

# COVEN THRONE



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Vampire Queen's Blood Kiss	1"	1	3+	4+	-	D3
Vampire Queen's Stiletto	1"	4	3+	3+	-1	1
Handmaidens' Needle-sharp Poniards	1"	*	3+	3+	-	1
Spectral Host's Ethereal Weapons	1"	*	5+	4+	-	1

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

## DESCRIPTION

A Coven Throne is a single model. A beautiful Vampire Queen reclines on the throne, striking at any foe that approaches her with her Stiletto before damning them with a Blood Kiss. She is attended by two Pallid Handmaidens that fight with Needle-sharp Poniards, and is protected by a swirling Spectral Host that fights with shimmering Ethereal Weapons.

## FLY

A Coven Throne can fly.

## ABILITIES

**Frightful Strike:** If a hit roll for the Spectral Host's Ethereal Weapons is 6 or more, their chilling touch stills the victim's beating heart, inflicting 1 mortal wound instead of its normal damage.

**Scrying Pool:** Staring into the pool of virgins' blood at the foot of the throne, the handmaidens can discern glimpses of the future. Once per game, you can re-roll any dice roll of your choice.

**Blood Kiss:** Each time this model slays a **HERO** using its Blood Kiss, roll a dice; on a 4 or more the Vampire Queen has transformed that model into one of her thralls; you can set up a Vampire Lord within 6" of the Coven Throne. The model is added to your army but cannot attack in that combat phase.

## MAGIC

The Vampire Queen on a Coven Throne is a wizard. She can attempt to cast one spell in each of your hero phases, and attempt to unbind one spell in each enemy hero phase. She knows the Arcane Bolt, Mystic Shield and Beguile spells.

## BEGUILE

Staring into her prey's eyes, the caster clouds their minds and steals their hearts. Beguile has a casting value of 6. If successfully cast, pick a visible unit within 12" and roll three dice. If the total score is higher than that unit's Bravery, it cannot target the caster with attacks or spells until your next hero phase.

## COMMAND ABILITY

**Tactical Insight:** The legendary scrying talents of some vampires, aided by their vantage point above the battlefield, allow them to assess, disrupt and take advantage of enemy plans. If a Vampire Queen atop a Coven Throne uses this ability, and the dice rolled at the start of the next battle round is a tie, you can decide who will take the first turn of that battle round.

## KEYWORDS

DEATH, VAMPIRE, SOULBLIGHT, MALIGNANT, HERO, WIZARD, COVEN THRONE