

Vampire

COACH NAME

Akorus

TEAM NAME

Emerald - Vamps

SIDELINE	
Apothecary	No
Assistant coaches	0
Cheerleaders	0
Dedicated fans	0
Re-rolls	4

INDUCEMENTS	
Team Mascot	1

LEAGUES & SPECIAL RULES	
• Masters of Undeath	
• Sylvanian Spotlight	

SUMMARY	
Players cost	920k
Skills cost	150k
Inducement cost	25k
Sideline cost	240k
Primary skills	6
Secondary skills	0

#	POSITION	MA	ST	AG	PA	AV	SKILLS	COST
1	Vampire Thrower	6	4	2+	2+	9+	Bloodlust (2+)*, Hypnotic Gaze, Pass, Regeneration, <i>Block</i>	110k
2	Vampire Thrower	6	4	2+	2+	9+	Bloodlust (2+)*, Hypnotic Gaze, Pass, Regeneration, <i>Leader</i>	110k
3	Vampire Blitzer	6	4	2+	4+	9+	Bloodlust (3+)*, Hypnotic Gaze, Juggernaut, Regeneration, <i>Frenzy*</i>	110k
4	Vampire Blitzer	6	4	2+	4+	9+	Bloodlust (3+)*, Hypnotic Gaze, Juggernaut, Regeneration, <i>Strip Ball</i>	110k
5	Vampire Runner	8	3	2+	3+	8+	Bloodlust (2+)*, Hypnotic Gaze, Regeneration, <i>Dodge</i>	100k
6	Vampire Runner	8	3	2+	3+	8+	Bloodlust (2+)*, Hypnotic Gaze, Regeneration, <i>Dodge</i>	100k
7	Thrall Lineman	6	3	3+	4+	8+		40k
8	Thrall Lineman	6	3	3+	4+	8+		40k
9	Thrall Lineman	6	3	3+	4+	8+		40k
10	Thrall Lineman	6	3	3+	4+	8+		40k
11	Thrall Lineman	6	3	3+	4+	8+		40k
12	Thrall Lineman	6	3	3+	4+	8+		40k
13	Thrall Lineman	6	3	3+	4+	8+		40k

Keywords: **Vampire Thrower:** Thrower, Undead, Vampire | **Vampire Blitzer:** Blitzer, Undead, Vampire | **Vampire Runner:** Runner, Undead, Vampire | **Thrall Lineman:** Human, Lineman, Thrall

Block (ACTIVE, ELITE): A player with this Skill may choose not to be Knocked Down when a Both Down result is applied during a Block Action that they are part of.

Bloodlust (2+)* (PASSIVE): Whenever this player is activated, after declaring their action, they must roll a D6, adding 1 to the roll if they declared a Block Action or a Blitz Action. If they roll equal to or higher than the number shown in brackets, they may activate as normal.

If the player rolls lower than the number shown in brackets, or rolls a natural 1, they may continue their activation as normal though they may change their declared action to a Move Action if they wish. If the player declared an Action that can only be performed once per Turn (such as a Blitz Action), this will still count as the one Blitz action for the Turn. At the end of their activation, this player may bite an adjacent **Thrall Lineman** team-mate regardless of the status of the **Thrall Lineman**. If they do, immediately make an Injury Roll for the **Thrall Lineman**, treating any Casualty result as Badly Hurt; this will not cause a Turnover unless the **Thrall Lineman** was holding the ball. If this player does not bite a **Thrall Lineman** for any reason, then a Turnover is caused, this player becomes Distracted, and will immediately drop the ball if they were holding it. If this player was in the opposing End Zone, no Touchdown is scored. If a player who failed this roll wants to perform a Pass Action, Hand-off Action, or score, then they must bite a **Thrall Lineman** before they perform the Action or score.

Bloodlust (3+)* (PASSIVE): Whenever this player is activated, after declaring their action, they must roll a D6, adding 1 to the roll if they declared a Block Action or a Blitz Action. If they roll equal to or higher than the number shown in brackets, they may activate as normal.

