

Design Notes

The Vampire Houses faction seeks to be a midrange tank faction with the gimmick of a generally low-damage army with lightning-fast killing blows from the Dhampir, Count/Countess, and Strigoi.

I wanted it to be that playing Houses requires perfect positioning of the Count/Countess to get the most out of it and its powerful Drink Deep ability. If it gets caught in the open it dies to focus fire, and the Thirst ability provides counterplay by letting the enemy bait the Count. But with all of its movement abilities the fucker can zip around the battlefield like no one's business.

Ascetics Design Philosophy

With the Ascetics, I wanted to provide an option for players to lean more towards actual killing power at range rather than piddly ranged weapons that just make space for the Count/Countess to deatomize models.

With the stealing, the Ascetics have access to some POWERFUL equipment options such as the Anti-Materiel rifle, Siege Jezzail, and Sniper Rifle. And with four STRONG bodies with decent ranged to attach them to, AND the Night Attack ability detrimenting the enemy, is it busted? I have taken steps to ensure there is decent counterplay.

First of all, while it sounds like a bonus, the Asceticism ability actually super-sucks. If you fail that risky action, which mind you is a 42% chance of failure, you stand there like a dumbass, fully wasting your precious activation.

I'm not as happy with this subfaction's design as base Transylvania, so I am happy to accept help!

Vampire Houses of Transylvania

Night Attack

Because of the limitations of the Vampire Curse, they have become experts at finding places to hide during the day. Battles with vampires are always staged during nighttime.

Because battles with vampires are always fought during night, all models without the VAMPIRE keyword roll attacks at long range with an additional -1D on top of any normal penalties.

Vampire Curse

All models with the VAMPIRE keyword have these abilities:

Claws: Any unoccupied hands that this model has can be used as swords. Using claws incurs no off-hand penalty.

Thirst: During its Activation, if an enemy model is within 12" and doesn't have the BLACK GRAIL keyword, this model must make an ACTION. If it fails, this model must charge the closest enemy model.

Uninvited: This Model can never control objectives and never counts as a model for controlling objectives.

Vampire Houses of Transylvania Armoury

The Transylvanian troops can be equipped with the following weapons, armour and equipment. All exceptions are clearly listed here on the entries for each warrior or in the list below. If any item is marked as LIMIT, you can only have as many of these weapons at any point during the campaign as indicated in the brackets. Armaments marked as ELITE only are limited to the models with that Keyword.

Ranged Weapons

Rifle	8 ducats (Bayonet Lug, Shield Combo)
Shotgun	10 ducats (Bayonet Lug, Shield Combo)
Musket	5 ducats
Pistol	6 ducats
Repeating Crossbow	30 ducats (LIMIT: 1)
Carronade	40 ducats (LIMIT: 1, STRIGOI only)
Volley Gun	40 ducats (LIMIT: 1, ELITE only)
Duelling Pistol	25 ducats (LIMIT: 2, ELITE only)

Hunting Caliver	50 ducats (LIMIT: 1, ELITE only, Shield Combo)
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Melee Weapons

Knife/Dagger	1 ducat
Bayonet	2 ducats
Trench Club	3 ducats
Sword/Axe	4 ducats
Polearm	7 ducats (Shield Combo)
Greatsword/Axe	12 ducats
Greathammer/Maul	10 ducats
Boar Spear	25 ducats

Armour

Standard Armour	15 ducats
Reinforced Armour	40 ducats (ELITE only)
Trench Shield	10 ducats

Equipment

Shovel	5 ducats
Combat Helmet	5 ducats
Gas Mask	5 ducats
Fork Rest	2 ducats
Troop Flag	1 Glory Point (LIMIT: 1)
Musical Instrument	15 ducats (LIMIT: 1, non ELITE only)
{Travel Snackie}	1 Glory Points (LIMIT: 3, VAMPIRE only)

Vampire Houses Special Equipment

The following weapons, armour, and equipment is exclusively available to the Vampire Houses of Transylvania.

