2400 Pts - Vampire Counts

Name	#	Type	M	WS	BS	S	T	W	I	A	Ld	AS	WSv	Mgc	Cost
Master Necromancer (1, 255 pts)															
Master Necromancer	**1**	In	4	3	3	3	4	3	3	1	8			**4**	255
Composition: Lord **General**; Level 4 Wizard; Hand Weapon; Fear; Immune to Psychology; Unbreakable; Undead; Unstable															
Black Periapt	**1**	Allows the bearer to save up to two of his army's unused power or dispel dice at the end of any Magic phase, and then add them to his side's power or dispel dice pool at the start of the next Magic phase.													[55]
Cairn Wraith (1, 60 pts)															
Cairn Wraith	**1**	In	6	3	-	3/5	3	2	2	3	5				60
Composition: Hero Great Weapon; Chill Grasp; Ethereal; Immune to Psychology; Terror; Unbreakable; Undead; Unstable; Always Strikes Last															
Cairn Wraith (1, 60 pts)															
Cairn Wraith	**1**	In	6	3	-	3/5	3	2	2	3	5				60
Composition: Hero Great Weapon; Chill Grasp; Ethereal; Immune to Psychology; Terror; Unbreakable; Undead; Unstable; Always Strikes Last															
Cairn Wraith (1, 60 pts)															
Cairn Wraith	**1**	In	6	3	-	3/5	3	2	2	3	5				60
Composition: Hero Great Weapon; Chill Grasp; Ethereal; Immune to Psychology; Terror; Unbreakable; Undead; Unstable; Always Strikes Last															
Necromancer (1, 100 pts)															
Necromancer	**1**	In	4	3	3	3	3	2	3	1	7			**1**	100
Composition: Hero Level 1 Wizard; Hand Weapon; Fear; Immune to Psychology; Unbreakable; Undead; Unstable															
The Cursed Book	**1**	At the beginning of the bearer's Magic phase, the bearer may choose to sacrifice D3 power dice from the pool. If he does so, roll a D6 on the Cursed Book Chart. Assuming there is a viable target for the indicated spell, that spell is automatically cast at its minimum casting value, requiring no power dice. A dispel attempt can be made as normal. If you don't have the requisite number of dice to sacrifice, then you lose what dice you have and the book has no effect this turn.													[35]
Necromancer (1, 65 pts)															
Necromancer	**1**	In	4	3	3	3	3	2	3	1	7			**1**	65
Composition: Hero Level 1 Wizard; Hand Weapon; Fear; Immune to Psychology; Unbreakable; Undead; Unstable															
Necromancer (1, 65 pts)															
Necromancer	**1**	In	4	3	3	3	3	2	3	1	7			**1**	65
Composition: Hero Level 1 Wizard; Hand Weapon; Fear; Immune to Psychology; Unbreakable; Undead; Unstable															
Vampire (1, 211 pts)															
Vampire	**1**	In	6	6	4	5	4	2	6	4	7	3+	(2+), 6}+	**1**	211
Composition: Hero Level 1 Wizard; Hand Weapon; Heavy Armour; Shield; Fear; Immune to Psychology; Unbreakable; Undead; Unstable; Vampiric															
Sword of Anti-Heroes	**1**	Grants +1 Strength and +1 Attack for every character in base contact with the wielder or his unit.													[30]
Dragonhelm	**1**	Grants a +1 armour save bonus and a 2+ ward save against Flaming Attacks.													[10]
Seed of Rebirth	**1**	Grants Regeneration (6+).													[10]
Regeneration (6+)															
Red Fury	**1**	For each unsaved Wound that the Vampire causes in close combat, it can immediately make a further Attack. These additional Attacks do not benefit from Red Fury. An Attack that automatically kills an enemy counts as having done an amount of Wounds equal to the number of Wounds that model had remaining.													[50]

