

VAMPIRE TEAM (v3)

Qty	Position	Cost	MA	ST	AG	AV	Skills
0-6	Vampires	120K	6	4	4	8	Stab, Hypnotic Gaze, Regenerate
0-12	Thralls	40K	6	3	3	7	None
0-1	Of the following Star Players: Count Luthor Von Drakenborg (350K), Morg'n'Thorg (420K), Thrud (100K)						
0-8	Team Re-rolls for 70,000 gold pieces each						

Starting Fan Factor: 5

VAMPIRE TEAM IMPROVEMENT TABLE

Position	General	Agility	Strength	Passing
Vampires	Y	Y	Y	N
Thrall	Y	N	N	N

VAMPIRE TEAM SPECIAL RULES

Vampire teams may purchase an apothecary but it may only be used on Thralls. In addition, a Vampire team can hire Count Luthor von Drakenborg even if the opposing team has hired him. In these cases, the second Count Luthor is actually another very powerful Vampire Count Lord who has taken an interest in assisting the team for the match.

Vampires must occasionally feed on the blood of the living. Because of this, roll a D6 whenever a Vampire takes an action. On a 2+ the Vampire may carry out the action as normal. On a '1', however, the Vampire is overcome by the desire to drink Human blood; the Vampire loses their declared action for the turn and must instead take a Move action. If the Vampire finishes the move standing adjacent to one or more Thralls, he attacks one of them. Immediately roll for injury on the Thrall who has been attacked without making an Armour roll. The injury will not cause a turnover unless the Thrall was holding the ball. If the Vampire is not able to attack a Thrall (for any reason), then he is removed from the field and placed in his team's Reserves box, and his team suffers a Turnover. If he was holding the ball it bounces from the square he occupied when he was removed, and he may not score a Touchdown (even if he gets into the End Zone while holding the ball before being removed). If the Vampire is Knocked Out or Injured before biting a Thrall, then he should be placed in the appropriate box of the Dug Out instead of being placed in the Reserves box. Note that the Vampire is allowed to pick up the football or do anything else they could normally do while taking a Move action, but must bite a Thrall to avoid the Turnover.