



Any character with the *Faction (Strigoi)* keyword may use this *Command Ability*:

Necrotic Mist



PULSE Command Ability

Until the end of the round, all friendly characters within 6" of this character count as being in Cover.



Vlad Dracula

Keywords

- Faction (*Strigoi*)
- Leader
- Unique
- Vampire

Character Abilities

- Expert Offence (2)
- Expert Protection (2)
- Frenzied

Actions	Life	Command	Size	Ducats	
Movement	Dexterity	Attack	Protection	Mind	
4	5	5	5	5	
Weapon	Range	Evasion	Damage	Penetration	Abilities
Wallachian Halberd	2"	-	+1	-2	Two-handed

Transformation

PULSE Command Ability

Remove this character and place it anywhere on solid ground within 8", at least 3" away from any enemy characters. This ability cannot be used while in base contact with an enemy character.

Connoisseur

Vlad will not drink the blood of just anyone. When attacking a character with the *Hero* keyword, he gains **Vampiric Attack (1)**. When attacking a character with the *Leader* keyword, he gains **Vampiric Attack (3)**.

Master Bloodline

All friendly characters with the *Vampire* keyword in line of sight to this character gain **Bodyguard (Vlad Dracula)** and **Companion (Vlad Dracula)**.



3	13	5	3	30	18
Actions	Life	Will	Command	Size	Duels
Movement	Dexterity	Attack	Protection	Mind	
3	4	2	3	5	
Weapon	Range	Evasion	Damage	Penetration	Abilities
Unarmed	0"	-	-	+1	-

Keywords

- Faction (*Strigoi*)
- Leader
- Discipline (*Runes of Sovereignty*, *Blood Rites*, *Fateweaving*)

Character Abilities

- Mage (3)
- Slippery

Clairvoyancy

AURA Command Ability

Until the end of the round, any friendly characters within 6" may re-roll 1 dice on any of their rolls. Note that this does not include the Destiny dice!

Major Arcana

When picking spells, this character always knows all Cantrips from all Disciplines (even those she doesn't have access to).

Minor Incantata

This character may cast a Cantrip for **OAP** once per character turn. All the standard rules for casting spells apply.



Noble Strigoi

Keywords

- Faction (*Strigoi*)
- Leader
- Vampire

Character Abilities

- Expert Offence (3)
- Frenzied
- Vampiric Attack (2)

Actions	Life	Command	Size	Dueats	
Movement	Dexterity	Attack	Protection	Mind	
5	5	4	4	4	
Weapon	Range	Evasion	Damage	Penetration	Abilities
Fangs	0"	-	-	-	-

Blood Frenzy

AURA Command Ability

Until the end of the round, any friendly characters with the *Vampire* keyword within Line of Sight increase their **Vampiric Attack** by 1 to a maximum of 2.

Bloodline

All friendly characters with the *Vampire* keyword in line of sight to this character gain **Companion** (*Noble Strigoi*).

Sanguine Sabotage

The Noble Strigoi has infiltrated the opponent's gang to take them down from within.

Whenever an enemy character uses a **Command** within 6" of this character, roll a dice.

On a 7+ the **Command** costs an extra **Command Point** if possible.



Stryha Crone

3	12	3	30	22	
Actions	Life	Command	Size	Duels	
Movement	Dexterity	Attack	Protection	Mind	
5	5	4	1	3	
Weapon	Range	Evasion	Damage	Penetration	Abilities
Talons	0"	-	+1	-3	-

Keywords

- Faction (*Strigoi*)
- Leader
- Vampire

Character Abilities

- Concealment (+2)
- Flight
- Frenzied
- Infiltration
- Vampiric Attack (1)

Natural Camouflage

PULSE Command Ability

Pick one friendly character within 6". That character gains **Concealment (+2)** until the end of the game. A character can only be affected by this Command Ability once.

Carrion

Before deployment, choose 3 friendly characters. They gain **Infiltration**.



