



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

Necrotic Mist

 *PULSE Command Ability*

All friendly characters with the *Vampire* keyword within 6" receive a **Hidden** counter.



Vlad Dracula



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

Keywords

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

Character Abilities

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

Transformation



Remove this character and place it anywhere on solid ground within 8". This placement **cannot** be in base contact with an enemy character, and does not count as disengaging.

Master Bloodline

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

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)**.



Blood Grone



Actions



Life



Will



Command



Size



Ducats

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



Actions



Life



Command



Size



Ducats

MOVEMENT	DEXTERITY	ATTACK	PROTECTION	MIND
5	5	4	4	4

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

Keywords

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

Character Abilities

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

Blood Frenzy



AURA Command Ability

Until the end of the round, any friendly characters with the *Vampire* keyword within 6" 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



Actions



Life



Command



Size



Ducats

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 Hospodar



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	-

Keywords

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

Character Abilities

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

Defensive Lines:



PULSE Command Ability

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

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.

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.



Ceres



Actions



Life



Command



Size



Ducats

MOVEMENT	DEXTERITY	ATTACK	PROTECTION	MIND
5	5	4	2	5

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

Keywords

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

Character Abilities

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

Romani Fury



PULSE Command Ability

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



Gibebe



Actions



Life



Command



Size



Ducats

MOVEMENT	DEXTERITY	ATTACK	PROTECTION	MIND
5	5	4	2	5

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

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)*



African Bewitching

PULSE *Command Ability*

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



Miriam



Actions



Life



Command



Size



Ducats

MOVEMENT	DEXTERITY	ATTACK	PROTECTION	MIND
5	5	4	2	5

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

Keywords

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

Character Abilities

- **Frenzied**
- **Vampiric Attack (1)**

Eastern Swiftess



PULSE Command Ability

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

Sisters of Géló

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.



Aquatic Strigoi



Actions



Life



Size



Ducats

MOVEMENT	DEXTERITY	ATTACK	PROTECTION	MIND
4	3	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

Hydrodynamic

This character increases its **DEXTERITY** to 5 while in water.



Ceteen Upiór



Actions



Life



Size



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



Actions



Life



Will



Size



Ducats

MOVEMENT	DEXTERITY	ATTACK	PROTECTION	MIND
4	4	4	3	1

Weapon	Range	Evasion	Damage	Penetration	Abilities
Pistol	8"	+1	-	-1	Black Powder, Reload (2)
Sword	0"	-	+1	-	-

Keywords

- Faction (*Strigoi*)
- Hero

Character Abilities

- Companion (*Vampire*)
- Parry (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

2

Actions

15

Life

40

Size

16

Ducats

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)**

Crazed

When this character uses **Life Points** as **Will Points** (due to **Frenzied**), if those **Will Points** were not used on a Combat action (including from Attacks of Opportunity), it costs 1 extra **Life Point** per **Will Point**.



Leech



Actions



Life



Size



Ducats

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)**.*



Actions



Life



Will



Size



Ducats

MOVEMENT	DEXTERITY	ATTACK	PROTECTION	MIND
4	4	5	1	1

Weapon	Range	Evasion	Damage	Penetration	Abilities
Brutal Claws	0"	-1	-	-3	-

Keywords

- *Faction (Strigoi)*
- *Hero*

Character Abilities

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

Devourer of Will

When this character kills an enemy character, it gains any unspent **Will Points** that character had. This can take this character above its starting **Will Points**.



Reaper

2

Actions

12

Life

30

Size

15

Ducats

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)



Actions



Life



Will



Command



Size



Ducats

MOVEMENT	DEXTERITY	ATTACK	PROTECTION	MIND
4	4	4	3	4

Weapon	Range	Evasion	Damage	Penetration	Abilities
Staff	1"	-	-	-	-

Keywords

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

Character Abilities

- **Mage (2)**
- **Slippery**

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**.



Actions



Life



Command



Size



Ducats

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



Life



Size



Ducats

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 Priest



Actions



Life



Size



Ducats

MOVEMENT	DEXTERITY	ATTACK	PROTECTION	MIND
4	5	4	3	4

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

Keywords

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

Character Abilities

- **Frenzied**
- **Vampiric Attack (1)**

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.



Strzyga



Actions



Life



Size



Ducats

MOVEMENT	DEXTERITY	ATTACK	PROTECTION	MIND
4	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



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)*



Tarot Reader



Actions



Life



Will



Size



Ducats

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



Actions



Life



Will



Size



Ducats

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



Actions



Life



Size



Ducats

MOVEMENT	DEXTERITY	ATTACK	PROTECTION	MIND
4	4	4	3	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)**



Actions



Life



Will



Size



Ducats

MOVEMENT	DEXTERITY	ATTACK	PROTECTION	MIND
4	4	3	2	2

Weapon	Range	Evasion	Damage	Penetration	Abilities
Sica	0"	-	-	-1	-

Keywords

- *Faction (Strigoi)*
- *Henchman*

Character Abilities

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

The End is Near

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



Actions



Life



Size



Ducats

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.



Actions



Life



Size



Ducats

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



Life



Size



Ducats

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)

Crazed

When this character uses **Life Points** as **Will Points** (due to **Frenzied**), if those **Will Points** were not used on a Combat action (including from Attacks of Opportunity), it costs 1 extra **Life Point** per **Will Point**.



Actions



Life



Command



Size



Ducats

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.



Actions



Life



Will



Size



Ducats

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.



Actions



Life



Size



Ducats

MOVEMENT	DEXTERITY	ATTACK	PROTECTION	MIND
3	4	4	2	1

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

Rotter

Keywords

- *Faction (Strigoi)*
- *Henchman*

Character Abilities

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

Unstable Transformation

At the start of this character's turn, if it has **more** than **2 Life Points**, it loses **2 Life Points**.



2

Actions

10

Life

30

Size

12

Ducats

MOVEMENT	DEXTERITY	ATTACK	PROTECTION	MIND
3	4	3	2	1

Weapon	Range	Evasion	Damage	Penetration	Abilities
Sinking Weights	2"	-	+2	-	Knockback

Sinker

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



Actions



Life



Size



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 **full Life Points**, they increase their **MOVEMENT**, **DEXTERITY**, **ATTACK**, and **MIND** by **1** until the start of their next turn.



Thrall

Keywords

- *Faction (Strigoi)*
- *Henchman*

Character Abilities

- *Companion (Vampire)*



Actions



Life



Size



Ducats

MOVEMENT	DEXTERITY	ATTACK	PROTECTION	MIND
4	4	3	3	1

Weapon	Range	Evasion	Damage	Penetration	Abilities
Crossbow	30"	-	-	-	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!