

# VAMPIRE LORD

Vampire Lords are amongst the most powerful and fearsome undead creatures, possessing eternal life, unnatural speed and strength, and a ceaseless craving for fresh blood. Over their long centuries of existence they have mastered the martial arts, and in battle they are a whirlwind of devastation, carving foes apart with contemptuous ease or summoning dark magic to tear the life from their bodies.



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 are mounted on a Nightmare steed; these have a Move of 10" rather than 5", and can attack with the Nightmare's Hooves and Teeth.

## FLYING HORROR

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

## ABILITIES

**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.

**Chalice of Blood:** If this model has a Chalice of Blood, then once per battle in your hero phase, you can heal D6 wounds that have 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.

## MAGIC

A Vampire Lord is a **Wizard**. They can attempt to cast one spell in your hero phase, and attempt to unbind one spell in the enemy hero phase. They know the Arcane Bolt and Mystic Shield spells.

## COMMAND ABILITY

**Blood Feast:** If this model uses this ability, pick a friendly **Death** unit within 15" of it. Models in that unit make one extra attack with each of their melee weapons until your next hero phase.