Wallachian Hlospodar

Keywords

- Faction (*Strigoi*)
- Leader
- Vampire
- Soldier

Character Abilities

- Vampiric Attack (1)
- Universal Shielding (3)
- Frenzied

3	14	3	30	21	
Actions	Life	Command	Size	Ducats	
Movement	Dexterity	Attack	Protection	Mind	
4	5	4	6	4	
Weapon	Range	Evasion	Damage	Penetration	Abilities
Longsword	0"	-	+1	-1	-

Defensive Lines:

PULSE Command Ability

Until the end of the round, all other friendly characters within 3" gain Universal Shielding (2).

Full Plate:

If this character ever enters water, it receives a Stunned counter which is only removed if it ends its turn out of water.

Warlord:

Friendly characters with the Soldier keyword may use this character's MIND instead of their own while they are in Line of Sight of this character.



Ceres

Keywords

- Faction (*Strigoi*)
- Hero
- Unique
- Vampire
- Bride

Character Abilities

- Concealment (+2)
- Frenzied
- Infiltration
- Slippery
- Vampiric Attack (2)

Actions	Life	Command	Size	Duels	
Movement	Dexterity	Attack	Protection	Mind	
5	5	4	2	5	
Weapon	Range	Evasion	Damage	Penetration	Abilities
Fangs	0"	-	-	-	-

Romani Fury

PULSE Command Ability

Every friendly character with the *Bride* keyword gains **Expert Offence (3)** until the end of the round.

Procession of Brides

While building your Gang, if it contains **Vlad Dracula**, this character counts as having the *Henchman* keyword instead of the *Hero* keyword for the purposes of Frequency.



Cibele

Keywords

- Faction (*Strigoi*)
- Hero
- Unique
- Vampire
- Bride
- Discipline (*Runes of Sovereignty*, *Blood Rites*, *Fateweaving*)

Character Abilities

- Expert Sorcerer (1)
- Frenzied
- Mage (2)
- Vampiric Attack (1)

Actions	Life	Command	Size	Duels	
Movement	Dexterity	Attack	Protection	Mind	
5	5	4	2	5	
Weapon	Range	Evasion	Damage	Penetration	Abilities
Fangs	0"	-	-	-	-

African Bewitching

PULSE Command Ability

Every friendly character with the *Bride* keyword gains **Stun** on their weapons until the end of the round.

Procession of Brides

While building your Gang, if it contains **Vlad Dracula**, this character counts as having the *Henchman* keyword instead of the *Hero* keyword for the purposes of Frequency.



Miriam

Keywords

- Faction (*Strigoi*)
- Hero
- Unique
- Vampire
- Bride

Character Abilities

- Frenzied
- Vampiric Attack (1)

2	12	4	30	19
Actions	Life	Command	Size	Ducats
Movement	Dexterity	Attack	Protection	Mind
5	5	4	2	5
Weapon	Range	Evasion	Damage	Penetration
Fangs	0"	-	-	-
				Abilities
				-

Eastern Swiftness

PULSE Command Ability

Every friendly character with the *Bride* keyword gains **1 AP** until the end of the round.

Procession of Brides

While building your Gang, if it contains **Vlad Dracula**, this character counts as having the *Henchman* keyword instead of the *Hero* keyword for the purposes of Frequency.

Sisters of Gélô

This character replenishes **1 Command Point** at the start of each character turn if it has line of sight to any other friendly character with the *Bride* keyword.



Monstrous Stryx

Keywords

- *Faction (Strigoi)*
- *Hero*
- *Vampire*
- *Unique*

Character Abilities

- Bulky
- Flight
- Frenzied
- Mindless
- Slippery
- Vampiric Attack (2)

2
Actions 30
Life

75
Size 40
Ducats

Movement	Dexterity	Attack	Protection	Mind	
6	3	5	2	2	
Weapon	Range	Evasion	Damage	Penetration	Abilities
Monstrous Claws	0"	-	+2	-2	-
Baleful Screech	6"	-2	-	-	Blast, Harmless, Stun

Aerial Aggression

When this character moves into base contact with an enemy character that is either 3" above or 3" below it at the start of the action, that enemy character skips their Protection roll for this character's Attack of Opportunity.

