| LEGION OF SACRAMENT | | POINTS | UNITS | TOTAL UNITS | | | | |
|--|--|--------|---|----------------|--|--|--|--|
| | | 500 | Fell Bats (3-12) x 1; Vampire Lord x 3; | 4 | | | | |
| COMMAND ABILITY | | | | | | | | |
| ENDLESS LEGIONS Choose a gravesite within 9". You may pick a friendly SUMMONABLE unit that has been destroyed and set it up again wholly within 9" of that gravesite and more than 9" from any enemy models. | | | | | | | | |
| BATTLE TRAITS | | | | | | | | |
| | After territories have been determined, but before any units have been set up, you may pick up to 2 points in your territory and up to 2 points anywhere on the battlefield to be gravesites. You may wish to place suitable markers on these points. Instead of setting up a SUMMONABLE unit on the battlefield, you can place it to one side and say that it is set up in the grave. You can do this with as many units as you wish. | | | | | | | |
| THE UNQUIET DEAD | At the end of your movement phase, for each DEATH HERO within 9" of a gravesite, you may pick a single unit in the grave and set it up wholly within 9" of that gravesite and more than 9" from any enemy models. Any model that is unable to be set up in this way is slain. If a unit is still in the grave at the end of the battle, it is considered to be slain. | | | | | | | |
| | Gravesites have the following ability: Invigorating Aura: At the start of your hero phase, pick a friendly SUMMONABLE unit within 9" of this gravesite. You can either heal D3 wounds that have been allocated to it or, if no wounds are currently allocated to the unit, you may return a number of slain models to it that have a combined Wounds characteristic equal to or less than the roll of a D3. | | | | | | | |
| DEATHLESS MINIONS | Roll a dice each time you allocate a wound or mortal wound to a friendly DEATH unit within 6" of your general or another friendly DEATH HERO . On a 6+ the wound is negated. | | | | | | | |
| THE MASTER'S TEACHINGS | Whenever an enemy unit is destroyed, before removing the last model, you may pick one of your gravesites within 6" of that model. Roll a dice, then remove the model. On a 4+, you may pick a friendly SUMMONABLE unit that has been destroyed and set it up again wholly within 9" of that gravesite and more than 9" from any enemy models. | | | | | | | |
| THE BLACK DISCIPLES | HE BLACK DISCIPLES Friendly LEGION OF SACRAMENT WIZARDS may add 1 to casting rolls. | | | | | | | |
| COMMAND TRAITS | | | | | | | | |
| DARK ACOLYTE | This general is a WIZARD that knows the Arcane Bolt and Mystic Shield spells, as well as a single spell from one of the Lores of the Dead. If this general is already a WIZARD , they may generate an additional spell from one of the Lores of the Dead. | | | | | | | |
| ARTEFACTS | | | | | | | | |
| SHROUD OF DARKNESS | Substract 1 from the hit rolls of attacks that target the bearer in the shooting phase if the attacking unit is within 8" of the bearer. Substract 2 from the hit rolls of attacks that target the bearer in the shooting phase if the attacking unit more than 8" away from the bearer. | | | | | | | |

| Fell Bats (3-12) | | MOVE | WOUNDS | BRAVERY | SAVE | PTS | | | |
|--|--|--------|---------|---------|----------|------|--------|--|--|
| Tell Dats (3-12) | | | 14 | 3 | 10 | 6+ | 80 | | |
| MELEE WEAPONS | | RANGE" | ATTACKS | TO HIT | TO WOUND | REND | DAMAGE | | |
| Elongated Fangs | 1 | | 2 | 4+ | 4+ | - | 1 | | |
| ABILITIES | | | | | | | | | |
| FLY | This unit can fly. | | | | | | | | |
| SCENT OF GORE | If an enemy model is slain within 6" of this unit, increase the Attacks characteristic of this unit's Elongated Fangs to 6 for the rest of the battle. | | | | | | | | |
| KEYWORDS | | | | | | | | | |
| DEATH, LEGION, SOULBLIGHT, SUMMONABLE, FELL BATS | | | | | | | | | |

| Vampire Lord (Leader) | | | MOV | VE | WOUNDS | BRAVERY | SAVE | PTS | | |
|--------------------------|--|------------|-------------------------------|--|-------------------|---------------------|--------|-----|--|--|
