

NEFERATA, MORTARCH OF BLOOD

Neferata is the Mortarch of Blood and the Queen of Mysteries, a vampiric empress who has cast a long shadow across the reaches of history. Subtle and quicksilver-fast, Neferata is as lethal a political adversary as she is a warrior. Many are the lords and princes she has claimed with her scarlet kiss. Nations fall at her whim and entire civilisations quake before her.



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
Nagadron's Skeletal Claws	1"	*	4+	3+	-2	2
Spirits' Spectral Claws and Daggers	1"	6	5+	4+	-	1

Wounds Suffered	DAMAGE TABLE		
	Move	Skeletal Claws	Twilight's Allure
0-2	16"	6	15"
3-4	13"	5	12"
5-6	10"	4	9"
7-8	7"	3	6"
9+	4"	2	3"

DESCRIPTION

Neferata is a single model. She is armed with Akmet-har, the Dagger of Jet, in one hand, and carries Aken-seth, the Staff of Pain, in the other. She rides into battle on the back of Nagadron, a dread abyssal mount that strikes down her foes with its Skeletal Claws. Neferata is accompanied by a host of spirits that fight with Spectral Claws and Daggers.

FLY

Neferata can fly.

ABILITIES

Dagger of Jet: The Dagger of Jet saps the vitality and fighting spirit of its victims, leaving them at Neferata's mercy. If a model suffers any wounds from Akmet-har but is not slain, roll a dice at the end of the phase. If the roll is greater than that model's remaining number of wounds, it cannot fight on or defend itself and is contemptuously slain by Neferata.

Feaster of Souls: Neferata, Mortarch of Blood, heals 2 wounds at the end of each combat phase during which she slew any models.

Mortarch of Blood: Each time Neferata slays an enemy **HERO** in the combat phase with either Akmet-har or Aken-seth, she transforms that hero into one of her thralls; you can set up a Vampire Lord within 6" of Neferata. This model is added to your army, but cannot attack in that combat phase.

Frightful Touch: If the hit roll for an attack made by the spirits' Spectral Claws and Daggers is 6 or more, their frightful touch stills the victim's beating heart, immediately inflicting 1 mortal wound instead of the normal damage.

MAGIC

Neferata is a wizard. She can attempt to cast two different spells in each of your hero phases, and attempt to unbind two different spells in each enemy hero phase. She knows the Arcane Bolt, Mystic Shield and Dark Mist spells.

DARK MIST

At her arcane command, tendrils of dark mist coil around Neferata's minions, turning their corporeal forms as insubstantial as smoke. Dark Mist has a casting value of 6. If successfully cast, pick a unit within 18". Until your next hero phase, that unit can fly and ignores the Rend of any weapons that target it.

COMMAND ABILITY

Twilight's Allure: Neferata's beauty is never more apparent than when she marches at the head of a mighty army. If Neferata uses this ability, then until your next hero phase enemy units that are within range (see the damage table) are distracted by her dark majesty – your opponent must subtract 1 from all hit rolls for these units.

KEYWORDS

DEATH, VAMPIRE, DEATHLORDS, MONSTER, HERO, WIZARD, NEFERATA