

## Strigani (Bloodline Strigoi)

### Choice of Warriors

Strigoi (Max.: 15)
-1 Strigoi (20EP)
-0-1 Seer (12EP)
-0-1 Domnu (8EP)
0-2 Sluga (0 EP)
0+ Strigani
0+ Ghouls
0-2 Giant Bats

### Skills

	Combat	Shooting	Academic	Strength	Speed	Special
Strigoi	+		+	+	+	+
Scher			+		+	+
Domnu	+			+	+	+
Sluga		+			+	+

### Maximum limits

	M	WS	BS	S	T	W	I	A	LD
Vampir	6	8	6	7	6	4	9	4	10
Human	4	6	6	4	4	3	6	4	9
Ghouls	5	5	2	4	5	3	5	5	7

### Special rules:

*Undead: Cause fear, immune to psychology, never leaves close combat, immune to poison, treat stunned as knocked down*

*Mercenaries: Same as Vampire. If the Strigoi is dead all of human mercenaries. If a new Strigoi joins the warband, the mercenaries which could not be hired before leave the warband.*

### Equipment:

#### Heroes:

Dagger, axe, sword, double handed weapon, halberd, spear, club, mace, chest talon

Bow, short bow, throwing knives

shield, helmet, light and heavy armour

### Henchmann

Dagger, axe, sword, spear, club, mace, chest talon

Bow, short bow, throwing knives

shield, helmet, light armour

### Heroes

Strigoi : 120 gm

M	WS	BS	S	T	W	I	A	LD
6	4	4	4	4	2	5	2	8

*Undead, leadership*

*Beast: The strigoi got a Wardsave of 6+ from start which can be modified by dodge or step aside. He hates all other vampires.*

Strigois don't have zombies in the warband list and because they are considered as gods by Ghouls, they can create wherever undead can create Zombies Ghouls but only if they roll a 4+ on a W6.

Can't learn Arcane Lore but learns Dark Arts instead.

A Strigoi Vampire may not wield any weapons, as it relies upon brute strength, tooth and claw. They do not suffer from any penalties for fighting unarmed. However Strigoi are considered the strongest of all vampires, so they may choose ONE of the following abilities (the choice is irreversible and all adds go over the maximum limits of the vampire):

**Piercing:** The strigoi gains +1 Attacks and all Attacks are armour piercing with -1. +20 gc

**Blocking:** The strigoi gains +1 Attacks and can parry. +20gc

**Long Claws:** Always attacks first in the first close combat phase when attacked. +20 gc

**Strong:** The Strigoi gains a +1 Strength for all his attacks +20gc

**Superstrong:** The Strigoi gains +2, but strikes last. (Can be negated with strongman skill) +25 gc

Seer 50 gm

M	WS	BS	S	T	W	I	A	LD
4	2	3	3	3	1	3	1	7

*Human. Starts with one spell of lesser magic.*

*A Strigoi Vampire may not wield any weapons, as it relies upon brute strength, tooth and claw. They do not suffer from any penalties for fighting unarmed*

Domnul: 35gm

M	WS	BS	S	T	W	I	A	LD
4	3	3	3	3	1	3	1	8

*Human. Gypsy Ward: Possessing an innate resistance to magic, the Domnul has a special save of 5+ versus magical attacks.*

Sluga: 15 gm

M	WS	BS	S	T	W	I	A	LD
4	2	2	3	3	1	3	1	6

Human.

Sonderausrüstung (Kosten: 15 Gold, gewöhnlich)

Chest Talon Strigany only 15 gold crowns

Range Strength Special Rules Close Combat As User+1 Two Handed, Heart-Pierce Designed for the Domnu, these pick-like great weapons are ideal for pinning von Carstein blood-thirsters. Special Rules: Two-Handed: As the Chest Talon requires two hands to wield, a model equipped with it may not use a shield, buckler or secondary weapon in close combat. If the model has a shield he still gets a +1 bonus to his armor save against shooting. Heart-Pierce: Such is the destructive design of the weapon that it adds +1 to wound against a blood-thirster