Rifle

Unwilling to start trade for large amounts of modern weapons, most Transylvanian men-at-arms wield these muzzle-loading cap-and-ball rifles, most made by private gunsmiths in Targoviste.

Name	Type	Range	Modifiers	Keywords
Rifle	2 handed	24"	-1D to INJURY	SHIELD COMBO

Rules: Due to its low power, add -1 DICE for all Injury Chart rolls with the rifle.

Repeating Crossbow

Two hundred years ahead of its time four hundred years ago, these masterfully crafted but archaic weapons are still favorites of Transylvanian nobility unwilling to let go of the past.

Name	Type	Range	Modifiers	Keywords
Repeating Crossbow	2 handed	18"	2 attacks, -1D to INJURY	ASSAULT, SHIELD COMBO

Rules: A model armed with a Repeating Crossbow can make two attack ACTIONS instead of one. Both attacks must be against the same target. Due to its low power, add -1 DICE for all Injury Chart rolls with the Repeating Crossbow.

Volley Gun

A Masterwork of the gunsmiths of Targoviste, the Volley Gun can hit many enemies in a single shot. The ridiculous recoil of these weapons can disorient even vampires.

Name	Type	Range	Modifiers	Keywords
Volley Gun	2 handed	18"	+1D to HIT	HEAVY, SHRAPNEL, RISKY, BLAST 3"

Rules:

Carronade

The great cannons mounted atop the walls of Transylvanian manors are sometimes dusted off to bring to the trenches, useful for stopping War Wolves and Anchorite Shrines in their tracks if incredibly inconvenient to transport.

Name	Type	Range	Modifiers	Keywords
Carronade	2 handed	30"	+2D to INJURY	HEAVY

Rules: Roll all injuries with +2 DICE. Models hit with the Carronade are pushed 1d6" directly away from the wielder.

Duelling Pistol

Proud to a fault, many of the Vampire Lords of Transylvania settle disputes through formal duels. A popular weapon of choice is the Duelling Pistol, a frighteningly large percussion-cap handgun wrought by the Master Craftsmen of Targoviste. Due to the inconvenience of reloading, Vampire Lords usually discard these pistols after firing them. After the battle, their servants retrieve them and clean off the mud of no-man's-land that infiltrate their mechanisms.

Name	Type	Range	Modifiers	Keywords
Duelling Pistol	1 handed	12"/Melee	+2D to INJURY	HEAVY, ASSAULT

Rules: Due to the great inconvenience it is to reload, only one attack can be made per battle with a Duelling Pistol.

Hunting Caliver

Thirsty vampire lords wishing to expedite the process of hunting down prey to drink from usually wield custom-crafted heirloom handguns. These large smoothbore arquebuses are usually loaded with leaden bean-bags so as to not puncture the target, rather stunning it so the vampire can then drink from them without any of the feast being spilled. Due to the teeth-rattling power behind each shot, they sometimes accidentally kill their targets due to sheer blunt force.

Name	Type	Range	Modifiers	Keywords
Hunting Caliver	2 handed	30"	-	HEAVY

Rules: Injury rolls that would inflict a BLOOD MARKER with the Hunting Caliver instead DOWN the target.

Boar Spear

Often wielded by the servants of vampires, these spears feature large crossguards that can be used to hold a target down when speared. This aids in the servants efforts to pin the victim while their vampire master delivers the killing blow.

Name	Type	Range	Modifiers	Keywords
Boar Spear	2 handed	Melee	-	CUMBERSOME

Rules: Models in melee combat with this model must roll a RISKY ACTION to Stand.

Fork Rest

Long sticks with a fork at the end that can be hammered into the ground, useful for resting a weapon on when firing from a static position.

