



## VAMPIRE LORD



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Spirit-possessed Blades	1"	4	3+	3+	-1	D3
Nightmare's Hooves and Teeth	1"	2	4+	4+	-	1

### DESCRIPTION

A Vampire Lord is a single model. Each is armed with Spirit-possessed Blades, and some bear an enchanted Chalice of Blood into battle.

### NIGHTMARE

Some Vampire Lords ride into battle on a Nightmare steed; these have Move 10" rather than 5", and can attack with the Nightmare's Hooves and Teeth.

### FLYING HORROR

Some Vampire Lords have membranous wings; these have Move 10" and can fly.

### ABILITIES

**The Hunger:** A Vampire Lord heals a wound at the end of each combat phase in which it killed any models.

**Chalice of Blood:** Once per battle, in your hero phase, a Vampire Lord with a Chalice of Blood can drink its contents and reinvigorate their undead flesh. When they does so, this model heals D6 wounds.

### MAGIC

A Vampire Lord is a wizard. They can attempt to cast one spell in each of your hero phases, and attempt to unbind one spell in each enemy hero phase. They

know the Arcane Bolt, Mystic Shield and Spirit Blight spells.

### SPIRIT BLIGHT

Spirit Blight has a casting value of 6. If successfully cast, pick a unit within 18". Until your next hero phase, subtract 1 from the Attacks of each of that unit's melee weapons (to a minimum of 1).

### COMMAND ABILITY

**Blood Feast:** If this model uses this ability, pick a **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, VAMPIRE, SOULBLIGHT, HERO, WIZARD, VAMPIRE LORD