Serpentine

This character is able to move through spaces smaller than its base to a minimum of 2". It must be able to fit where it ends its turn.

Rip and Tear

When this character makes a Combat action with Monstrous Claws against an enemy character with full Life Points, for the rest of this character's activation, it may re-roll any failed dice for Combat actions against that enemy character.



Aquatic Strigoi

Actions	2	Life	12	Size	30	Duels	14
Movement	Dexterity	Attack	Protection	Mind			
4	5	4	1	2			

Weapon	Range	Evasion	Damage	Penetration	Abilities
Webbed Talons	0"	-	-	-1	Aquatic

Keywords

- *Faction (Strigoi)*
- *Hero*
- *Vampire*

Character Abilities

- Fast Swimmer (2)
- Frenzied
- Vampiric Attack (1)
- Water Creature



Cetean Upior

2
Actions 17
Life

50
Size 21
Ducats

Movement	Dexterity	Attack	Protection	Mind	
3	3	5	3	2	
Weapon	Range	Evasion	Damage	Penetration	Abilities
Distended Jaws	0"	+1	-	-3	-

Keywords

- Faction (*Strigoi*)
- Hero
- Vampire

Character Abilities

- Expert Grappler (3)
- Fast Swimmer (2)
- Frenzied
- Vampiric Attack (1)
- Water Creature

Hydrodynamic

This character increases its DEXTERITY to 5 while in water.



Highborn Servant

Keywords

- *Faction (Strigoi)*
- *Hero*

Character Abilities

- Companion (*Vampire*)
- Parry (1)

Actions	Life	Will	Size	Duchs
Movement	Dexterity	Attack	Protection	Mind
4	4	4	3	1
Abilities				
Pistol	8"	+1	-	-1 Black Powder, Reload (2)
Sword	0"	-	+1	-

Bankroll

For every character with this ability in your gang at the start of the round, select a different piece of **Equipment** that you have already used. You may use this piece of Equipment once more this round.



Hulking Moroi

Actions	2	Life	15	Size	40	Duels	14
Movement	Dexterity	Attack	Protection	Mind			
4	4	4	1	1			

Weapon	Range	Evasion	Damage	Penetration	Abilities
Clawed Hands	0"	-	+1	-2	-

Keywords

- *Faction (Strigoi)*
- *Hero*
- *Vampire*

Character Abilities

- Bulky
- First Strike (2)
- Frenzied
- Mindless
- Vampiric Attack (1)



Leech

Actions	2	Life	8	Size	30	Ducats	12
Movement	Dexterity	Attack	Protection	Mind			
5	5	3	1	1			

Weapon	Range	Evasion	Damage	Penetration	Abilities
A Thousand Teeth	0"	-	-	-1	Aquatic

Keywords

- *Faction (Strigoi)*
- *Hero*
- *Vampire*

Character Abilities

- Frenzied
- Primitive
- Vampiric Attack (3)
- Water Creature

Brain Leech

When this character replenishes

Life Points

due to the **Vampiric Attack** ability, the target character lowers any abilities with a number down by 1 until the end of the game, to a minimum of 0.

For example Acrobatic (3) becomes Acrobatic (2).



Moon Eater

Keywords

- Faction (*Strigoi*)
- Hero

Character Abilities

- Berserk
- Brawler (2)
- Fear (-3)
- Mindless

Actions	Life	Will	Size	Duels		
MOVEMENT		DEXTERITY	ATTACK	PROTECTION	MIND	
4	4	5	1	1	1	
Weapon	Range	Evasion	Damage	Penetration	Abilities	
Brutal Claws	0"	-1	-	-3		

Lunar Might

During deployment let your opponent know when the moon will be brightest. Choose either the first 3 rounds, or the remaining rounds.

