SPEARHEAD

SOULBLIGHT GRAVELORDS

BLOODCRAVE HUNT

This Spearhead army consists of the following units:

GENERAL
- Vampire Lord

UNITS
- 10 Deathrattle Skeletons
- 10 Deathrattle Skeletons
- 5 Blood Knights
- 3 Vargheists



Though the great vampiric bloodlines maintain wildly different traditions of war, there is one thing they all have in common: the love of the hunt. Even those who adopt the airs and graces of noble courts struggle to keep the blood-craving beasts within them contained behind their gilded veneers. Such is the power of the Soulblight Curse that the vampiric nobility that revel in its blessings will often strike out on Bloodcrave Hunts to chase down foes to replenish their feeding supplies – or, oftentimes, just to enjoy indulging their fell urges.

Each hunt is led by a Vampire Lord, who directs both members of their court and ranks of their skeletal servants alike to do their bidding. No backline leaders are these, as they would much rather revel in the carnage of battle, slashing apart enemies with their ornate weapons or taking great gulps of blood. Though they fight violently, they use this vital lifestuff to heal their own injuries as they go. An elite guard of mounted Blood Knights attends their lord, charging through enemy lines to skewer them with sword and lance. Many will bring along Vargheists to aid in the hunt, for these grotesque creatures were once members of their court as well, though having fallen to the urges of their curse, they are now good for little more than chasing and killing. Should their masters not take care of the enemy, Deathrattle Skeletons will be raised to clean up straggling footsoldiers or overwhelm their foes with sheer numbers. With their lord nearby, they can get up and resume fighting countless times after being destroyed.

BATTLE TRAITS

DEATH'S DESCENT

Vargheists swoop on their victims from on high, suddenly overwhelming them in a flurry of claws and fangs.

Your **Vargheists** unit is not set up during the deployment phase. Instead, from the third battle round onwards, it can use the following ability:

Your Movement Phase

SWOOP DOWN: *The sky darkens as the Vargheists descend.*

Effect: Set up this unit anywhere on the battlefield more than 6" from all enemy units.

KEYWORDS	CORE

Passive

THE HUNGER: *Those who bear the Soulblight Curse constantly crave blood and are empowered by feasting upon their foes.*

Effect: Each time a friendly **VAMPIRE** unit uses a **FIGHT** ability, after all of its attacks have been resolved, **Heal (X)** that **VAMPIRE** unit where **X** is the number of damage points allocated by those attacks.




SPEARHEAD

REGIMENT ABILITIES: Pick 1 of the following regiment abilities.

Once Per Battle, Your Movement Phase

ENDLESS LEGIONS: *To the Soulblight aristocracy, the dead are mere chattel to be expended at will.*

Declare: Pick a friendly **Deathrattle Skeletons** unit that has been destroyed.

Effect: You can set up a replacement unit with **D6+4** models anywhere on the battlefield more than 6" from all enemy units.

KEYWORDS | CORE

Any Charge Phase

RUINOUS CHARGERS: *The Blood Knights of this army leave a trail of destruction as they trample anything that lies between them and their prey.*

Declare: Pick your **Blood Knights** unit to use this ability if it charged this turn.

Effect: Inflict D3 mortal damage on each enemy unit it passed across during that **CHARGE** ability.

ENHANCEMENTS: Give your general 1 of the following enhancements.

Once Per Battle, Reaction: You declared the 'Skeleton Legion' ability for a unit within 9" of your general

GRAVE-SAND SHARD: *By crushing this gem of vitrified grave-sand, the Vampire Lord can draw upon a surge of death magic to reinvigorate their resurrected warriors.*

Effect: Add 1 to each **legion roll** made for that unit.

Once Per Battle, Your Movement Phase

CLOUD OF BATS: *Your Vampire Lord dissolves into a swarm of bats before reappearing elsewhere.*

Effect: Remove your general from the battlefield and set them up again anywhere on the battlefield more than 6" from all enemy units.

KEYWORDS | CORE

Passive

AURA OF NIGHT: *This black leather brigandine was crafted from the hide of an abyssal stalker and grants the wearer that creature's shadowy aura.*

Effect: Ignore negative modifiers to save rolls for shooting attacks that target your general.

