

# Vampire

## COACH NAME

Candlejack

## TEAM NAME

Ahoy Bitey

## SIDELINE

Apothecary	No
Assistant coaches	0
Cheerleaders	0
Dedicated fans	0
Re-rolls	3

## INDUCEMENTS

No inducements

## SPECIAL RULES

- Sylvanian Spotlight
- Vampire Lord

## SUMMARY

Players cost	960k
Skills cost	120k
Inducement cost	0k
Sideline cost	180k
Primary skills	6
Secondary skills	0

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

**Block:** When a Both Down result is applied during a Block action, this player may choose to ignore it and not be Knocked Down.

**Bloodlust (2+)\*:** Whenever a player with this Trait activates, even if they are Prone or have lost their Tackle Zone, 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 team turn (such as a Blitz action), this will still count as the one of that action for the team turn. At the end of their activation they may bite an adjacent Thrall Lineman team-mate (Standing, Prone or Stunned). If they bite a Thrall, immediately make an Injury roll for the Thrall treating any Casualty result as Badly Hurt; this will not cause a Turnover unless the Thrall was holding the ball. If they do not bite a Thrall for any reason then a Turnover is caused, the player will lose their Tackle Zone until they are next activated, and will immediately drop the ball if they were holding it. If the player was in the opposing End Zone, no touchdown is scored. If a player who failed this roll wants to make a Pass action, Hand-off, or score, then they must bite a Thrall before they perform the action or score.

**Bloodlust (3+)\*:** Whenever a player with this Trait activates, even if they are Prone or have lost their Tackle Zone, 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 team turn (such as a Blitz action), this will still count as the one of that action for the team turn. At the end of their activation they may bite an adjacent Thrall Lineman team-mate (Standing, Prone or Stunned). If they bite a Thrall, immediately make an Injury roll for the Thrall treating any Casualty result as Badly Hurt; this will not cause a Turnover unless the Thrall was holding the ball. If they do not bite a Thrall for any reason then a Turnover is caused, the player will lose their Tackle Zone until they are next activated, and will immediately drop the ball if they were holding it. If the player was in the opposing End Zone, no touchdown is scored. If a player who failed this roll wants to make a Pass action, Hand-off, or score, then they must bite a Thrall before they perform the action or score.

**Dodge:** Once per team turn, during their activation, this player may re-roll a failed Agility test when attempting to Dodge.

Additionally, this player may choose to use this Skill when they are the target of a Block action and a Stumble result is applied against them.

**Frenzy\*:** Every time this player performs a Block action (on its own or as part of a Blitz action), they must follow-up if the target is pushed back and if they are able. If the target is still Standing after being pushed back, and if this player was able to follow-up, this player must then perform a second Block action against the same target, again following-up if the target is pushed back.

If this player is performing a Blitz action, performing a second Block action will also cost them one square of their Movement Allowance. If this player has no Movement Allowance left to perform a second Block action, they must Rush to do so. If they cannot Rush, they cannot perform a second Block action.

Note that if an opposition player in possession of the ball is pushed back into your End Zone and is still Standing, a touchdown will be scored, ending the drive. In this case, the second Block action is not performed.

A player with this Skill cannot also have the Grab skill.

**Hypnotic Gaze:** During their activation, this player may perform a 'Hypnotic Gaze' Special action. There is no limit to how many players with this Trait may perform this Special action each team turn.

To perform a Hypnotic Gaze Special action, nominate a single Standing opposition player that has not lost their Tackle Zone and that this player is Marking. Then make an Agility test for this player, applying a -1 modifier for every (other than nominated player) that is Marking this player. If the test is passed, the nominated player loses their Tackle Zone until they are next activated.

This player may move before performing this Special action, following all of the normal movement rules. However, once this Special action has been performed, this player may not move further and their activation comes to an end.

**Juggernaut:** When this player performs a Block action as part of a Blitz action (but not on its own), they may choose to treat a Both Down result as a Push Back result. In addition, when this player performs a Block action as part of a Blitz action, the target of the Block action may not use the Fend, Stand Firm or Wrestle skills.

**Leader:** A team which has one or more players with this Skill gains a single extra team re-roll, called a Leader re-roll. However, the Leader re-roll can only be used if there is at least one player with this Skill on the pitch (even if the player with this Skill is Prone, Stunned or has lost their Tackle Zone). If all players with this Skill are removed from play before the Leader re-roll is used, it is lost. The Leader re-roll can be carried over into extra time if it is not used, but the team does not receive a new one at the start of extra time. Unlike standard Team Re-rolls, the Leader Re-roll cannot be lost due to a Halfling Master Chef. Otherwise, the Leader re-roll is treated just like a normal team re-roll.

**Pass:** This player may re-roll a failed Passing Ability test when performing a Pass action.

**Regeneration:** After a Casualty roll has been made against this player, roll a D6. On a roll of 4+, the Casualty roll is discarded without effect and the player is placed in the Reserves box rather than the Casualty box of their team dugout. On a roll of 1-3, however, the result of the Casualty roll is applied as normal.

This Trait may still be used if the player is Prone, Stunned, or has lost their Tackle Zone.