



• WARSCROLL •

NEFERATA

MORTARCH OF BLOOD



First amongst the Soulblight vampires, Neferata is a true monarch of the dead. In battle, the Nulahmian queen fights with a cruel, merciless intensity, the enemy's greatest warriors torn apart by a blur of precise and deadly strikes.

MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Akmet-har	1"	5	2+	3+	-1	1
Aken-seth	1"	2	2+	3+	-2	2
Abyssal Talons	1"	☀	4+	3+	-2	2
Spectral Claws and Daggers	1"	6	5+	4+	-	1

DAMAGE TABLE		
Wounds Suffered	Move	Abyssal Talons
0-2	16"	6
3-4	13"	5
5-6	10"	4
7-8	7"	3
9+	4"	2

DESCRIPTION

Neferata is a named character that is a single model. She is armed with Akmet-har and Aken-seth.

If this model is included in a Soulblight Gravelords army with the **LEGION OF BLOOD** lineage keyword, this model is treated as a general in addition to the model that is chosen to be the army general.

MOUNT: Neferata's dread abyssal, Nagadron, attacks with its Abyssal Talons.

COMPANION: Neferata is accompanied by a host of spirits that attack with their Spectral Claws and Daggers. For rules purposes, they are treated in the same manner as a mount.

FLY: Neferata can fly.

ABILITIES

Dagger of Jet: *The dagger Akmet-har has been employed in many of Nulahmia's most sordid blood rituals and is capable of killing with the merest scratch.*

At the end of any phase, if any wounds inflicted by this model's Akmet-har in that phase were allocated to an enemy **HERO** and not negated, and that enemy model has not been slain, roll a dice. On a 5+, that enemy **HERO** is slain.

Mortarch of Blood: *An ancient and powerful vampire, Neferata sustains herself with the fresh blood of choice victims.*

At the end of the combat phase, if any enemy models were slain by wounds inflicted by this model's attacks in that phase, you can heal up to D6 wounds allocated to this model.

Frightful Touch: *The malign spirits that surround Neferata can freeze an opponent's blood with a single touch.*

If the unmodified hit roll for an attack made with this model's Spectral Claws and Daggers is 6, that attack inflicts 1 mortal wound on the target and the attack sequence ends (do not make a wound or save roll).

MAGIC

Neferata is a **WIZARD**. She can attempt to cast 2 spells in your hero phase and attempt to unbind 2 spells in the enemy hero phase. She knows the Arcane Bolt, Mystic Shield and Dark Mist spells.

Dark Mist: *At Neferata's arcane command, tendrils of dark mist coil around her minions, rendering their corporeal forms as insubstantial as smoke.*

Dark Mist has a casting value of 6. If successfully cast, pick 1 friendly **SOULBLIGHT GRAVELORDS** unit wholly within 12" of the caster. Ignore negative modifiers when making save rolls for attacks that target that unit until your next hero phase.

COMMAND ABILITIES

Twilight's Allure: *Neferata cloaks her minions in a penumbral gloom, shrouding the progress of her insidious schemes until it is too late to halt them.*

You can use this command ability once per turn in your hero phase. If you do so, subtract 1 from hit rolls for attacks made with melee weapons that target friendly **SOULBLIGHT GRAVELORDS** units wholly within 12" of this model until your next hero phase.

KEYWORDS

DEATH, VAMPIRE, SOULBLIGHT GRAVELORDS, DEATHLORDS, LEGION OF BLOOD, MONSTER, HERO, WIZARD, MORTARCH, NEFERATA