

# PRINCE VHORDRAI

Prince Vhordrai is bound to the Crimson Keep, a cursed citadel that can materialise from the ruins of shattered castles. The vampire may only escape his prison to prey upon the living for a short while, and so he fights with desperate savagery, spitting foes upon his Bloodlance and savouring their gushing blood, even as his Zombie Dragon, Shordemaire, devours its fill of fresh meat.



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Bloodlance	2"	4	3+	3+	-2	2
Shordemaire's Maw	3"	3	4+	3+	-2	D6
Shordemaire's Sword-like Claws	2"	*	4+	3+	-1	2

Wounds Suffered	DAMAGE TABLE		
	Move	Breath of Shyish	Sword-like Claws
0-3	14"	6	7
4-6	12"	D6	6
7-9	10"	3	5
10-12	8"	D3	4
13+	6"	1	3

## DESCRIPTION

Prince Vhordrai is a single model. He wields an ancient Bloodlance, and is mounted on the Zombie Dragon, Shordemaire, which rips apart the vampire's foes with its Sword-like claws and fanged Maw. Shordemaire's breath – dubbed the Breath of Shyish by its master – can cause its prey to age decades in the span of a heartbeat.

## FLY

Prince Vhordrai can fly.

## ABILITIES

**The Hunger:** At the end of any combat phase in which Prince Vhordrai slew any enemy models, you can heal 1 wound that has been allocated to him.

**Chalice of Blood:** Once per battle, in your hero phase, you can heal D6 wounds that have been allocated to Prince Vhordrai.

**Bloodlance Charge:** If Prince Vhordrai completed a charge this turn, increase the Damage characteristic of his Bloodlance to 3.

**Breath of Shyish:** Pick an enemy unit within 8" of this model that is visible to it. Then roll a dice, adding 1 to the result if this model slew any enemy models in the previous combat phase. On a 3+ that unit suffers a number of mortal wounds as shown on the damage table above.

**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

Prince Vhordrai 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 Quickblood spells.

## QUICKBLOOD

Prince Vhordrai calls upon the power of the ancient curse running through his veins, lending strength and shocking speed to his strikes.

Quickblood has a casting value of 7. If successfully cast, add 1 to hit and wound rolls for the caster until your next hero phase.

## COMMAND ABILITY

**Fist of Nagash:** If Prince Vhordrai uses this ability, pick a friendly **DEATH HERO** within 14" of him (you cannot choose Prince Vhordrai). That hero can immediately either be chosen to pile in and attack as if it were the combat phase, or if it is a **WIZARD**, attempt to cast a spell in addition to any others they can attempt to cast this phase.