When the moon is brightest, all characters with this rule increase their **MOVEMENT**, **DEXTERITY**, and **ATTACK** by 1.

Devourer of Will

When this character kills an enemy character, it gains their starting **Will Points**. This is cumulative and can take this character above its starting **Will Points**.



2 12
Actions Life

30 13
Size Duels

Movement	Dexterity	Attack	Protection	Mind	
5	5	4	1	1	
Weapon	Range	Evasion	Damage	Penetration	Abilities
Fangs	0"	-	-	-	-

Keywords

- *Faction (Strigoi)*
- *Hero*
- *Vampire*

Character Abilities

- Aerial Attack
- Frenzied
- Mindless
- Vampiric Attack (2)



Keywords

- Faction (*Strigoi*)
- Hero
- Discipline (*Fateweaving*)

Character Abilities

- Mage (2)
- Slippery

Actions	Life	Will	Command	Size	Duties
Movement	Dexterity	Attack	Protection	Mind	
4	4	4	3	4	
Weapon	Range	Evasion	Damage	Penetration	Abilities
Staff	1"	-	-	-	-

Soothsaying PULSE Command Ability

For every enemy character in line of sight to this character, add a re-roll to your Soothsaying Pool.

Until the end of the round, any friendly character may use these re-rolls on any roll this round - one re-roll per dice.

Premonition

Whenever rolling dice for this character, you may re-roll the **Destiny Dice**.



Spatar

Actions	Life	Command	Size	Duels	
Movement	Dexterity	Attack	Protection	Mind	
4	4	4	5	2	
Weapon	Range	Evasion	Damage	Penetration	Abilities
Flanged Mace	0"	+1	-	-	Knockback
Coustille	0"	-	+1	-1	-

Keywords

- *Faction (Strigoi)*
- *Hero*
- *Vampire*
- *Soldier*

Character Abilities

- Vampiric Attack (1)
- Bodyguard (Leader)
- Parry (1)
- Frenzied



Strige

Actions	2	Life	10	Size	30	Duels	14
Movement	Dexterity	Attack	Protection	Mind			
5	5	4	1	3			

Weapon	Range	Evasion	Damage	Penetration	Abilities
Fangs	0"	-	-	-	-

Keywords

- *Faction (Strigoi)*
- *Hero*
- *Vampire*

Character Abilities

- Flight
- Frenzied
- Hunter
- Vampiric Attack (1)



Strigoi Jude

Keywords

- Faction (*Strigoi*)
- Hero
- Vampire
- Soldier
- Discipline (*Blood Rites*, *Runes of Sovereignty*)

Character Abilities

- Frenzied
- Mage (2)
- Vampiric Attack (1)

2	12	1	30	18
Actions	Life	Command	Size	Ducats
Movement	Dexterity	Attack	Protection	Mind
4	4	3	3	4
Weapon	Range	Evasion	Damage	Penetration
Gavel	0"	-	-	-
Abilities				

Judgement

PULSE Command Ability

Pick an enemy character within 6". That character is Judged until the end of the round. Friendly characters may re-roll their entire **Attack Roll** (all of it - including the Destiny dice) against an enemy Judged character.

When a friendly Mage attempts to Dispel a spell cast by a Judged character, count their **Mage (X)** level as 1 higher.

Cast Sentence

Whenever a character Judged by this character is killed, this character replenishes **3 Life Points** or **1 Command Point**.



Strigoi Priest

Keywords

- *Faction (Strigoi)*
- *Hero*
- *Vampire*

Character Abilities

- Frenzied
- Vampiric Attack (1)

2	12		30	14
Actions		Life		
Movement	Dexterity	Attack	Protection	Mind
4	5	4	3	4
Weapon	Range	Evasion	Damage	Penetration
Fangs	0"	-	-	-
Abilities				

Devil Incarnate

This character may attempt to **Dispel** magic spells as if it has **Mage (2)**.