Ring of Strigos Rare 9 20+2D6 gold crowns

Range Strength Special Rules n/a n/a

Arcane Barrier Forged with the blood of Necrarchs, these rings once adorned the fingers of Strigos' nobility. Special Rules: Arcane Barrier: A model wearing a Ring of Strigos gains a 6+ save versus all spells that they are a target of, or find themselves affect by. **Gefolge**

Ghul: 40gm

M	WS	BS	S	T	W	I	A	LD
4	2	2	3	4	1	3	2	5

Weapons/Armor: Ghouls never carry any equipment, apart from a few bones which they use as primitive weapons. Special Rules: Cause Fear: Ghouls are twisted and repulsive creatures and therefore cause Fear. May choose as a hero from two of the combat, speed or Strength skills

Strigani: 25gm

M	WS	BS	S	T	W	I	A	LD
4	3	3	3	3	1	3	1	7

Human

Riesenfledermäuse: 40gm

M	WS	BS	S	T	W	I	A	LD
6	3	0	3	3	2	3	1	6

Animals: Giant Bats are animals and thus do not gain experience.

Flying: Giant Bats fly through the night air, and thus do not need to climb or leap over gaps, even if their movement phase ends with them over open air. They can be attacked in close combat when in open air.

Large: Giant Bats are Large creatures.

Sonic: Giant Bats use sonic vibrations to navigate the dark of night. No Line of Sight is needed for a charge.

**Sonderfähigkeiten Strigoi-Blutlinie**

**1. Fähigkeiten**

**a. Iron Sinews + 1 to strength (not offer maximum value)**

**b. Dark Arts**

**The strigoi can learn with a tome of magic spells. He can learn a spell from the dark arts.**

**c. Infinite hate**

**The vampire hates all of his enemies.**

**d. Curse of eternity**

The strigoi gains regeneration for every lost life point. This will be successful if he gets a 4+ on a D6. A lost wound is lost, and cannot be regained in further rounds. This abilities does not work for the last life point. However he will be able to take part in the next battle, even if he rolls on the injury roll that he cannot take part in the next battle or battles. Dead on the injury roll is still dead.

**e. Gigantic monster**

**The strigoi counts now as a big monster (i.e. like an oger or troll) and gains +1 wounds and strenght above the maximum.**

**Skills strigani (not Strigoi but Seer, Domnul, Sluga and Strigani):**

**Quick Fingers:** Gypsies are very good at finding things that other people "lost". If the Strigani was not put out of action in the last fight, he can reduce the costs of one item with 2D6 (not below 1 gold pice). This represents the ability to get an item on the black market.

**Skilled:** With this skill the gypsy can throw two throwing knives at the same target. Cannot be combined with the knife fighter or quick shooter skill.

**Gypsy Ward:** Possessing an innate resistance to magic, the Domnu has a special save of 5+ versus magical attacks. (Domnuls got this already)

**The dark arts (only Strigoi)**

**1. Strigoi fire (Difficulty 7)**

The fireball has a range of 18" and causes one Strength 4 hit. It strikes the first model in its path. Armour saves are taken as normal (i.e., with -1 modifier).

**2. Winged Flight (Difficulty 7)**

The strigoi may immediately move anywhere within 12", including into base contact with an enemy, in which case he counts as charging. If he engages a fleeing enemy in the close combat phase he will score 1 automatic hit and then his opponent will flee again (if he survives).

**3. Life stealer (Difficulty 10)**

Once successfully cast, the Sorceress has to make a to hit roll against a model in base contact. If the attack is successful and her opponent is struck, he suffers a wound with no armour save possible. The Sorceress feeds on this life-force and adds one wound to her profile. Note: the Sorceress can never have more than one extra wound from the use of this spell and the extra wound is lost at the end of the battle.

Fluff:

**Unwanted Customers:** The strigani are gypsies and therefore shunned and disliked by the common people. To represent this, they have to reroll successful rolls for rare items. If this is successful, they get a discount of one D6 because the seller is really desperate to sell. (Explanation an item costs normally 15 + 3D6 Gold. The strigani has only to roll 2D6. If the costs is 15 + D6 Gold it costs only 15 Gold).