Rules: If a model wielding a Fork Rest makes a ranged attack before DASHing, the ranged attack may ignore long range. Using the Fork Rest prevents the model from DASHing for the rest of the activation. Can only be used with Muskets, Rifles, and Hunting Calivers.

{Travel Snackie}

Knowing that their thirst may lead them to make dangerous blunders on the battlefield, a common tactic of vampires is to carry with them a live cattle that they can use to slake their thirst should it get in the way of their decision making. Often the cattle are either dragged behind the vampire in chains or put in cages the vampire keeps on their back.

Rules: A model with the VAMPIRE keyword may take a RISKY ACTION with +1 DICE to drink from a {Travel Snackie}. If successful, the model gains a BLESSING MARKER. Once successfully used, the {Travel Snackie} cannot be used for the remainder of the game.

Transylvanian Nobles

1 Count/Countess 120 Ducats

One of the many vampire nobles of Transylvania. They often end up in no-man's-land for private ventures, out of exile, or simply for sport. Regardless of the reasons they stalk the trenches, soldiers that have seen them quickly spread the stories. Yeomen and Pilgrims speak of a new devil, Heretics shiver at the thought of a being that doesn't fear them, and the Servants of Beelzebub writhe in disgust at something that they can't spread their plague to.

Name	Movement	Ranged	Melee	Armour	Base
Count/ Countess	8" Infantry	+2	+2	0	32mm

Equipment:

The Count/Countess can be equipped with any weapon, armour or equipment from the Vampire Houses of Transylvania armoury.

Abilities:

Strong: Vampiric Bloodlines carry with them varying levels of strength depending on the breed, but all are at least tenfold as strong as a man. Counts/Countesses follow the rules for STRONG models.

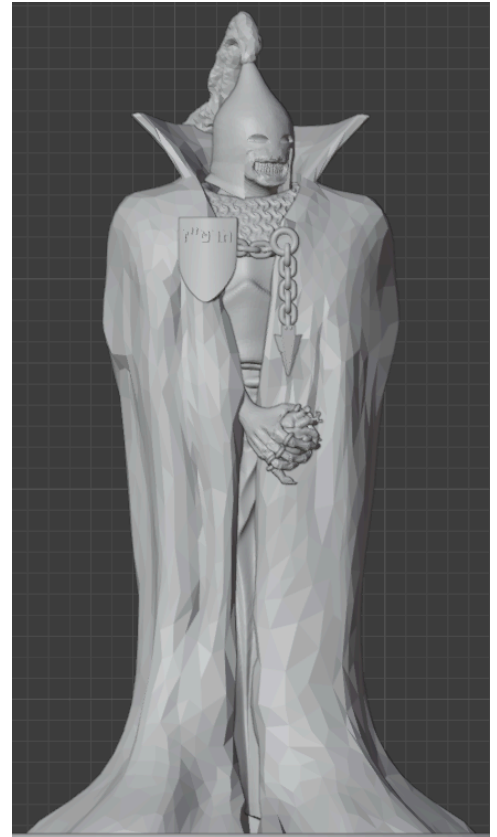
Tough: The Sciences of the Church unable to prove whether vampires are living or dead, soulless or spirited. Due to this state of undeath, Vampires are tricky to take down without specific countermeasures and thus follow the rules for TOUGH models.

Fear: The Count/Countess is an unnatural being outside of Christendom and Hell and thus causes FEAR.

Vampire: This model is a vampire, meaning it gains all abilities associated with vampires detailed at the beginning of the Vampire Houses of Transylvania rules.

Thrill of the Chase: The Count/Countess gets +1 DICE to DASH, JUMP, DIVING CHARGE, and CLIMB actions. The Count/Countess also ignores difficult terrain.

Vapourize: As a RISKY ACTION with +1 DICE, the Count/Countess can teleport up to 8" in any direction into a free space



it can see, including into melee with an enemy model. There must be suitable space for the Count/Countess at its target destination or this teleport automatically fails. It may not teleport out of the battlefield.

