

LEGION OF SACRAMENT		POINTS	UNITS	TOTAL UNITS
		500	Vampire Lord x 2; CAIRN WRAITH 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 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				
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 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.</p> <p>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.</p> <p><i>Gravesites have the following ability:</i> 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.</p>			
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	<p>Whenever an enemy unit is destroyed, before removing the last model, you may pick one of your gravesites within 6" of that model.</p> <p>Roll a dice, then remove the model.</p> <p>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.</p>			
THE BLACK DISCIPLES	Friendly LEGION OF SACRAMENT WIZARDS may add 1 to casting rolls.			
COMMAND TRAITS				
MASTERY OF DEATH	At the start of your hero phase, all friendly DEATH units within 6" of this general may immediately make a move of up to 3" as if it were your movement phase. They may not run as part of this move.			

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 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 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 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 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 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, SOULBLIGHT, HERO, WIZARD, VAMPIRE LORD						

