

Vampire

COACH NAME

GreatGooglyMoogly

TEAM NAME

Auckland Afterlififers

SIDELINE

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

INDUCEMENTS

No inducements

SPECIAL RULES

- Sylvanian Spotlight
- Vampire Lord

SUMMARY

Option: Quantity over quality
 Trade 4SPP for 20kgold
 Team budget 1130k/1130k
 SPP 36/38
 Max skill stacks 1
 Star players Not allowed

#	POSITION	MA	ST	AG	PA	AV	SKILLS	COST
1	Thrall Lineman	6	3	3+	4+	8+		40k
2	Thrall Lineman	6	3	3+	4+	8+		40k
3	Thrall Lineman	6	3	3+	4+	8+		40k
4	Thrall Lineman	6	3	3+	4+	8+		40k
5	Thrall Lineman	6	3	3+	4+	8+		40k
6	Thrall Lineman	6	3	3+	4+	8+		40k
7	Thrall Lineman	6	3	3+	4+	8+		40k
8	Thrall Lineman	6	3	3+	4+	8+		40k
9	Vampire Runner	8	3	2+	4+	8+	Bloodlust (2+)*, Hypnotic Gaze, Regeneration, <i>Dodge</i>	100k
10	Vampire Runner	8	3	2+	4+	8+	Bloodlust (2+)*, Hypnotic Gaze, Regeneration, <i>Dodge</i>	100k
11	Vampire Thrower	6	4	2+	2+	9+	Bloodlust (2+)*, Hypnotic Gaze, Pass, Regeneration, <i>Block</i>	110k
12	Vampire Thrower	6	4	2+	2+	9+	Bloodlust (2+)*, Hypnotic Gaze, Pass, Regeneration, <i>Block</i>	110k
13	Vargheist	5	5	4+	-	10+	Bloodlust (3+)*, Claws, Frenzy*, Loner (4+)*, Regeneration, <i>Block</i>	150k

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.

Claws: When you make an Armour roll against an opposition player that was Knocked Down as the result of a Block action performed by this player, a roll of 8+ before applying any modifiers will break their armour, regardless of their actual Armor Value.

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.

Loner (4+)*: If this player wishes to use a team re-roll, roll a D6. If you roll equal to or higher than the target number shown in brackets, this player may use the team re-roll as normal. Otherwise, the original result stands without being re-rolled but the team re-roll is lost just as if it had been used.

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

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.