



• WARSCROLL •

# BELLADAMMA VOLGA

FIRST OF THE VYRKOS

Little is known of the mysterious First of the Vyrkos. When she and her lupine packs hunt, the enemy is overcome by a storm of savage claws and slaving fangs, their champions hideously transfigured by the cruel and ancient matriarch.



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Timeworn Scimitar	1"	3	3+	3+	-1	D3
Lupine Fangs and Claws	1"	6	4+	4+	-	1

## DESCRIPTION

Belladamma Volga is a named character that is a single model. She is armed with a Timeworn Scimitar.

If this model is included in a Soulblight Gravelords army with the **VYRKOS DYNASTY** lineage keyword, this model is treated as a general in addition to the model that is chosen to be the army general.

**MOUNT:** Belladamma's wolves attack with their Lupine Fangs and Claws.

## ABILITIES

**The Hunger:** *Soulblight creatures crave the taste of blood and are empowered when they drink deep from the veins of defeated foes.*

At the end of the combat phase, if any enemy models were slain by wounds inflicted by this model's attacks in that phase, you can heal up to D3 wounds allocated to this model.

**First of the Vyrkos:** *Belladamma wields all manner of strange and potent sorceries, many known only to the Elders of the Vyrkos. She uses these to bind packs of Dire Wolves to her service that will unthinkingly sacrifice themselves to protect their savage mistress.*

Add 1 to casting, dispelling and unbinding rolls for this model. In addition, roll a dice before you allocate a wound or mortal wound to this model if it is within 3" of any friendly **DIRE WOLVES** units. On a 3+, that wound or mortal wound is allocated to 1 of those units instead of this model.

## MAGIC

Belladamma is a **WIZARD**. She can attempt to cast 2 spells in your hero phase and attempt to unbind 2 spells in the enemy hero phase. She knows the Arcane Bolt, Mystic Shield, Lycancurse and Under a Killing Moon spells.

**Lycancurse:** *Singling out a choice foe, Belladamma's gnarled hand curls into a fist, lupine eyes watching as her victim's bones are crushed and warped into a form more pleasing to her.*

Lycancurse has a casting value of 7. If successfully cast, pick 1 enemy unit within 18" of the caster that is visible to them. That unit suffers D3 mortal wounds.

If any models in that unit were slain by this spell, before removing the last slain model, you can add 1 unit of **DIRE WOLVES** to your army. The number of models in the new unit must be equal to the number of models in the enemy unit that were slain by this spell. Set up the new unit within 3" of the slain model's unit, and then remove the slain model from play.

**Under a Killing Moon:** *The skies clear as a full and eerie moon rises to illuminate the battlefield. A synchronised howl echoes far and wide as the bestial warriors of the Vyrkos unleash their rage.*

Under a Killing Moon has a casting value of 6. If successfully cast, until your next hero phase, if the unmodified hit roll for an attack made with a melee weapon by a friendly **SOULBLIGHT GRAVELORDS** unit wholly within 12" of the caster is 6, that attack inflicts 2 hits on the target instead of 1. Make a wound and save roll for each hit.

## COMMAND ABILITIES

**Pack Alpha:** *The Dire Wolves of Belladamma's pack are amongst the most savage of their kind and will fall upon their foes with a slaving intensity.*

You can use this command ability at the start of your hero phase. If you do so, pick 1 friendly **DIRE WOLVES** unit wholly within 12" of this model. That unit is eligible to fight in the combat phase if it is within 6" of an enemy unit instead of 3", and it can move an extra 3" when it piles in.

## KEYWORDS

DEATH, VAMPIRE, SOULBLIGHT GRAVELORDS, VYRKOS DYNASTY, HERO, WIZARD, VAMPIRE LORD, BELLADAMMA VOLGA