



0 pts (0.00 %) **450 pts (100.00 %)** 0 pts (0.00 %) 0 pts (0.00 %) 0 pts (0.00 %)
Special Characters Core Swift Death The Suffering
 (0 NoLimit) (40 Max) (20 Least) (30 Max) (20 Max)

Characters

MIDNIGHT ARISTOCRACY - VAMPIRE COUNT #1

Midnight Aristocracy - Vampire Count - Standard - Infantry - 20x20mm

450 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Midnight Aristocracy - Vampire Count	6	7	5	5	5	3	7	5	9	Infantry
Model Rules	Fear • Undead • Awaken (Zombies) • Vampiric (6+)									

Options	If General, must take the The Dead Arise • Paired Weapons
Magic items	Fleshrender

Magics

Magic items

Fleshrender: Type: Great Weapon. Attacks made with this weapon gain Armour Piercing (1).

Model Rules

Awaken (Zombies):

Fear: All enemy units in base contact with one or more models with this special rule suffer a 1 Leadership modifier. Models that are Immune to Psychology or that have Fear themselves are immune to the effects of Fear. At the start of each Combat Round, units in base contact with one or more enemy models with Fear must take a Leadership Test. If this test is failed, the models in the unit have their Weapon Skill reduced to 1 for the remainder of the Combat Round.

Undead: Units with this special rule gain Unstable and Immune to Psychology. Undead units cannot March, unless they start their move within the range of a friendly model's Inspiring Presence. The only Charge Reaction an Undead unit can make is Hold.

Vampiric (6+):

Qr codes of your army

You can print this page to have all your army's units qrcode and cut them to stick them on your units, with them you can directly access to the unit's profil with your phone.

Midnight Aristocracy - Vampire Count #1

