

Vlad Dracula



MOVE	DEXTERITY	ATTACK	PROTECTION	MIND
4	5	6	6	6

Weapon	Range	Evasion	Damage	Penetration	Abilities
Wallachian Halberd	2"	-	-	-2	Two-handed
Fangs	0"	-	-	-	Aquatic

Keywords

Faction (*Strigoi*), Leader, Undead, Vampire, Unique

Character Abilities

- Expert Offence (1)
- First Strike (1)
- Frenzied
- Parry (2)
- Vampiric Attack (2)

Command Ability: Transformation

This character gains Ethereal and Flight, and gains +4 MOV until the end of the round. During this time this character cannot make Combat actions.

Master Bloodline

All friendly characters within line of sight to this character gain Bodyguard (Vlad Dracula) and Companion (Vlad Dracula).

Command Ability: Will of the Sire

All friendly characters within 6" gain Expert Offence (1) until the end of the round.

Common Strigoi



Actions



Life



Will



Size



Dueats

MOVE	DEXTERITY	ATTACK	PROTECTION	MIND	
4	5	4	4	2	
Weapon	Range	Evasion	Damage	Penetration	Abilities
Fangs	0"	-	-	-	Aquatic

Keywords

Faction (*Strigoi*), Henchman, Undead,
Vampire

Character Abilities

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

Newborn Strigoi



Actions



Life



Will



Size



Ducats

MOVE	DEXTERITY	ATTACK	PROTECTION	MIND	
5	4	3	3	1	
Weapon	Range	Evasion	Damage	Penetration	Abilities
Fragile Fangs	0"	-	-	+1	Aquatic

Keywords

Faction (*Strigoi*), Henchman, Undead, Vampire

Character Abilities

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

Crazed

When making a Combat action, this character must always use at least 1 Will Point for the Attack Roll (using its Life Points from the Frenzied special rule), unless it has only 1 Life Point remaining.

Noble Strigoi



MOVE	DEXTERITY	ATTACK	PROTECTION	MIND	
5	5	6	4	5	
Weapon	Range	Evasion	Damage	Penetration	Abilities
Fangs	0"	-	-	-	Aquatic

Keywords

Faction (*Strigoi*), Leader, Undead, Vampire

Character Abilities

- Acrobatic (2)
- Expert Offence (2)
- First Strike (1)
- Frenzied
- Vampiric Attack (2)

Command Ability: *Blood Frenzy*

All friendly characters with the Vampire keyword within 6" gain Vampiric Attack (1) until the end of the round.

Bloodline

All friendly characters within line of sight to this character gain Companion (Noble Strigoi).

Nosferatu



MOVE	DEXTERITY	ATTACK	PROTECTION	MIND
3	5	3	2	3

Weapon	Range	Evasion	Damage	Penetration	Abilities
Fragile Fangs	0"	-	-	+1	Aquatic

Keywords

Faction (*Strigoi*), Henchman, Undead, Vampire

Character Abilities

- Concealment (+2)
- Frenzied
- Parry (1)
- Vampiric Attack (1)

Command Ability: *Shadow Walker*

One friendly Nosferatu within 6" and line of sight gains +3 MOV and Ethereal until the end of the round.

Reaper



Actions



Life



Will



Size



Ducats

MOVE	DEXTERITY	ATTACK	PROTECTION	MIND	
5	5	5	3	1	
Weapon	Range	Evasion	Damage	Penetration	Abilities
Fangs	0"	-	-	-	Aquatic

Keywords

Faction (*Strigoi*), Hero, Undead,
Vampiric

Character Abilities

- Acrobatic (2)
- Berserk
- Frenzied
- Mindless
- Vampiric Attack (2)

Romani



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Actions	Life	Will	Size	Ducats

MOVE	DEXTERITY	ATTACK	PROTECTION	MIND	
4	4	3	3	1	
Weapon	Range	Evasion	Damage	Penetration	Abilities
Knife	0"	-	-	-	-

Keywords

Faction (*Strigoi*), Henchman, Human,
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.

