian Codex for full rules)

Undead Bolt Thrower

Blurb...

Will Pts 3	M	A	CR	D	Save	LP	S
Bolt Thrower & Skeleton Crew	0	1	3	<u>Combat</u> 1D (Swords) <u>Shooting</u> -5 & 1-6Dx3 (Bolt)	3	5	3

House Loyalties: Luking & Vilemaul

45 points

Shapes: 0.5◆

Unit size: 1 - 3 Bolt Throwers and its crew contained on 1 base

Weapons & Armour: Clubs, Hammers, Swords and Daggers.

Additional Options & Extras

- Upgrade a Undead Bolt Thrower to give it a Turning Mechanism at 10 points.

Special Abilities

Skeletons & Both Thrower (See Herlanceian Codex for full rules)

Undead Catapult

Blurb...

Will Pts 3	M	A	CR	D	Save	LP	S
Bolt Thrower & Skeleton Crew	0	1	3	<u>Combat</u> 1D (Swords) <u>Stone</u> -⑦ & 1-6Dx3 <u>Herlanceian Fire</u> Medium Template -② & -②	③	5	3

House Loyalties: Luking & Vilemaul

100 points

Shapes: 0.5◆

Unit size: 1

Weapons & Armour: Clubs, Hammers, Swords and Daggers.

Special Abilities

Catapult (See Herlanceian Codex for full rules)

Siege War Machines

Quick Stats

Quick Points

Thank Yous