Drink Deep: If a model the Count/Countess is in melee combat with is DOWN and does not have the BLACK GRAIL keyword, the Count/Countess may make an additional melee attack action against it that ignores armour. if the target is taken Out of Action, the Count/Countess gains one BLESSING MARKER.

Keywords:

TRANSYLVANIA, VAMPIRE, TOUGH, STRONG, FEAR, LEADER

0-2 Dhampir 80 Ducats

(Vampire Houses of Transylvania warbands of 1000 ducats or more have LIMIT 0-3 for Dhampir)

When Vampire bloodlines become too thin, their offspring start to lose many of the powers bestowed upon them by Vampirism. Whether they are bastards born half-human or simply too inbred to match their pureblood counterparts, such creatures are often disinherited from their noble families. Regardless of their pariah status, they still can gain a certain low-middle status in the Vampire hierarchy if they prove themselves useful.

Name	Movement	Ranged	Melee	Armour	Base
Dhampir	8" Infantry	+1	+1	0	32mm

Equipment:

The Dhampir can be equipped with any weapon, armour or equipment from the Vampire Houses of Transylvania armoury.

Abilities:

Strong: Vampiric Bloodlines carry with them varying levels of strength depending on the breed, but all are at least tenfold as strong as a man. Dhampir follow the rules for STRONG models.

Fear: The Dhampir is an unnatural being outside of Christendom and Hell and thus causes FEAR.

Vampire: This model is a vampire, meaning it gains all abilities associated with vampires detailed at the beginning of the Vampire Houses of Transylvania rules.

Glory Hungry: If a Dhampir ever completes a Glorious Deed, you instead gain twice the amount of Glory you would normally for that deed.

Keywords:

TRANSYLVANIA, VAMPIRE, STRONG, FEAR

0-1 Strigoi (Cost: 140 Ducats)

A vampire turning a human is a dangerous process, and often it results in failure, creating a Strigoi. Strigoi are sorrowful monsters, their bodies twisted and broken into bestial forms, their mind plagued by overwhelming thirst. Strigoi gain the strength and vitality of a vampire, but instead by growing and morphing, their bones and skin breaking and tearing in the agonizing process. Many vampires use them as shock troops on the battlefield, drawing fire away from themselves so they can sneak into the enemy ranks and feast.

Name	Movement	Ranged	Melee	Armour	Base
Strigoi	8" Infantry	-	+2	0	60mm

Equipment:

The Strigoi can be equipped with any melee weapon or a Trench Shield from the Vampire Houses of Transylvania armoury.

Strigoi Mutations:

Upon purchase, a Strigoi must choose one Mutation.

Brute: The Strigoi gains -1D to Injury rolls made against it and +1D to INJURY with all melee attacks it makes.

Hound: The Strigoi's movement becomes 10" Infantry, ignores difficult terrain, and has +1 DICE to DASH actions.

Artillery: The Strigoi can purchase ranged weapons or equipment from the Vampire Houses of Transylvania armoury and has a ranged characteristic of +1.

Abilities:

Strong: The Strigoi carries with it a frightening might gained from its false vampirism and thus is STRONG.

Fear: The Strigoi is a horrifying abomination and thus causes FEAR.

Tough: The Strigoi knows nothing but thirst, able to run through volleys of fire in order to slake it. The Strigoi follows the rules for TOUGH models

So Thirsty: The Strigoi automatically fails Thirst ACTION rolls.

Vampire: This model is a vampire, meaning it gains all abilities associated with vampires detailed at the beginning of the Vampire Houses of Transylvania rules.

Keywords:

TRANSYLVANIA, VAMPIRE, TOUGH, STRONG, FEAR

Household Retinue

0-2 Gargoyle (Cost: 100 Ducats)

Automatons created by vampire scholars using techniques learned from Jabirian alchemy and Kabbalistic magic, Gargoyles are one of the most valuable assets to a Vampire Household.

