

	M	WS	BS	S	T	W	I	A	LD
Neferata	6	7	6	6	5	4	8	5	10
Pallid Handmaidens	6	5	5	4	4	-	5	2	7
Spirit Host	8	3	-	3	-	-	1	2D6	-
Coven Throne	-	-	-	5	5	5	-	-	-



**Special Rules:** Always strikes first (Neferata and pallid handmaidens only) Large Target, Random Attacks,(2D6)(Spirit horde only) Spectral Steeds, Undead, Vampiric, Ward Save (4+)

**Equipment:** Neferata arrives to battle atop her magnificent Coven Throne, which counts as a Chariot. She carries the Dagger of Jet, The Ruby of Lahmia, and is accompanied by Bastet, her feline familiar.

**Magic:** Neferata is a Level 4 and may draw her spells from the lore of Vampires, Death and Nehekara. She also knows Shadowblood described below.

**Bloodlines:** Quickblood, Beguile, Master Strike.(pg 61 VC 8e)

**Magic Items**

**Dagger of Jet**

For each wound that a model suffers when it is struck by the dagger, it will immediately lose one point from the following characteristics: Strength, Toughness or Attacks. Neferata may choose which of these characteristics is to be lowered for each wound, though never below 1.

**Ruby of Lahmia**

The ruby of Lahmia automatically regenerates the first wound that Neferata suffers in every phase.Each time the gem regenerates a wound, roll a D6 and add the number of wounds already saved by it. On a total of 7+ the Ruby temporarily runs out of power and cannot be used again for the rest of the battle. Note that if any one attack causes enough wounds to kill Neferata outright, the Ruby will not save her (for example, Neferata may be hit by a weapon that does multiple wounds)

**Bastet**

At the beginning of every Undead turn Neferata can send Bastet to an enemy unit on the battlefield, regardless of distance. She cannot choose the same unit twice in succession. Place the model of Bastet next to the affected unit. The model looks just like an ordinary black cat and therefore cannot be harmed in any way but the target unit will be affected by miserable bad luck and everything that can go wrong will. To represent this the unit suffers a -1 penalty to its leadership and must re-roll any successful armour save it has to take whilst under Bastet's influence.

**Special Rules**

**Blood Kiss**

If Neferata kills a character in hand-to-hand combat, she can grant the Blood Kiss to this single lucky individual. This turns the slain character into a Vampire under her thrall. They retain any magic items they had and any steed is turned into a nightmare. If the character is riding a monster, the two are separated. Make a roll on the Monster Reaction chart. The character immediatly joins Neferata or the unit she is leading in the same way as a model who has been seduced(see the seduction ability in the bloodlines section, but note the effect lasts forever!) Neferata may only grant the Blood Kiss once per battle, and it has no effect on the Undead or Daemons, or anyother charachters that are not truly alive.

**ShadowBlood**

1-3 Wounds Range 24"

Instead of using power dice, as with normal spells, Neferata uses her blood to power this horrifying spell. The Vampire Queen opens wounds on her palms and from them, while uttering an ancient incantation, her blood bursts forth. It is a more potent poison than that of any serpent and bursts into flames upon contact with anything. It hits the first unit in its path and causes D6+2 Strength 5 hits for each wound Neferata expends. In addition, any rank-and-file killed by this spell are turned into zombies/skeletons under the undead players command. These are immediately separated from their regiment and placed in hand-to-hand combat with their former comrades, if any survive.

The blood causes double wounds against any Flammable target. Neferata may also use power dice to reinforce this spell, making it harder to dispell. This spell may only be used once per magic phase, for it leaves her weakened and requires all her will power, but she can cast other spells as normal.

**Coven Throne**

Always strikes first (pallid handmaidens only) Large Target, Random Attacks,(2D6)(Spirit horde only) Spectral Steeds, Undead, Vampiric, Ward Save (5+)

**Battle of Wills**

Immediately before the first model in an enemy unit rolls To Hit against the Coven Throne or a character upon it (either in close combat or shooting ) the opponent must roll a D6 and add it to his unit's leadership (attacks that do not roll to hit are exempt from this effect). Next, roll a D6 and add it to the Coven Throne's Leadership. To find the result of the Battle of Wills, subtract the enemy's total from the coven throne's total and apply the result to the table below-the results last until the end of the turn.

Result	Effect
0 or less	Back off, devils: No effect.
1-2	Must...resist....: The enemy is at -1 WS and -1 BS.
3-5	Bewitched: The enemy must re-roll successful To Hit rolls.
6+	Completely enthralled: The enemy turn upon themselves. Every model in the attacking unit makes a single close combat attack, resolved against its own unit. War machines take a single Strength 3 hit for each remaining crewman against the crews Toughness. Affected units may not otherwise shoot or attack this turn.

**Scrying Pool:** Bound Spell (Level 3). If cast successfully, the Coven Throne and all of its constituent parts, including its crew and any character using it as a mount, re-rolls failed To Hit or To Wound rolls (owning player's choice) for the remainder of the turn.