ALLEGIANCE: SOULBLIGHT		POINTS	UNITS	TOTAL UNITS					
		440	Bat Swarms (2-8) x 1; Fell Bats (3-12) x 1; Vampire Lord x 2;	4					
COMMAND ABILITY									
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.								
BATTLE TRAITS	BATTLE TRAITS								
DEATHLESS THRALLS	Roll a dice each time you allocate a wound or mortal wound to a friendly <b>SOULBLIGHT</b> unit within 6" of your general or another <b>SOULBLIGHT HERO</b> from your army. On a 6+ the wound is negated.								
THE BLOODLINES	Before you select your general's command trait, pick one of the following bloodlines for the army to have.  The associated traits apply to all <b>SOULBLIGHT</b> units from your army for the duration of the battle, even if the general is slain (if you must select a new general during the battle, do not generate a new bloodline for the army).								
* DRAGON WARRIORS	You can re-roll hit rolls of 1 for models that have the Dragon Warriors bloodline if they charged in the same turn.								
* LORDS OF NIGHT	Models with the Lords of Night bloodline receive the benefits of the Deathless Thralls battle trait even if they are not within 6" of the general or another friendly <b>SOULBLIGHT HERO</b> .								
* NECROMANTIC	Add 1 to casting and unbinding rolls for <b>WIZARDS</b> with the Necromantic bloodline. In addition, subtract 1 from the Bravery characteristic of enemy units that are within 6" of one or more models with the Necromantic bloodline.								
* SWIFT DEATH	Add 2" to the Move characteristic of all models that have the Swift Death bloodline. In addition, Swift Death models can always move as if they can fly.								
COMMAND TRAITS									
BLOOD FURY	Add 1 to the Attacks characteristic of melee weapons used by this general.								
ARTEFACTS									
THE SACCHARINE GOBLET	At start of the combat phase, you can declare that the bearer will drink from the Saccharine Goblet. If you d so, you can add 1 to hit and wound rolls for the bearer until the end of the phase. However, if no wounds are allocated as a result of these attacks, then the bearer suffers D3 mortal wounds.								

Bat Swarms (2-8)			MOVE	WOUNDS	BRAVERY	SAVE	PTS		
			12	5	10	-	80		
MELEE WEAPONS RANGE"			ATTACKS	то ніт	TO WOUND	REND	DAMAGE		
Razor-sharp Teeth		3	5	5+	5+	-	1		
ABILITIES									
FLY	This unit can fly.								
CLOUD OF HORROR	Substract 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		
1011 5015 (5-12)		14	3	10	6+	80			
MELEE WEAPONS RANGE"			ATTACKS	то ніт	TO WOUND	REND	DAMAGE		
Elongated Fangs 1			2	4+	4+	-	1		
ABILITIES									
FLY	This u	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)			MOVE	WOUNDS	BRAVERY	SAVE	PTS			
				5 (10)	5	10	4+	140		
MELEE WEAPONS		RANGE	<u> </u>	ATTACKS	TO HIT	TO WOUND	REND	DAMAGE		
Spirit-possesed Blades 1				4	3+	3+	-1	D3		
ABILITIES										
FLYING HORROR	Vampire Lord with wings have Move 10" and can fly.									
CHALICE OF BLOOD	Once p	Once per battle, in your hero phase, a Vampire Lord with a Chalice of Blood heals D6 wounds.								
THE HUNGER	l	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	You ca wound	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	I	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, 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 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 pse.									
BLOOD FEAST	I	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										
DEATH, LEGISTRY WINNING, SOCIED GITT, TIERRO, WILLIAM, WANTE THE LOTTE										