Carrying with them immortal knowledge and proven loyalty, they are far more trustworthy than thirsty, ambitious lesser vampires or petty, pathetic humans.

Name	Movement	Ranged	Melee	Armour	Base
Gargoyle	8" Flying	+0	+1	-2	40mm

Equipment:

Due to their nature as artificial beings made of stone, they are considered to have reinforced armour that can never be lost or removed.

The Gargoyle can be equipped with any weapon, equipment, or Trench Shield from the Vampire Houses of Transylvania armoury that is not HEAVY, as such items would compromise their ability to fly.

Abilities:

Stone Body: The Gargoyle ignores the extra blood marker from FIRE and GAS and such attacks have -1D to INJURY rolls.

Impetus: Melee Attacks made by the Gargoyle during a turn in which it charged get +1D to INJURY.

Keywords:

TRANSYLVANIA, ARTIFICIAL

0-2 Manorial Guard (Cost: 60 Ducats +5 for Mandatory Trench Shield)

Some of the more trusted humans of a Vampire Household are contracted as guards, sworn to defend the property of their lords from brigands, enterprising Trench Pilgrims, and uprising peasants. While still being on the lowest rung of the Vampire hierarchy, they are at least safer from being taken in the night as an evening feast.

Name	Movement	Ranged	Melee	Armour	Base
Manorial Guard	6" Infantry	+0	+1	-1	32mm

Equipment:

Each Manorial Guard is equipped with a Trench Shield at a reduced cost of 5 ducats. You may remove this shield, but the overall cost of the Manorial Guard remains the same.

The Manorial Guard can be equipped with any weapon, armour or equipment from the Vampire Houses of Transylvania armoury.

Abilities:

Bodyguard: If a TRANSYLVANIA model within 1" of the Manorial Guard is hit, the Manorial Guard can redirect the hit to itself. The injury and any additional effects of the attack are resolved against the Manorial Guard instead of the original target. This ability cannot be used against BLAST weapons.

Conditioning: Under the nose of their vampire lords every day, Manorial Guard have become accustomed to constant danger and thus ignore FEAR.

Keywords:

TRANSYLVANIA

Man-at-arms (Cost: 25 Ducats +5 for Mandatory Trench Shield)

The human servants of the Vampire Houses of Transylvania are often levied to attend the vampire's more elite retinue to fill out the ranks of their army. While given at least basic training, they often have to arm themselves and have very little warning before being sent to the trenches.

Name	Movement	Ranged	Melee	Armour	Base
Man-at-Arms	6" Infantry	+0	+0	-1	25mm

Equipment:

Each Man-at-Arms is equipped with a Trench Shield at a reduced cost of 5 ducats. You may remove this shield, but the overall cost of the Man-at-Arms remains the same.

The Man-at-Arms can be equipped with any weapon, armour or equipment from the Vampire Houses of Transylvania armoury.

Keywords:

TRANSYLVANIA

Cattle (Cost: 25 Ducats)

Vampires travel with caravans of human cattle trailing behind them. Traveling away from home is thirsty work, and the stock always has to stay supplied. During battle, vampires often release their cattle to run amok on the battlefield ahead of their men-at-arms, frightening the enemy with their horrified flight from the rapidly pursuing vampires. The beginning "scattering" always excites the vampires with the thrill of the chase, giving them the motivation to participate in the fighting.

Name	Movement	Ranged	Melee	Armour	Base
Man-at-Arms	6" Infantry	-1	-1	0	25mm

Equipment:

The Cattle can be equipped with any weapon from the Vampire Houses of Transylvania armoury as their vampire captors often find it amusing to let them wield weapons in their flight.

Abilities:

Feeble: Exhausted from the torturous existence of living in a vampire pen, attacks that inflict a BLOOD MARKER on a cattle always DOWN them.

Prey: TRANSYLVANIA ELITE models can attack cattle models as if they were enemy models.