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Name	#	Type	M	WS	BS	S	T	W	I	A	Ld	AS	WSv	Mgc	Cost
Zombie Horde (47, 151 pts)															
Zombies	**47**	In	4	1	-	3	3	1	1	1	2				151
Composition: Core Musician; Standard Bearer; Always Strikes Last; Fear; Immune to Psychology; The Newly Dead; Unbreakable; Undead; Unstable															
Zombie Horde (32, 106 pts)															
Zombies	**32**	In	4	1	-	3	3	1	1	1	2				106
Composition: Core Musician; Standard Bearer; Always Strikes Last; Fear; Immune to Psychology; The Newly Dead; Unbreakable; Undead; Unstable															
Zombie Horde (32, 106 pts)															
Zombies	**32**	In	4	1	-	3	3	1	1	1	2				106
Composition: Core Musician; Standard Bearer; Always Strikes Last; Fear; Immune to Psychology; The Newly Dead; Unbreakable; Undead; Unstable															
Zombie Horde (20, 70 pts)															
Zombies	**20**	In	4	1	-	3	3	1	1	1	2				70
Composition: Core Musician; Standard Bearer; Always Strikes Last; Fear; Immune to Psychology; The Newly Dead; Unbreakable; Undead; Unstable															
Zombie Horde (20, 65 pts)															
Zombies	**20**	In	4	1	-	3	3	1	1	1	2				65
Composition: Core Standard Bearer; Always Strikes Last; Fear; Immune to Psychology; The Newly Dead; Unbreakable; Undead; Unstable															
Zombie Horde (20, 65 pts)															
Zombies	**20**	In	4	1	-	3	3	1	1	1	2				65
Composition: Core Standard Bearer; Always Strikes Last; Fear; Immune to Psychology; The Newly Dead; Unbreakable; Undead; Unstable															
Zombie Horde (20, 65 pts)															
Zombies	**20**	In	4	1	-	3	3	1	1	1	2				65
Composition: Core Standard Bearer; Always Strikes Last; Fear; Immune to Psychology; The Newly Dead; Unbreakable; Undead; Unstable															
Spirit Host (1, 45 pts)															
Spirit Host	**1**	Sw	6	3	-	3	3	4	1	4	4				45
Composition: Special Ethereal; Fear; Immune to Psychology; Skirmishers; Squish!; Unbreakable; Undead; Unstable															
Spirit Host (1, 45 pts)															
Spirit Host	**1**	Sw	6	3	-	3	3	4	1	4	4				45
Composition: Special Ethereal; Fear; Immune to Psychology; Skirmishers; Squish!; Unbreakable; Undead; Unstable															
Spirit Host (1, 45 pts)															
Spirit Host	**1**	Sw	6	3	-	3	3	4	1	4	4				45
Composition: Special Ethereal; Fear; Immune to Psychology; Skirmishers; Squish!; Unbreakable; Undead; Unstable															
Vargheist (3, 138 pts)															
Vargheists	**3**	MI	6	4	-	5	4	3	4	3/4	7				138
Composition: Special Extra Attack; Fear; Fly; Frenzy; Immune to Psychology; Skirmishers; Stomp; Swiftstride; Unbreakable; Undead; Unstable; Vampiric															
Vargheist (3, 138 pts)															
Vargheists	**3**	MI	6	4	-	5	4	3	4	3/4	7				138
Composition: Special Extra Attack; Fear; Fly; Frenzy; Immune to Psychology; Skirmishers; Stomp; Swiftstride; Unbreakable; Undead; Unstable; Vampiric															

