LEGION OF SACRAMENT		POINTS	UNITS	TOTAL UNITS			
		950	Bat Swarms (2-8) x 1; Vampire Lord x 3; Necromancer x 1; CAIRN WRAITH x 1; Spirit Hosts (3-12) x 1; Hexwraiths (5-20) x 1;	8			
COMMAND ABILITY							
ENDLESS LEGIONS			in 9". You may pick a friendly SUMMONABLE unit that has been destroyed 9" of that gravesite and more than 9" from any enemy models.	and set it			
BATTLE TRAITS							
THE UNQUIET DEAD	your territor markers on side and say At the end of in the grave model that i considered of Gravesites he invigorating gravesite. You allocated to	ry and up to these points of these points of the	en determined, but before any units have been set up, you may pick up to 2 points anywhere on the battlefield to be gravesites. You may wish to pla . Instead of setting up a SUMMONABLE unit on the battlefield, you can place up in the grave. You can do this with as many units as you wish. The ment phase, for each DEATH HERO within 9" of a gravesite, you may pick a complete within 9" of that gravesite and more than 9" from any enemy more be set up in this way is slain. If a unit is still in the grave at the end of the swing ability: Start of your hero phase, pick a friendly SUMMONABLE unit within 9" of the end D3 wounds that have been allocated to it or, if no wounds are curred unay return a number of slain models to it that have a combined Wound or less than the roll of a D3.	single unit dels. Any battle, it is			
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	Friendly LEG	ION OF SAC	RAMENT WIZARDS may add 1 to casting rolls.				
COMMAND TRAITS							
BOUND TO THE MASTER	This general	may use Ar	khan the Black's First of the Mortarchs command ability (pg 97)				
* FIRST OF THE MORTARCHS	Until the end of the hero phase all friendly DEATH WIZARDS within 18" of him can increase the range of their spells by 6".						
ARTEFACTS							
ASYLUMATICAE	Once per battle, in your hero phase, you can declare that the bearer will open the Asylumaticae. If you do so, roll a dice. On a 1 the bearer suffers a mortal wound. On a 2+ each enemy unit within 12" of t bearer suffers 1 mortal wound.						

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	Razor-sharp Teeth 3			5+	5+	-	1		
ABILITIES									
FLY	This ur	This unit can fly.							
CLOUD OF HORROR	Substr	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									

Vampire Lord (Leader)				MOVE	WOUNDS	BRAVERY	SAVE	PTS		
vampire Lord (Leader)	,			5 (10)	5	10	4+	140		
MELEE WEAPONS		RANGE	Δ	TTACKS	TO HIT	TO WOUND	REND	DAMAGE		
Spirit-possesed Blades		1		4	3+	3+	-1	D3		
ABILITIES										
FLYING HORROR	Vampir	e Lord with	wings have	e 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	You car wounds it that h	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 att hero ph	nase.	st one spell	in each of y	our hero phases,	and attempt to un	ibind one spell ir	n each enemy		
SPELL	CAST	RANGE	TARGET			EFFECT				
BASIC SPELLS										
Arcane Bolt	5	18 in LoS	enemy unit	The unit y	ou pick up suffer	s D3 mortal wound	ds.			
Mystic Shield	6	18 in LoS	caster or friendly unit	You can a hero phas		olls for the unit yo	u pick until the s	tart of your next		
LORE OF THE VAMPIRES										
BLADES OF SHYISH	5	(12)	Each enemy unit		e for each enemy mortal wound.	unit within 12" of	the caster. On a	5+ that unit		
SPIRIT GALE	6	12 in LoS	enemy unit	these dice your next	e show the same r hero phase. If all	unit suffers 1 mor number, substract 3 dice show the s nit until your next	1 from hit rolls fo ame number, sub	or that unit until ostract 1 from hit		
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						
AMETHYSTINE PINIONS	5	self	self		r next hero phase	add 5" to the cast		teristic and the		
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.									
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, VAMPIRE,	SOULBLI	GHT, HERO	, WIZARD, V	AMPIRE LOF	RD					