If the player rolls lower than the number shown in brackets, or rolls a natural 1, they may continue their activation as normal though they may change their declared action to a Move Action if they wish. If the player declared an Action that can only be performed once per Turn (such as a Blitz Action), this will still count as the one Blitz action for the Turn. At the end of their activation, this player may bite an adjacent **Thrall Lineman** team-mate regardless of the status of the **Thrall Lineman**. If they do, immediately make an Injury Roll for the **Thrall Lineman**, treating any Casualty result as Badly Hurt; this will not cause a Turnover unless the **Thrall Lineman** was holding the ball. If this player does not bite a **Thrall Lineman** for any reason, then a Turnover is caused, this player becomes Distracted, and will immediately drop the ball if they were holding it. If this player was in the opposing End Zone, no Touchdown is scored. If a player who failed this roll wants to perform a Pass Action, Hand-off Action, or score, then they must bite a **Thrall Lineman** before they perform the Action or score.

Dodge (ACTIVE, ELITE): Once per Turn, this player may re-roll a single Agility Test when attempting to Dodge.

Additionally, this Skill will impact the Stumble result when an opposition player performs a Block Action against this player, as described on page 62.

Frenzy* (ACTIVE): Every time this player performs a Block Action, if the target is Pushed Back, then this player must Follow-up if able. Additionally, if after the target is Pushed Back they are still Standing, then this player must perform a second Block Action targeting the same opposition player and must again Follow-up if the target is Pushed Back.

If this player is performing a Blitz Action, performing a second Block Action will also cost the player a square of movement. If this player has no movement left, then they must Rush. If this player cannot Rush then they cannot perform the second Block Action.

A player with this Skill cannot have the Grab, Hit & Run or Multiple Block Skills.

Hypnotic Gaze (ACTIVE): When this player is activated, they can declare a Hypnotic Gaze Special Action; there is no limit to the number of players that can declare this Special Action each Turn. When a player declares a Hypnotic Gaze Special Action they are first allowed to make a Move Action, though they cannot continue to move after the Hypnotic Gaze Special Action has been attempted.

When a player performs a Hypnotic Gaze Special Action, they select a Standing opposition player adjacent to them and roll a D6. On a 1-2, nothing happens and this player's activation immediately ends. On a 3+, the selected opposition player becomes Distracted and this player's activation immediately ends.

Juggernaut (ACTIVE): When this player declares a Blitz Action, they may treat any result of Both Down as Pushed Back during any Block Actions they perform during the Blitz Action.

Additionally, when this player performs a Block Action as part of a Blitz Action, opposition players cannot use the Fend, Stand Firm or Wrestle Skills.

Leader (PASSIVE): A team that has one or more players with this Skill on the pitch at the start of a half may gain a single extra Team Re-roll - this is called a Leader Re-roll. A team can only use a Leader Re-roll if they have a player with the Leader Skill on the pitch, and if all players with this Skill are removed from play, either as a Casualty or by being Sent-off, before the Leader Re-roll is used then it is lost.

A Leader Re-roll follows all of the usual rules for standard Team Re-rolls, with the exception that it cannot be lost as a result of a Halfling Master Chef.

Pass (ACTIVE): This player may re-roll any failed Passing Ability Test when performing a Pass Action.

Regeneration (PASSIVE): Whenever this player suffers a Casualty, before making the Casualty Roll for them, roll a D6.

On a 1-3, this player suffers the Casualty; make the Casualty Roll as normal. On a 4+, this player regenerates and ignores the Casualty (though any Star Player Points earned for causing the Casualty are still earned) and is instead placed in their team's Reserves Box.

Strip Ball (ACTIVE): When this player performs a Block Action against an opposition player holding the ball, if the opposition player is Pushed Back then they will drop the ball in the square they are Pushed Back into, at which point it will Bounce from that square. This Bounce will happen before the opposition player becomes Prone (if applicable) but after this player chooses to Follow-up.