Keywords:
TRANSYLVANIA

Warband Variant: Vampire Ascetics

While most vampires embrace their thirst, even making a cruel game of hunting down victims to murder, some forsake this lifestyle. These are the Vampire Ascetics, who train their mind to ignore the calls of their curse. These ascetics live a spartan life, allowing themselves only enough blood to survive no matter how much their Thirst tries to drive them to insanity.

Vampire Ascetics Rules

Vampire Ascetics Warbands follow these special rules

Let them Rest: Vampire Ascetic warbands can never have a Strigoi or any Cattle.

Assault of the Mind Fortress: Rolls made with the Thirst ability by VAMPIRES of this warband are RISKY.

Fight the Thirst: Due to the thrill of melee combat eating away at the Ascetic's mental fortresses, they prefer to keep their enemies at a range. Dhampir of this warband have a +0 melee characteristic.

Ascetic Wizard: Due to their lavish life, Vampire Nobility tend to stay away from the Ascetics. As a result, instead of a Count/Countess, your warband must take an Ascetic Wizard. The Ascetic Wizard uses the Count/Countess' statistics except it loses its Drink Deep and Thrill of the Chase abilities. Instead, the Ascetic Wizard gains the Mind over Matter ability.

Mind over Matter: Having mastered their Thirst, the Ascetic Wizard can fast for months without feasting. All other mental battles are trivial to them. Blood Markers can never be used to penalize actions the Ascetic Wizard makes.

Dhampir Acceptance: Many Dhampir abandoned and shamed by the Vampire Houses turn to Asceticism, and the Ascetics take them in as their own. This warband may have up to three Dhampir; or four if the warband is over 1000 ducats.

Trade: Ascetics are less proud than their vampire cousins, and are thus more willing to trade with the rest of Europe and Asia with their vast wealth. When you create this warband, choose three weapons, armour, or equipment. These weapons must be found in either the Armouries of New Antioch, Heretic Legion, or Iron Sultanate. These weapons must not already be present in

the Transylvania Armoury. You can purchase these items for your warband following all of the same limitations and costs of the original lists.

Warband Variant: The Sybaritic Order

One time, around a century ago, it got so boring in the castle that when a servant spilled a bag of wheat, I spent the rest of the night counting each individual grain and putting it back in the bag. I think that's why that one scared mortal spilled his ammo pouch in front of me while I was feasting in the trenches. Silly humans and their superstitions. Ah, I remember how terrified the servants got while I was counting those grains, they played the loudest songs until their fingers bled and their voices died. They danced in front of me until their feed bled, desperately trying to break my spell of boredom! I remember one of them still, Ivan, I think? He handed me a cup of blood when I had finally counted all of the grain and when I raised my hand up to drink it I saw a wrinkle! I tortured the boy almost as desperately as he handed me that cup, he only died once I pleased Asmodeus. He was a good boy, he shouldn't have let me get that bored.

- Countess of the Sybaritic Order, reminiscing while ogling at her own perfect skin.

Vampires, while immortal, age. Over the decades and centuries of their life, their hair greys, their skin sags, and their youthful energy fades. The Sybaritic Order is dedicated to preserving their eternal youth through hedonism and dark blessings. With the aid of their dark lord Asmodeus they gluttonize on blood and inflict suffering on their hapless subjects and themselves. Through this debauchery, they retain their youthful body even through the decades. Ironically, their reckless lifestyle often leads to them dying young, for vampires.

Sybaritic Order Rules

Sybaritic Order Warbands follow these special rules

Fell Revelers: VAMPIRES of this warband also have the DEMONIC keyword and automatically fail the ACTION when affected by the Thirst ability.

Feel the Sun: Thinking it that the pain enhances the pleasure of battle and that the constant burning and healing of their skin keeps it looking young in between, Sybaristic Vampires prefer to hunt during the day. In battles with this warband, the Night Attack rule instead affects VAMPIRES instead of non-VAMPIRES.