In addition, enemy characters may not use **Will Points** when in base contact with this character.



Strigoi Slugger

Keywords

- Faction (*Strigoi*)
- Hero
- Vampire
- Soldier

Character Abilities

- Brawler (2)
- Expert Grappler (2)
- Frenzied
- Vampiric Attack (1)

2 Actions **14** Life

40 Size **18** Ducts

Movement	Dexterity	Attack	Protection	Mind	
4	3	4	3	3	
Weapon	Range	Evasion	Damage	Penetration	Abilities
Meathook	0"	-	-	-1	-

Crimson Feast

When this character kills an enemy character with a **Combat** action, make a Basic MIND roll. All other friendly characters within 3" with the *Vampire* keyword replenish **1 Life Point** for each Ace rolled.



Strzyga

Actions	2	Life	15	Size	40	Duels	18
Movement	Dexterity	Attack	Protection	Mind			
5	4	4	2	2			

Weapon	Range	Evasion	Damage	Penetration	Abilities
Monstrous Claws	0"	-	-	-3	-

Keywords

- *Faction (Strigoi)*
- *Hero*
- *Vampire*

Character Abilities

- Expert Offence (2)
- Flight
- Frenzied
- Vampiric Attack (1)



Actions	Life	Will	Size	Duckets		
Movement	Dexterity	Attack	Protection	Mind		
4	4	3	3	5		
Weapon		Range	Evasion	Damage	Penetration	Abilities
Unarmed		0"	-	-	+1	-

Keywords

- *Faction (Strigoi)*
- *Hero*
- *Discipline (Runes of Sovereignty, Fateweaving, Wild Magic)*

Character Abilities

- Expert Sorcerer (1)
- Mage (2)
- Slippery

Minor Arcana

When picking spells for this character, you must also choose 1 additional Cantrip for it to know from a different available Discipline.

Cartomancy

If this character successfully casts a Cantrip, this character or any friendly character within 6" replenishes **1 Will Point**.



Varcolac

	3		14		3		40		17
Actions	Life	Will	Size	Duels					
Movement	Dexterity	Attack	Protection	Mind					
5	5	4	1	1					
Weapon	Range	Evasion	Damage	Penetration	Abilities				
Canine Claws	0"	-	-	-2					

Keywords

- *Faction (Strigoi)*
- *Hero*

Character Abilities

- First Strike (1)
- Mindless

Lunar Might

During deployment let your opponent know when the moon will be brightest. Choose either the first 3 rounds, or the remaining rounds.

When the moon is brightest, all characters with this rule increase their **MOVEMENT**, **DEXTERITY**, and **ATTACK** by 1.



Wallachian Impaler

2	14	40	18		
Actions		Life			
Movement	Dexterity	Attack	Protection		
4	4	4	3		
Mind					
1					
Weapon	Range	Evasion	Damage	Penetration	Abilities
Impaling Stake	2"	-	+2	-1	Two-handed

Keywords

- *Faction (Strigoi)*
- *Hero*
- *Vampire*
- *Soldier*

Character Abilities

- Vampiric Attack (1)
- Expert Offence (2)
- Fear (-1)
- Frenzied

Impaler

Each time an enemy character is killed within 3" of this character, this character increases its **Fear** and **Vampiric Attack** value by 1.



Actions	Life	Size	Ducats		
Movement	Dexterity	Attack	Protection	Mind	
4	4	5	3	1	
Weapon	Range	Evasion	Damage	Penetration	Abilities
Calcified Fists	0"	+1	+1	-	Stun
Fresh Claws	0"	-1	-	-1	-

Keywords

- *Faction (Strigoi)*
- *Hero*
- *Vampire*

Character Abilities

- Brawler (2)
- Bulky
- Fear (0)
- Frenzied
- Vampiric Attack (1)



Al Naibii

Keywords

- Faction (*Strigoi*)
- Henchman

Character Abilities

- Brave
- First Strike (1)
- Vampiric Attack (1)

Actions	2	Life	11	Will	2	Size	30	Duels	11
Movement	4	Dexterity	4	Attack	3	Protection	2	Mind	2
Weapon	Range	Evasion	Damage	Penetration	Abilities				
Sica	0"	-	-	-1					-

The End is Near

At the start of each of this character's turns, this character loses **2 Life Points** and gains 1 to either **MOVEMENT, DEXTERITY, or ATTACK** for the rest of the game.



