

VYRKOS BLOOD-BORN



In the gloom-shrouded streets of Ulfenkarn, the Vyrkos Blood-born are never far away, stalking the shadows in search of prey. Once these vampiric fiends catch the scent of blood, they attack with savage ferocity and lightning speed.

MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Piercing Blade	1"	3	3+	3+	-1	D3

DESCRIPTION

A unit of Vyrkos Blood-born has any number of models, each armed with a Piercing Blade.

ABILITIES

Shadowfast: Vyrkos Blood-born are able to dodge and deflect incoming blows with blurring speed.

Roll a dice each time you allocate a wound or mortal wound to this unit. On a 5+, that wound or mortal wound is negated.