Strige



Actions



Life



Will



Size



Dueats

MOVE	DEXTERITY	ATTACK	PROTECTION	MIND	
6	4	4	3	3	
Weapon	Range	Evasion	Damage	Penetration	Abilities
Fangs	0"	-	-	-	Aquatic

Keywords

Faction (*Strigoi*), Hero, Undead,
Vampiric

Character Abilities

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

Strigoi Priest



Actions



Life



Will



Size



Ducats

MOVE	DEXTERITY	ATTACK	PROTECTION	MIND	
5	4	4	2	4	
Weapon	Range	Evasion	Damage	Penetration	Abilities
Fragile Fangs	0"	-	-	+1	Aquatic

Keywords

Faction (*Strigoi*), Hero, Undead,
Vampiric

Character Abilities

- Fear (0)
- Frenzied
- Vampiric Attack (1)

Devil Incarnate

This character may attempt to Dispel magic spells as if it has Mage (1) and Expert Sorcerer (1).

Unholy Creation

Any character with Mage making a Combat action against this character gains Expert Offence (2).

Thrall



MOVE	DEXTERITY	ATTACK	PROTECTION	MIND	
4	4	3	4	1	
Weapon	Range	Evasion	Damage	Penetration	Abilities
Club	0"	-	-	-	Stun
OR					
Crossbow	15"	-	-	-	Reload (1), Two-handed

Keywords

Faction (*Strigoi*), Henchman, Human

Character Abilities

- Bodyguard (Vampire)
- Companion (Vampire)

Bloodletting

Once per activation you may pick a friendly character within 1" with the Vampire keyword. This character loses 2 Life Points and the Vampire character gains 2 Life Points.

Aquatic Strigoi



Actions



Life



Will



Size



Ducats

MOVE	DEXTERITY	ATTACK	PROTECTION	MIND	
4	5	4	3	3	
Weapon	Range	Evasion	Damage	Penetration	Abilities
Webbed Talons	0"	-	-	-1	Aquatic

Keywords

Faction (*Strigoi*), Hero, Undead,
Vampiric

Character Abilities

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

Blood Crone



Actions



Life



Will



Command



Size



Ducats

MOVE	DEXTERITY	ATTACK	PROTECTION	MIND	
3	4	3	4	6	
Weapon	Range	Evasion	Damage	Penetration	Abilities
Unarmed	0"	-	-	+1	Aquatic

Keywords

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

Character Abilities

- Mage (2)
- Parry (2)

Command Ability: Clairvoyancy

All friendly characters within 6"
gain either Acrobatic (1), Expert
Defence (1), Expert Offence (1), or
Fast Swimmer (1) until the end of
the round.

Major Arcana

When picking spells, this character
always knows the Cantrips from each
available Discipline.

Brides of Dracula



Actions



Life



Will



Command



Size



Dueats

MOVE	DEXTERITY	ATTACK	PROTECTION	MIND
5	6	4	3	6

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

Keywords

Faction (*Strigoi*), Hero, Undead, Vampiric, Discipline (*Blood Rites*, *Runes of Sovereignty*, *Fateweaving*)

Character Abilities

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

Command Ability: Family Ties

Every friendly Bride of Dracula gains 1 of the following until the end of the round: Expert Offence (3), First Strike (2), or Penetration -2 on its weapon.

Sisters of Gélô

You may include up to 3 Brides of Dracula in your gang. Each Bride of Dracula must take magic spells from a different discipline, and may use each other's Will Points (using Life Points because of the Frenzied special rule) as if they were their own when they are within 6" of each other.

Varcolac



Actions



Life



Will



Size



Ducats

MOVE	DEXTERITY	ATTACK	PROTECTION	MIND
6	4	5	5	1

Weapon	Range	Evasion	Damage	Penetration	Abilities
Canine Claws	0"	-	-	-	Aquatic

Keywords

Faction (*Strigoi*), Hero, Undead,
Unique

Character Abilities

- Companion (Leader)
- First Strike (2)
- Mindless
- Fear (2)
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