Common Strigoi

Actions	2	Life	11	Size	30	Duels	13
Movement	DEXTERITY	ATTACK	PROTECTION	MIND			
4	5	4	3	2			

Weapon	Range	Evasion	Damage	Penetration	Abilities
Fangs	0"	-	-	-	-

Keywords

- *Faction (Strigoi)*
- *Henchman*
- *Vampire*

Character Abilities

- Expert Offence (1)
- Frenzied
- Vampiric Attack (1)



Actions	Life	Will	Size	Ducats	
Movement	Dexterity	Attack	Protection	Mind	
4	4	3	3	1	
Weapon	Range	Evasion	Damage	Penetration	Abilities
Oar	2"	-	+1	+1	Two-handed

Keywords

- Faction (*Strigoi*)
- Henchman

Character Abilities

- Fear (-1)

Sculler

For each character with this ability, you may purchase **1 extra Gondola** from the **Equipment** list.

This character may be deployed in water or on a Gondola and may also re-roll failed dice rolls when making **Row** actions.

Dredge

When this character makes a **Row** action, any friendly characters with the **Water Creature** special rule in base contact with the Gondola at the start of its movement may be placed in base contact with the Gondola at the end of its movement.



Giurgiu Guard

Actions	Life		Size	Duels	
Movement	Dexterity	Attack	Protection	Mind	
4	4	3	4	2	
Weapon	Range	Evasion	Damage	Penetration	Abilities
Spear	2"	-	+1	-	Two-handed, Knockback

Keywords

- *Faction (Strigoi)*
- *Henchman*
- *Vampire*
- *Soldier*

Character Abilities

- Expert Protection (2)
- Vampiric Attack (1)
- Fenzied



Harpy

Actions	2	Life	7	Size	30	Duels	6
Movement	Dexterity	Attack	Protection	Mind			
5	5	2	1	1			

Weapon	Range	Evasion	Damage	Penetration	Abilities
Fangs	0"	-	-	-	-

Keywords

- *Faction (Strigoi)*
- *Henchman*

Character Abilities

- Flight
- Frenzied
- Mindless
- Vampiric Attack (1)



Newborn Strigoi

Actions	2	Life	8	Size	30	Duels	8
Movement	Dexterity	Attack	Protection	Mind			
5	4	3	2	1			

Weapon	Range	Evasion	Damage	Penetration	Abilities
Fangs	0"	-	-	-	-

Keywords

- *Faction (Strigoi)*
- *Henchman*
- *Vampire*

Character Abilities

- Frenzied
- Mindless
- Vampiric Attack (1)



2	10	2	30	13	
Actions	Life	Command	Size	Duels	
Movement	Dexterity	Attack	Protection	Mind	
3	4	3	3	3	
Weapon	Range	Evasion	Damage	Penetration	Abilities
Ancient Claws	0"	-	-	-2	-

Keywords

- Faction (*Strigoi*)
- Henchman
- Vampire

Character Abilities

- Concealment (+1)
- Frenzied
- Vampiric Attack (1)

Shadow Walker

PULSE Command Ability

Pick one friendly character with the *Vampire* keyword within 1".

Remove this character and place them anywhere out of base contact within 8" of this character. This placement does not cause Attacks of Opportunity.