No Toys for the Children: Seeing them as reckless children, the Vampire Houses of Transylvania refuse to trade with them valuable resources. This warband may never include Gargoyles, Manorial Guards, or Strigoi.

The Unending Masquerade: The Sybaritic order has good relations with many of Hell's demons, as their endless debauchery and love of inflicting pain on mortals bolsters their

strength. When making a Sybaritic Order warband, choose one of the following masks corresponding with a sin.

The Lion: Pride

The Hound: Wrath

The Stallion/Mare: Lust

The Eagle: Greed

The Hog: Gluttony

The Bear: Sloth

The Vulture: Envy

All VAMPIRES in this warband additionally have the keyword DEMONIC. Each VAMPIRE model within this warband may purchase up to one Goetic Power or Spell from the Court of the Seven Headed Serpent sin corresponding with the mask you chose. Once an upgrade is chosen, it cannot be changed. Follow the same limitations and costs as the original powers and spells while replacing any instance of "Praetor" or "Sorcerer" with "Count/Countess".

War Servants:

This warband may have up to four War Servants. They use the statistics of Manorial Guards, but they may enter a FIRETEAM with another VAMPIRE in the warband. They may also purchase any of the following upgrades, but if they do they lose BODYGUARD.

Butler: This model carries with it a dish and blood reservoirs, they can feed their lord a cup of whatever flavour of blood they desire on the battlefield should they get thirsty prior to the melee fighting. As an ACTION with +1D, they can feed a VAMPIRE model within 1". If the action succeeds, the model gets a BLESSING MARKER.

Bard (+15 Ducats): This model carries with it a musical instrument to keep their lord entertained between bouts of violence, as well as to document their deeds on the battlefield to be sung at court. This model receives a free musical instrument that does not take a hand to wield. Whenever a VAMPIRE that this model is in a FIRETEAM with out-of-actions a model, this model gains a BLESSING MARKER.

Squire (+20 Ducats): Unwilling to desecrate their fashion with holsters, ammo pouches, or slung weapons, most Sybaritic Vampires use battlefield squires to carry extra weapons for them. This model can carry a single extra weapon from the Transylvania armoury. During its activation, if a VAMPIRE in a fireteam with this model is within 1", it can make an additional melee or ranged attack with the extra weapon held by the squire.

Fool (+30 Ducats): Sybarists love to laugh at the pathetic humans that they hunt, and a fool helps make it all the more humorous. Battles can be rendered into a comedy by the fools, wretches with minds so tortured and broken that they can make any slaughter into a joke. Seeing monsters laughing as they cut down their friends causes all melee attacks targeting the fool or a VAMPIRE model within 1" of it to be rolled with -1 DICE.

0-1 Hellsmith (Cost: 6 Glory)

(Can be hired by TRANSYLVANIA, HERETIC, IRON SULTANATE, and COURT warbands only)

Often excommunicated Mendelist Monks, banished Jabirian Alchemists, or Goetic Sorcerers, Hellsmiths can find themselves in many warbands that can forsake their morals to employ them. Hellsmiths hold the unique ability to create monsters out of deceased human flesh by imbuing them with lesser demons using an unholy fusion of Goetic Magic and Jabirian Alchemy.

Name	Movement	Ranged	Melee	Armour	Base
Hellsmith	6" Infantry	+0	+1	-2	32mm

Equipment:

The Hellsmith is equipped with a Serrated Whip, a Hellsmith Blade, and a suit of Reinforced Armour. The statistics for the Serrated Whip and the Hellsmith Blade can be found under the Hellsmith's stats.

Abilities:

Night Creatures: Previous to the battle, a warband with a Hellsmith may buy up to two Night Creatures for 20 Ducats a piece. These creatures count towards both the Model Limit and Ducat Threshold of the warband. These Night Creatures rapidly deteriorate and thus are considered to die in every post-battle sequence regardless of if they were out-of-actioned or not.

