

BLOODSEEKER PALANQUIN

A Bloodseeker Palanquin is the dread conveyance of a Sanguinarch, an honoured vampire who seeks only the richest and most potent blood to sample. Leashed spirits and wailing banshees swirl about this construction of sinew and bone, and mounted at the front is a cauldron containing the Sanguinarch's finest concoction, an elixir utterly intoxicating to her Soulbright kin.



MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Wail of the Damned	*	See below				
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Sanguinarch's Bloodletting Blade	1"	4	3+	3+	-1	D3
Spectral Host's Ethereal Weapons	1"	*	5+	4+	-	1

Wounds Suffered	DAMAGE TABLE		
	Move	Wail of the Damned	Spectral Host
0-2	14"	9"	12
3-4	12"	8"	10
5-7	10"	7"	8
8-9	8"	6"	6
10+	4"	5"	4

DESCRIPTION

A Bloodseeker Palanquin is a single model. The Sanguinarch strikes at nearby foes with her Bloodletting Blade. She is mounted on a palanquin carried by a swirling Spectral Host that fights with shimmering Ethereal Weapons. Above the palanquin, the tortured banshee spirits of failed assistants scream a Wail of the Damned, while scanning the battlefield for choice specimens.

FLY

Bloodseeker Palanquins can fly.

ABILITIES

Frightful Touch: Each time you make a hit roll of 6+ for the Spectral Host's Ethereal Weapons, that attack inflicts 1 mortal wound instead of the normal damage (do not make a wound or save roll).

A Fine Vintage: If an enemy **HERO** is slain within 9" of this model, add 1 to the Attacks characteristic of any melee weapons used by friendly **SOULBLIGHT** units within 12" of this model until your next hero phase.

Wail of the Damned: When making a Wail of the Damned attack, roll two dice for each enemy unit within the range shown on the damage table. If the total is higher than that unit's Bravery, it suffers D3 mortal wounds.

Deathly Invocation: At the start of your hero phase, pick up to 2 different friendly **SUMMONABLE** units within 6" 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

The Sanguinarch on a Bloodseeker Palanquin is a **WIZARD**. She can attempt to cast one spell in your hero phase, and attempt to unbind one spell in the enemy hero phase. She knows the Arcane Bolt, Mystic Shield and Blood Siphon spells.

BLOOD SIPHON

With a contemptuous gesture, the Sanguinarch drains a torrent of blood from their victim's eyes, nose and mouth.

Blood Siphon has a casting value of 6. If successfully cast, pick an enemy **HERO** within 12" of the caster that is visible to them and roll a dice. On a 1-3 the hero suffers a mortal wound. On a 4-5 the hero suffers D3 mortal wounds. On a 6 the hero suffers D6 mortal wounds.