

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 Soulpiké 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.						
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							

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						