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Name	#	Type	M	WS	BS	S	T	W	I	A	Ld	AS	WSv	Mgc	Cost
Mortis Engine (2, 240 pts)															
Mortis Engine	**1**	Ch				5	5	5			-	5+	4}+		240
	Composition: Rare Blasphemous Tome; Banshee Swarm; Ethereal; Ghostly Howl; Immune to Psychology; Impact Hits (D6); Large Target; Regeneration; Swiftstride; Terror; The Reliquary; Unbreakable; Undead; Unstable														
Corpsemaster	**1**	-	-	3	-	3	-	-	2	1	5		4}+		[0]
	Fear; Immune to Psychology; Regeneration; Unbreakable; Undead; Unstable														
Banshee Swarm	**1**	-	-	3	-	3	-	-	3	3	-				[0]
Spirit Horde	**1**	-	8	3	-	3	-	-	1	2D6	-				[0]
	Random Attacks (2D6); Spectral Steeds														
Mortis Engine (2, 240 pts)															
Mortis Engine	**1**	Ch				5	5	5			-	5+	4}+		240
	Composition: Rare Blasphemous Tome; Banshee Swarm; Ethereal; Ghostly Howl; Immune to Psychology; Impact Hits (D6); Large Target; Regeneration; Swiftstride; Terror; The Reliquary; Unbreakable; Undead; Unstable														
Corpsemaster	**1**	-	-	3	-	3	-	-	2	1	5		4}+		[0]
	Fear; Immune to Psychology; Regeneration; Unbreakable; Undead; Unstable														
Banshee Swarm	**1**	-	-	3	-	3	-	-	3	3	-				[0]
Spirit Horde	**1**	-	8	3	-	3	-	-	1	2D6	-				[0]
	Random Attacks (2D6); Spectral Steeds														
														Total Cost:	**2395**

Option Footnotes	
Options	
Blasphemous Tome	All Wizards within 12" of one or more models with a Blasphemous Tome gain +2 to their casting result when casting spells from the Lore of the Vampires. In addition, should any of those Wizards miscast, he must roll twice on the Miscast Table. The miscasting player's opponent chooses which result applies.
General	**Inspiring Presence**: If not fleeing, friendly units within 12" may use this model's Leadership. **The Generals of Undeath** : The General must be a Wizard. If he is able to choose a spell lore, he must use the Lore of the Vampires. **Slain General**: At the end of the phase in which the General is removed as a casualty, and at the start of every following friendly turn, all friendly Undead units must take a Leadership test. If failed, the unit immediately suffers a number of Wounds equal to the amount by which it failed the Leadership test, with no saves of any kind allowed. However, if at the start of any of your turns following the death of the General there is one or more friendly Wizards on the table who know spells from the Lore of Vampires, no unit in the army needs to take the Leadership test.
Great Weapon	+2 Strength, Always Strikes Last, Requires Two Hands.
Hand Weapon	6+ Parry Save in Close Combat if footed while fighting with a shield vs. models to the front.
Heavy Armour	5+ armour save.
Level 1 Wizard	Can channel Power and Dispel dice. Adds +1 to all attempts to cast and dispel. Knows 1 spell.
Level 4 Wizard	Can channel Power and Dispel dice. Adds +4 to all attempts to cast and dispel. Knows 4 spells.
Musician	+1 to combat resolution in a tie. +1 Leadership when attempting to Rally (may not exceed 10). Allows Swift Reform.
Shield	+1 armour save bonus.
Standard Bearer	+1 to Combat Resolution, Standard can be captured if unit Flees.
Special Rules	
Always Strikes Last	A model with this special rule always strikes last in close combat, regardless of Initiative. If the model's enemy has this rule too, the Attacks are made simultaneously. If a model has both this rule and Always Strikes First, the two cancel out and neither applies.
Banshee Swarm	The Mortis Engine can make a Ghostly Howl attack.
Chill Grasp	A Wraith can substitute all of its Attacks in close combat for a single Chill Grasp Attack. If this Attack hits, it will wound automatically. No armour saves are allowed against the Chill Grasp Attack.
Ethereal	Ethereal creatures treat all terrain as open terrain for the purposes of movement (they may still not finish their movement inside impassable terrain, though). They are also never slowed by any effect what would otherwise reduce their movement or stop them from moving completely. Close combat attacks of Ethereal creatures are magical. Conversely, Ethereal creatures can only be wounded by spells, magical attacks and magic weapons or effects. Non-Ethereal characters are not permitted to join Ethereal units.
Extra Attack	Grants +1 Attack.

