

VAMPIRE LORD ON ZOMBIE DRAGON

Many Vampire Lords see undead dragons as the only mounts worthy to bear them into battle. Sitting astride these cadaverous monsters, they soar into the fray, hacking and slicing with wicked blades or spitting helpless victims upon their great lances. Those not slain by the Vampire rider are crushed and torn apart by its steed, or withered to nothing by the creature's pestilential breath.



MISSILE WEAPONS		Range	Attacks	To Hit	To Wound	Rend	Damage
Pestilential Breath		9"	1	3+	*	-3	D6
MELEE WEAPONS		Range	Attacks	To Hit	To Wound	Rend	Damage
Deathlance		1"	3	3+	3+	-1	2
Vampiric Sword		1"	4	3+	3+	-1	D3
Zombie Dragon's Maw		3"	3	4+	3+	-2	D6
Zombie Dragon's Sword-like Claws		2"	*	4+	3+	-1	2

Wounds Suffered	DAMAGE TABLE		
	Move	Pestilential Breath	Sword-like Claws
0-3	14"	2+	7
4-6	12"	3+	6
7-9	10"	4+	5
10-12	8"	5+	4
13+	6"	6+	3

DESCRIPTION

A Vampire Lord on Zombie Dragon is a single model. Many of these Vampire Lords wield a Deathlance for maximum damage on the charge, whilst others slash their foes with a Vampiric Sword. Some carry an Ancient Shield emblazoned with dark heraldry, and a few also bear a Chalice of Blood. Each is mounted on a cadaverous Zombie Dragon which rips apart its foes with its Sword-like Claws and fanged Maw, and its Pestilential Breath can strip flesh from bone.

FLY

Vampire Lords on Zombie Dragons can fly.

ABILITIES

Pestilential Breath: Roll a dice when you attack with the Zombie Dragon's Pestilential Breath. If the result is equal to or less than the number of models in the target unit, the attack scores a hit without needing to make a hit roll.

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 this model.

Deathlance Charge: If this model completed a charge this turn, increase the Damage characteristic of its Deathlance to 3.

Ancient Shield: A model with an Ancient Shield has a Save characteristic of 3+.

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 on Zombie Dragon is a **WIZARD**. He can attempt to cast one spell in your hero phase, and attempt to unbind one spell in the enemy hero phase. He knows the Arcane Bolt, Mystic Shield and Blood Boil spells.

BLOOD BOIL

The Vampire Lord utters a curse that causes his foe's blood to boil in their veins.

Blood Boil has a casting value of 6. If successfully cast, pick an enemy unit within 18" of the caster that is visible to them. That unit suffers a mortal wound. If a model was allocated any wounds caused by this spell but was not slain, roll another dice. On a 4+ that model suffers another mortal wound. If the model is still not slain, roll another dice. It will suffer another mortal wound on a 4+. Keep rolling dice in this way until either the model is slain or you fail to cause a mortal wound.

COMMAND ABILITY

Dread Knight: If this model uses this ability, pick a friendly **DEATH** unit within 15" of it. Until your next hero phase, you can re-roll failed hit rolls for that unit.