

LEGION OF BLOOD		POINTS	UNITS	TOTAL UNITS
		700	Vampire Lord x 2; Blood Knights (5-15) x 1; Bat Swarms (2-8) x 1; Fell Bats (3-12) x 1;	5
COMMAND ABILITY				
ENDLESS LEGIONS	Choose a gravesite within 9". You may pick a friendly <b>SUMMONABLE</b> 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				
THE UNQUIET DEAD	<p>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 <b>SUMMONABLE</b> 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.</p> <p>At the end of your movement phase, for each <b>DEATH HERO</b> 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.</p> <p><i>Gravesites have the following ability:</i> <b>Invigorating Aura:</b> At the start of your hero phase, pick a friendly <b>SUMMONABLE</b> 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.</p>			
DEATHLESS MINIONS	Roll a dice each time you allocate a wound or mortal wound to a friendly <b>DEATH</b> unit within 6" of your general or another friendly <b>DEATH HERO</b> . On a 6+ the wound is negated.			
IMMORTAL MAJESTY	Subtract 1 from the Bravery characteristic of enemy units within 6" of any friendly <b>LEGION OF BLOOD</b> units.			
FAVOURED RETAINERS	Add 1 to the Attacks characteristic of all melee weapons used by friendly <b>LEGION OF BLOOD VAMPIRE LORDS</b> and <b>LEGION OF BLOOD</b> Blood Knights.			
COMMAND TRAITS				
WALKING DEATH	If the hit roll for an attack made with one of this general's melee weapons is 6+, do not roll to wound. Instead, the target suffers a number of mortal wounds equal to the Damage characteristic of that weapon.			
ARTEFACTS				
SHADEGLASS DECANTER	After armies have been set up but before the first battle round, select an enemy <b>HERO</b> . In your hero phase, as long as that hero is on the battlefield, you can roll a dice. If the result is higher than the number of the current battle round, that hero suffers 1 mortal wound.			

Vampire Lord (Leader)		MOVE	WOUNDS	BRAVERY	SAVE	PTS
		5 (10)	5	10	4+	140
MELEE WEAPONS	RANGE"	ATTACKS	TO HIT	TO WOUND	REND	DAMAGE
Spirit-possessed Blades	1	4	3+	3+	-1	D3
ABILITIES						
FLYING HORROR	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 <b>SUMMONABLE</b> 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 unit you pick up suffers D3 mortal wounds.		
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, subtract 1 from hit rolls for that unit until your next hero phase. If all 3 dice show the same number, subtract 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 <b>DEATH</b> 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 Soulpikes spells makes a charge move, roll a number of dice equal to the result of their charge roll. For each 5+, that unit suffers 1 mortal wound.		
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 phase.					
ENDLESS LEGIONS	Choose a gravesite within 9". You may pick a friendly <b>SUMMONABLE</b> 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 <b>Death</b> 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, VAMPIRE, SOULBLIGHT, HERO, WIZARD, VAMPIRE LORD						

Blood Knights (5-15) (Battleline  Soulblight)		MOVE	WOUNDS	BRAVERY	SAVE	PTS
		10	3	10	4+	260
MELEE WEAPONS	RANGE"	ATTACKS	TO HIT	TO WOUND	REND	DAMAGE
Kastellan's Templar Lance or Blade	1	4	3+	3+	-1	1
Templar Lance or Blade	1	3	3+	3+	-1	1
Nightmare's Hooves and Teeth	1	2	4+	4+	-	1
ABILITIES						
KASTELLAN	The leader of this unit is Kastellan. Add 1 to the Attacks characteristic of a Kastellan's Templar Lance or Blade.					
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.					
MARTIAL FURY	If this unit completed a charge this turn, increase the Damage characteristic of its Templar Lances or Blades to D3.					
BLOODSHIELDS	Add 1 to the save rolls for a unit carrying Bloodshields against attacks that have a Rend characteristic of "-".					
STANDARD BEARER	Models in this unit may be Standard Bearers. Subtract 1 from the Bravery characteristic of enemy units whilst they are within 6" of any <b>DEATH</b> Standard Bearers.					
HORNBLOWER	Models in this unit may be Hornblowers. A unit that includes any Hornblowers can always move up to 6" when it charges, unless its charge roll is higher.					
KEYWORDS						
DEATH, LEGION, VAMPIRE, SOULBLIGHT, BLOOD KNIGHTS						

Bat Swarms (2-8)		MOVE	WOUNDS	BRAVERY	SAVE	PTS
		12	5	10	-	80
MELEE WEAPONS	RANGE"	ATTACKS	TO HIT	TO WOUND	REND	DAMAGE
Razor-sharp Teeth	3	5	5+	5+	-	1
ABILITIES						
FLY	This unit can fly.					
CLOUD OF HORROR	Subtract 1 from hit rolls for enemy units that are within 12" of any Bat Swarms in the Shooting phase.					
BLOOD SUCKERS	At the end of any combat phase in which this unit caused any wounds to be allocated to any enemy models, you can heal all wounds that have been allocated to this unit.					
KEYWORDS						
DEATH, LEGION, SOULBLIGHT, SUMMONABLE, BAT SWARMS						

Fell Bats (3-12)		MOVE	WOUNDS	BRAVERY	SAVE	PTS
		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						