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Fear	Enemy units in base contact must take a Leadership test before blows are struck in Close Combat. If failed, their Weapon Skill is reduced to 1 for that round of Combat. Models that cause fear are themselves immune to Fear, and treat Terror-causing models as causing Fear instead.
Fly	Grants Swiftstride. In addition, flying units consisting of more than one model have Skirmishers too. Flyers can make a glide of up to 10" or march as normal, doubling the length of the glide of up to 20". Moreover, flyers can make a flying charge instead of a normal one, adding 10 instead of the Movement value to the roll, but they always flee and pursue on the ground.
Frenzy	Grants Berserk Rage, Extra Attack and Immune to Psychology. Frenzied models cannot parry and cannot choose to restrain pursuit (or overrun) if they beat a foe in close combat. **Berserk Rage** : If, during the Charge sub-phase, a unit that includes one or more Frenzied models could declare a charge, then it must do so unless a Leadership test is passed. If the test is failed, the unit must declare a charge against the nearest viable enemy. **Losing Frenzy** : Models retain their Frenzy until beaten in close combat, at which point this special rules is lost.
Ghostly Howl	A Ghostly Howl is a special attack that can be used against a single enemy unit in the Shooting phase, even if the unit has marched, charged or is engaged in close combat. This attack has a range of 8" and needs line of sight to its target. If the unit is engaged in combat, her Ghostly Howl can only target an enemy unit in base contact. To resolve a Ghostly Howl, roll 2D6+2. For each point by which the result exceeds the target unit's Leadership, the target unit suffers 1 Wound with no armour saves allowed. Wounds from a Ghostly Howl are magical attacks and are distributed as if from shooting.
Immune to Psychology	Automatically passes Fear, Terror or Panic tests. Cannot Flee! if charged.
Impact Hits (D6)	Impact Hits are resolved at the very beginning of combat, only if this model charged and is in base contact with the enemy. Those hits hit automatically, and roll wo wound using the Strength of the model.
Large Target	Cannot claim cover modifiers for obstacles. Also, this model's *Inspiring Presence* or *Hold your Ground!* ability range is increased to 18".
Random Attacks (2D6)	Must roll before striking blows to determinate the number of attacks the model will make.
Regeneration	4+ Save. Wounds caused by Flaming Attacks cannot be regenerated and the unit loses this rule for the remainder of that phase.
Regeneration (6+)	6+ Save. Wounds caused by Flaming Attacks cannot be regenerated and the unit loses this rule for the remainder of that phase.
Skirmishers	Models with this rule are deployed in a loose formation, may free reform and shoot after having marched. Can never claim rank bonuses, be steadfast or disorder an enemy, but unit gains Stubborn when fighting in forests.
Spectral Steeds	Models mounted on, or drawn by this model gain the Ethereal special rule for the purposes of movement only. They do not suffer the movement penalty for being barded. This rule is lost when a unit joins. Whilst a unit with this special rule is joined by a character without the Spectral Steeds or Ethereal special rules, then it loses this special rule.
Squish!	The unit suffers one extra Wound for every point by which they lose combat, with no saves of any kind allowed. If an Unstable unit contains Unstable characters or Unstable characters riding an Unstable monster, the controlling player first allocates wounds to the unit/monster, then divides any remaining wounds as equally as possible amongst the characters. Non-Unstable characters can't join Unstable units.
Stomp	Deals 1 automatic hit at creature's Strength with the Always Strikes Last special rule. Applies only against Infantry, War Beasts or Swarms in base contact.
Swiftstride	When charging / fleeing / pursuing, units made entirely of models with this rule roll 3D6 and discard the lowest instead of 2D6 for distance.
Terror	Enemy units in base contact must take a Leadership test before blows are struck in Close Combat. If failed, their Weapon Skill is reduced to 1 for that round of Combat. Units charged by a model with Terror, that are allowed to take a charge reaction, must immediately take a panic test. If failed, the unit must make a Flee! charge reaction. Models that cause Terror are themselves immune to both Fear and Terror.
The Newly Dead	Zombie units can be increased beyond their starting size by spells and effects that add models to an existing unit. In addition, when Zombie units are successfully targeted by the *Invocation of Nehek* , they regain an extra D6 Wounds.
The Reliquary	At the start of each of your turns, roll 2D6 and add the current turn number. This is range of the reliquary's dark aura this turn in inches. All enemy units within range immediately take D6 hits, with a Strength equal to the current turn number, distributed as from shooting. Also, place a marker next to all friendly Undead units that were within range of the dark aura at the start of the turn. These units improve their Regeneration saves by one point until the start of their next turn, to a maximum of 4+. If they have no Regeneration save, they are treated as having the Regeneration (6+) special rule instead. Finally, if the 2D6 result was a double, the Mortis Engine takes 1 Wound with no saves of any kind allowed. When the Mortis Engine suffers its last unsaved Wound, every unit within 12 plus the turn number in inches, friend or foe, must take 2D6 hits with a Strength equal to the current turn number.