Protect your Master!: Night Creatures created by the Hellsmith are considered to have the BODYGUARD keyword when within 1" of the Hellsmith. When using the ability, they can only redirect hits from the Hellsmith.

Night Creature Creation: Whenever an attack with the Hellsmith Blade takes a model out-of-action, the Hellsmith may create a Night Creature. Place a Night Creature mini within 1" of the Hellsmith. It is not considered to be a part of your warband for the purposes of morale and enters the battlefield with or without its activation depending on whether the killed model had it or not.

Keywords:

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Serrated Whip

Name	Type	Range	Modifiers	Keywords
Serrated Whip	1 handed	Melee	+1D to HIT, 2x Blood Markers	

Hellsmith Blade

Name	Type	Range	Modifiers	Keywords
Hellsmith Blade	1 handed	Melee	+2 to INJURY	RISKY, CRITICAL

Night Creature

Name	Movement	Ranged	Melee	Armour	Base
Night Creature	6" Flying	-	+0	0	25mm

Equipment:

The Night Creature cannot be given any equipment. It suffers no unarmed penalties to melee attacks.

New Patron: Duke of Targoviste

(Vampire Houses of Transylvania only)

Your patron is the Duke of Targoviste, a mysterious figure that all the Vampire Houses of Transylvania are vassals of. The few vampires that have ever seen their face would rather walk out into the sunlight than dare spill a single trait of the Duke's true identity.

The Duke of Targoviste Patron allows you to select one of the following when rolling a *Patron Skill* on your **Skill Chart**:

- **Supplementary Forces:** When this model is fielded, this warband can field one additional Man-at-arms armed with a Trench Shield, Rifle, and Fork Rest that costs a total of 0 Ducats. The Man-at-arms' equipment cannot be modified in any way and is treated as an ALLY. If the Ducat Threshold of the warband is 1000 or more, two of these Men-at-arms can be fielded instead.

- **Land Grant:** Due to the extra men who can be levied from the land gifted to your Count/Countess, your warband may purchase Men-at-Arms for 5 Ducats less. This does adjust their cost for the purposes of the ducat threshold.
- **Loyal Men:** While this model is on the battlefield and not DOWN, this warband rolls morale checks with +1 DICE.
- **Stalker of the Night:** Melee Attacks targeting this model have -1D to hit. This model loses FEAR.
- **Ascetic Master:** This model rolls **Thirst** ability ACTIONS with +1 DICE.
- **Like a Shadow in the Night:** This model can DASH out of melee without triggering free attacks.

Extra Campaign Glory Items

Knighthood

Add TRANSYLVANIA to permitted warbands.

Battlefield Title

Add TRANSYLVANIA to permitted warbands.

Bloodletter 2 Glory

A serrated sword created by an ancient Ascetic Vampire, this weapon is designed to spill as much blood as possible into the dirt. The Ascetic Vampires use this weapon to deny themselves a full meal from the kill, helping them control their thirst.

Name	Type	Range	Modifiers	Keywords
Bloodletter	1 handed	Melee	2x Blood Markers	CRITICAL

Rules: Inflicts double BLOOD MARKERS.

(LIMIT 2, TRANSYLVANIA only)

Dancing Sword 4 Glory

A sleek, long blade with the magical capability to move on its own as an extension of their will. When wielding a dancing sword, a warrior can fight like two on the battlefield.

Name	Type	Range	Modifiers	Keywords
Dancing Sword	1 handed	14"/Melee	+1D to HIT	CRITICAL, ASSAULT

Rules: Due to its ability to move on its own, the Dancing Sword rolls attacks with +1D to HIT. Ranged Attacks made with the Dancing Sword take no hand to wield and thus can be made in addition to any normal Ranged attacks.

(LIMIT 1, TRANSYLVANIA only)