Romani

Actions	Life	Will	Size	Duckets	
Movement	Dexterity	Attack	Protection	Mind	
4	4	3	2	3	
Weapon	Range	Evasion	Damage	Penetration	Abilities
Knife	0"	-	-	-	-

Keywords

- *Faction (Strigoi)*
- *Henchman*
- *Discipline (Blood Rites, Runes of Sovereignty, Fateweaving, Wild Magic)*

Character Abilities

- Mage (0)
- Slippery

Tarot

When using more than one model with this ability, each must select magic from a different Discipline until all are represented.



Rotter

Actions	Life	Size	Duels		
2	12	40	12		
Movement	Dexterity	Attack	Protection	Mind	
3	4	4	2	1	
Weapon Range Evasion Damage Penetration Abilities					
Claws	0"	-	+1	-1	Aquatic

Keywords

- *Faction (Strigoi)*
- *Henchman*

Character Abilities

- Berserk
- Fast Swimmer (2)
- Frenzied
- Water Creature



Sinker

2 10
Actions Life

30 10
Size Duckets

Movement	Dexterity	Attack	Protection	Mind	
3	4	3	2	1	
Weapon	Range	Evasion	Damage	Penetration	Abilities
Sinking Weights	2"	-	+2	-	Knockback

Keywords

- *Faction (Strigoi)*
- *Henchman*
- *Vampire*

Character Abilities

- Frenzied
- Limited Movement
- Water Creature

Dead Weights

This character is not deployed like normal. Instead, at the end of the first round, deploy it anywhere on the board in water at least 3" away from any enemy characters in water.

From that point on they take turns just like normal.



Starved Dhampir

2
Actions 10
Life

30
Size 7
Ducats

Movement	Dexterity	Attack	Protection	Mind
4	3	3	2	1

Weapon	Range	Evasion	Damage	Penetration	Abilities
Fangs	0"	-	-	-	-

Keywords

- *Faction (Strigoi)*
- *Henchman*
- *Vampire*

Character Abilities

- Frenzied
- Vampiric Attack (2)

Rejuvenated

This character starts the game with only **5 Life Points** remaining. However, if they start any turn with 6 or more **Life Points**, they increase their **MOVEMENT**, **DEXTERITY**, **ATTACK**, and **MIND** by 1 until the start of their next turn.



Poenari Scout

Actions	2	Life	10	Size	30	Duels	12
Movement	Dexterity	Attack	Protection	Mind			
5	4	3	3	2			
Weapon	Range	Evasion	Damage	Penetration		Abilities	
Short Bow	12"	-	-	-		Two-handed, Reload (3)	
Fangs	0"	-	-	-		-	-

Keywords

- *Faction (Strigoi)*
- *Henchman*
- *Vampire*
- *Soldier*

Character Abilities

- Acrobatic (2)
- Vampiric Attack (1)
- Frenzied
- Infiltration



2 11 1
Actions Life Will

30 10
Size Ducats

Movement	Dexterity	Attack	Protection	Mind
4	4	3	4	1

Weapon	Range	Evasion	Damage	Penetration	Abilities
Battle axe	2"	-	+1	-	Two-Handed

Keywords

- *Faction (Strigoi)*
- *Henchman*
- *Soldier*

Character Abilities

- Companion (Vampire)



Thrall

Keywords

- Faction (*Strigoi*)
- Henchman

Character Abilities

- Companion (*Vampire*)

	2		10		1	
Actions	Life	Will				
Movement	Dexterity	Attack	Protection	Mind		
4	4	3	3	1		
Weapon	Range	Evasion	Damage	Penetration	Abilities	
Crossbow	30"	-	-	-1	Reload (1), Two-handed	
OR						
Club	0"	-	-	-	Stun	

Bloodletting

At the start of a friendly character with the *Vampire* keyword's turn, if they are within 3" of this character they may drain blood.

The *Vampire* character gains **1AP** to use during their turn, and the Thrall loses **4 Life Points**.

This may only be done if the Thrall has **at least 4 Life Points** remaining, and can result in them dying!