| | | | 5 (10 | 0) | 5 | 10 | 4+ | 140 | | |
| MELEE WEAPONS RANGE" | | ATTA | CKS | TO HIT | TO WOUND | REND | DAMAGE | | | |
| Spirit-possesed Blades 1 | | 4 | | 3+ | 3+ | -1 | D3 | | | |
| ABILITIES | | | | | | | | | | |
| FLYINGHORROR | Vampire Lord with wings have Move 10" and can fly. | | | | | | | | | |
| CHALICE OF BLOOD | Once per battle, in your hero phase, a Vampire Lord with a Chalice of Blood heals D6 wounds. | | | | | | | | | |
| THE HUNGER | At the end of any combat phase in which this model slew any enemy models, you can heal 1 wound that has been allocated to it. | | | | | | | | | |
| DEATHLY INVOCATION | At the start of your hero phase, pick up to 3 different friendly SUMMONABLE units within 12" of this model. You can heal D3 wounds that have been allocated to each unit you picked (roll separately for each unit). If no wounds are currently allocated to a unit you have picked, you may instead return a number of slain models to it that have a combined Wounds characteristic equal to or less than the roll of a D3. | | | | | | | | | |
| WIZARD | Can attempt to cast one spell in each of your hero phases, and attempt to unbind one spell in each enemy hero phase. | | | | | | | | | |
| SPELL | CAST | RANGE | TARGET | | | EFFECT | | | | |
| BASIC SPELLS | | | | | | | | | | |
| Arcane Bolt | 5 | 18 in LoS | enemy unit | The u | nit you pick up s | uffers D3 mortal we | ounds. | | | |
| Mystic Shield | 6 | 18 in LoS | caster or friendly unit | You can add 1 to all save rolls for the unit you pick until the start of your next hero phase. | | | | | | |
| LORE OF THE VAMPIRES | | | | | | | | | | |
| BLADES OF SHYISH | 5 | (12) | Each enemy unit | Roll a dice for each enemy unit within 12" of the caster. On a 5+ that unit suffers 1 mortal wound. | | | | | | |
| SPIRIT GALE | 6 | 12 in LoS | enemy unit | Roll 3D6. For each 5+, that unit suffers 1 mortal wound. In addition, if 2 of these dice show the same number, substract 1 from hit rolls for that unit until your next hero phase. If all 3 dice show the same number, substract 1 from hit and wound rolls for that unit until your next hero phase instead. | | | | | | |
| VILE TRANSFERENCE | 7 | 12 in LoS | enemy unit | Pick an enemy unit within 12" of the caster that is visible to them, and a friendly DEATH unit within 6" of that enemy unit. The enemy unit suffers D3 mortal wounds. Then, for each of these wounds that was allocated and not negated, you can heal 1 wound allocated to the friendly unit. | | | | | | |
| AMETHYSTINE PINIONS | 5 | self | self | Until your next hero phase add 5" to the caster's Move characteristic and the caster can fly. | | | | | | |
| SOULPIKE | 6 | 18 in LoS | enemy unit | Until your next hero phase, after a unit affected by any Soulpike spells | | | | | | |
| AMARANTITE ORB | 7 | 12 | point | Pick a point on the battlefield within 12" of the caster and draw an imaginary straight line 1mm wide between that point and the closest part of the caster. Roll a dice for each unit (friend or foe, apart from the caster) that has any models beneath this line. On a 4+ that unit suffers D6 mortal wounds. | | | | | | |
| COMMAND ABILITIES | | | | | | | | | | |
| INSPIRING PRESENCE | Pick a unit from your army that is within 12" of your general. That unit does not have to take battleshock tests until your next hero pse. | | | | | | | | | |
| ENDLESS LEGIONS | Choose a gravesite within 9". You may pick a friendly SUMMONABLE unit that has been destroyed and set it up again wholly within 9" of that gravesite and more than 9" from any enemy models. | | | | | | | | | |
| BLOOD FEAST | Pick a friendly Death unit within 15". Models in that unit make one extra attack with each of their melee weapons until your next hero phase. | | | | | | | | | |
| KEYWORDS | | | | | | | | | | |
| DEATH, LEGION, VAMP | IRE, SOUI | BLIGHT, HE | RO, WIZARI | D, VAMF | PIRE LORD | | | | | |