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Unbreakable	A unit composed entirely of models with this rule is Immune to Psychology and passes Break tests automatically. Non-Unbreakable characters cannot join Unbreakable units.
Undead	Grants Fear, Unbreakable and Unstable. In addition, undeads can never march unless within 12" of the General (or have the Vampiric special rule), and may only choose Hold as a charge reaction.
Unstable	The unit suffers one extra Wound for every point by which they lose combat, with no saves of any kind allowed. If an Unstable unit contains Unstable characters or Unstable characters riding an Unstable monster, the controlling player first allocates wounds to the unit/monster, then divides any remaining wounds as equally as possible amongst the characters. Non-Unstable characters can't join Unstable units.
Vampiric	Vampires never suffer Wounds because of a destroyed General, and unless they have joined a non-Vampiric unit they (and their mounts) can make march moves as normal.

Equipment Special Rules	
Always Strikes Last	A model with this special rule always strikes last in close combat, regardless of Initiative. If the model's enemy has this rule too, the Attacks are made simultaneously. If a model has both this rule and Always Strikes First, the two cancel out and neither applies.

Roster Design Information

Resurrecting Fallen Warriors : Some magic spells and items can resurrect fallen warriors in an Undead unit by restoring a number of Wounds' worth of models to the unit. If the target consists of a single model, then it can never exceed its starting Wounds value. If the target is a unit of more than one model, then Wounds regained in this way follow a strict order. First, the unit champion is resurrected - if there was one - and then the musician. Standard bearers are never resurrected. Finally, any remaining Wounds resurrect rank and file models. In the case of multiple Wound models, all models in the unit must be fully healed before another can be resurrected. Resurrected models are added to the front rank until it reaches at least five models (or three models in the case of monstrous infantry). Additional models can then be added to the front or rear rank. If the unit already has more than one rank, models can only be added to the rear rank.

Raised models may never displace enemy units; if there is not enough room, any excess models are wasted. Similarly, if you do not have enough models of the appropriate type, place as many as you can - the rest are wasted. A unit cannot usually be taken beyond its starting size, though certain powers, spells and special rules may provide exceptions. Unless specifically stated otherwise, spells and magic items that restore lost Wounds cannot heal characters or their mounts. If a character has joined a unit, only the unit will recover lost Wounds.

Validation Report

Edition: 8th Edition; Game Type: Normal Game; Special Rules: Forbid Chaos Dwarfs in WoC, Forbid Regiments of Renown; Army Subtype: Vampire Counts Army; File Version: 2.85

Roster satisfies all enforced validation rules

Roster Statistics

Fortitude: 9
General's Ld: 8
Models: 212
Total Characters: 876
Total Core: 628
Total Magic Items: 190
Total Rare: 480
Total Special: 411
% Characters: 36.6
% Core: 26.2
% Magic Items: 7.9
% Rare: 20
% Special: 17.2

Group	Min	Max	Used
Points of Lords	0	1200	255
Points of Heroes	0	1200	621
Points of Core	600	Unlimited	628
Points of Special	0	1200	411
Points of Rare	0	600	480

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