Necromancer (Leader)			MOVE	WOUNDS	BRAVERY	SAVE	PTS			
	,		5	5	10	6+	110			
MELEE WEAPONS		RANGE	" ATTACK	S TO HIT	TO WOUND	REND	DAMAGE			
Necromancer's Staff		2	1	4+	3+	-1	D3			
ABILITIES										
UNDEAD MINIONS	Before you allocate a wound to this model, you may pick a friendly SUMMONABLE unit within 3" and roll a dice. On a 4+ the wound is allocated to that unit instead.									
DEATHLY INVOCATION	At the start of your hero phase, pick up to 2 different friendly SUMMONABLE units within 6" 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 at	-	st one spell in eac	ch of your hero phases	, and attempt to u	nbind one spell ir	each enemy			
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 next hero phase.	save rolls for the ι	unit you pick until	the start of your			
LORE OF THE DEATHMAGES										
OVERWHELMING DREAD	5	18 in LoS	enemy unit	Until your next hero phase, subtract 1 from hit rolls for that unit and subtract 1 from that unit's Bravery characteristic.						
FADING VIGOUR	6	18 in LoS	enemy unit	Until the start of your next hero phase, subtract 1 from the Attacks characteristic of that unit's melee weapons (to a minimum of 1), and roll only a single dice when making charge rolls for it.						
SPECTRAL GRASP	6	18 in LoS	terrain feature	Until your next hero phase, halve the Move characteristic (rounding						
PRISON OF GRIEF	7	12 in LoS	enemy unit	Until your next hero phase, before a unit affected by any Prison of Grief spells moves, roll a dice. On a 5+ the unit may not move in that phase.						
DECREPIFY	6	18 in LoS	enemy HERO	Until your next hero phase, subtract 1 from wound rolls made for that model and subtract 1 from the Damage characteristics of that model's melee weapons (to a minimum of 1).						
SOUL HARVEST	7	(3)	each enemy unit	If successfully cast, each enemy unit within 3" of the caster suffers D3 mortal wounds. Then, roll a dice for each mortal wound that was allocated to an enemy unit and not negated. For each 5+, heal 1 wound that has been allocated to the caster.						
Vanhel's Dance Macabre	6	18	friendly SUMMONABLE unit	That unit can be chosen to nile in and attack twice in your next combat						
COMMAND ABILITIES										
INSPIRING PRESENCE		unit from yo our next her		vithin 12" of your gene	ral. That unit does	not have to take	battleshock tests			
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.									
KEYWORDS										
DEATH, LEGION, DEATHMAGES, HERO, WIZARD, NECROMANCER										

CAIRN WRAITH (Leader)		MOVE	WOUNDS	BRAVERY	SAVE	PTS		
		6	4	10	4+	60		
MELEE WEAPONS	MELEE WEAPONS RANGE"			TO HIT	TO WOUND	REND	DAMAGE	
Reaper Scythe		2	3	4+	3+	-1	2	
ABILITIES								
FLY	This u	nit can fly.						
ETHEREAL	Ignore	Ignore modifiers (positive or negative) when making save rolls for this model.						
FRIGHTFUL TOUCH	Each time you make a hit roll of 6+ for a Reaper Scythe, that attack inflicts 2 mortal wounds instead of the normal damage.							
REAPED LIKE CORN	If the target unit has 5 or more models, you can re-roll failed hit rolls for this model's Reaper Scythe.						Scythe.	
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.						battleshock tests	
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.							
KEYWORDS								
DEATH, LEGION, MALIGNANT, NIGHTHAUNT, HERO, CAIRN WRAITH								

Spirit Hosts (3-12) (Battleline Nighthaunt)		MOVE	WOUNDS	BRAVERY	SAVE	PTS		
		6	3	10	4+	120		
MELEE WEAPONS	MELEE WEAPONS RANGE"		ATTACKS	TO HIT	TO WOUND	REND	DAMAGE	
Spectral Claws and Dagg	Spectral Claws and Daggers 1		6	5+	4+	-	1	
ABILITIES								
FLY	This unit can fly.							
ETHEREAL	Ignore modifiers (positive or negative) when making save rolls for this model.							
FRIGHTFUL TOUCH	If the hit roll for an attack made by a Spirit Host is 6+, immediately inflict 1 mortal wound instead of its normal damage.							
KEYWORDS								
DEATH, LEGION, MALIGNANT, NIGHTHAUNT, SUMMONABLE, SPIRIT HOSTS								

Hexwraiths (5-20) (Battleline Nighthaunt)		MOVE	WOUNDS	BRAVERY	SAVE	PTS			
		12	2	10	4+	160			
MELEE WEAPONS		RANGE"	ATTACKS	TO HIT	TO WOUND	REND	DAMAGE		
Hellwraith's Spectral Scy	/the	1	3	4+	3+	-1	1		
Spectral Scythe		1	2	4+	3+	-1	1		
Skeletal Steed's Hooves a Teeth	Skeletal Steed's Hooves and Teeth		3	4+	5+	-	1		
ABILITIES									
HELLWRAITH	The leader of this unit is Hellwraith. Add 1 to the Attacks characteristic of a Hellwraith's Spectral Scythe.								
FLY	This ur	This unit can fly.							
ETHEREAL	Ignore	Ignore modifiers (positive or negative) when making save rolls for this model.							
FRIGHTFUL TOUCH	Each time you make a hit roll of 6+ for a Spectral Scythe, that attack inflicts 1 mortal wound instead of the normal damage (do not make a wound or save roll).								
SPECTRUM HUNTER'S	In the movement phase, immediately after this unit has moved, you can pick an enemy unit that was passed across by any models from this unit. If you do so, roll a dice for each Hexwraith that passed across that enemy unit. For each roll of 5+, that enemy unit suffers 1 mortal wound.								
KEYWORDS									
DEATH, LEGION, MALIGNANT, NIGHTHAUNT, SUMMONABLE, HEXWRAITHS									