Your Hero Phase

SPIRIT GALE: *Your general calls forth spectral winds that tear the souls of the foe from their bodies.*

Declare: Make a casting roll of 2D6.

Effect: On a 7+, inflict 1 mortal damage on each enemy unit on the battlefield.



Vampire Lords are elder undead whose dark powers have only intensified over the long centuries. Each is a warrior to be feared, with an instinctive command of death magic. In battle, they fight with self-assurance and a cold sense of pride, knowing that at the flick of their finger they can raise more skeletal servants to overwhelm their foe or siphon the soul energies from their victims in order to live anew. Each fights with an heirloom of their vampiric bloodline, which is both an expertly crafted relic and a symbol of dread to their enemies.

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VAMPIRE LORD

MELEE WEAPONS	Attacks	Hit	Wound	Rend	Damage	Ability
Dynastic War-relic	5	3+	3+	1	2	-

Your Hero Phase

VILE TRANSFERENCE: *The Vampire Lord siphons the animus from nearby enemies and uses it to rejuvenate their ageless form.*

Declare: Pick a visible enemy unit within 6" of this unit to be the target, then make a casting roll of 2D6.

Effect: On a 6+, roll a number of dice equal to the target's Health characteristic. For each 5+, inflict 1 mortal damage on the target and **Heal (1)** this unit.



KEYWORDS HERO, WIZARD, INFANTRY, VAMPIRE, WARD (6+)



Blood Knights are vampires obsessed with battle, and their codes of chivalric honour are warped indeed. Mounted atop imposing Nightmares, they seek out war wherever it can be found, trampling straight over lesser foes to reach the worthiest challenges. They excel at mounted combat and can spear enemies through the heart in an instant with finely wrought blade or lance. Their skeletal steeds are fearsome creatures armoured from head to hoof, their savage bites and lashing kicks adding to the carnage of their rider's charge.

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BLOOD KNIGHTS

MELEE WEAPONS	Attacks	Hit	Wound	Rend	Damage	Ability
Templar Lance or Templar Blade	3	3+	3+	1	1	Charge (+1 Damage)
Nightmare's Hooves and Teeth	3	5+	3+	-	1	Companion

Passive

RIDERS OF RUIN: *Blood Knights barge through lesser foes to strike at more worthy challengers.*

Effect: Models in this unit can pass across enemy **Infantry** models as if this unit had **Fly**.



KEYWORDS Cavalry, Vampire, Ward (6+)



The leather-winged horrors known as Vargheists are vampires who were overwhelmed by their bloody thirst. Now reduced to savage and near-uncontrollable beasts, they viciously attack any prey within reach. Though they are a common sight in hunting parties for their speed and overwhelming strength, their courtly brethren often treat them with contempt. Deep down, vampires know that they are only a few steps away from transforming into a ravening, blood-maddened Vargheist themselves.

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VARGHEISTS

MELEE WEAPONS	Attacks	Hit	Wound	Rend	Damage	Ability
Murderous Fangs and Talons	3	4+	3+	1	2	Crit (2 Hits)

Passive

THE SCENT OF GORE: *The taste of hot blood on the tongue sends these abominations into a killing mania.*

Effect: Add 1 to wound rolls for attacks made by this unit that target a damaged unit.



KEYWORDS Infantry, Vampire, Fly, Ward (6+)



Skulls locked in an eternal grimace, Deathrattle Skeletons are the footsoldiers of the undead. To stand before these clattering companies demands great courage, for they are the fate of all mortals given horrifying animus, and their rusted weapons have retained their killing edge. Though these macabre soldiers are slow and their bodies brittle, they can rise again and again under the right circumstances. In this way they overwhelm the enemy, who become locked in a perpetual struggle with the skeletal hordes that can end only in their own demise.

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DEATHRATTLE SKELETONS

MELEE WEAPONS	Attacks	Hit	Wound	Rend	Damage	Ability
Ancient Weapon	2	4+	4+	-	1	-

Your Combat Phase

SKELETON LEGION: *As necromantic energies blanket the battlefield, long-dead warriors stagger to their feet once more, eye sockets aglow with killing light.*

Effect: For each slain model from this unit, make a **legion roll** of D6. For each 5+, return 1 slain model to this unit.



KEYWORDS INFANTRY, WARD (6+)