MORTIS ENGINE

MOVE ☀
WOUNDS 12
SAVE 4+
BRAVERY 10

MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Wail of the Damned	☀			See below		
MELEE WEAPONS	**Range**	**Attacks**	**To Hit**	**To Wound**	**Rend**	**Damage**
Corpsemaster's Mortis Staff	1"	1	4+	3+	-1	D3
Spectral Host's Ethereal Weapons	1"	☀	5+	4+	-	1

DAMAGE TABLE			
Wounds Suffered	Move	Wail of the Damned	Ethereal Weapons
0-2	14"	9"	12
3-4	12"	8"	10
5-7	10"	7"	8
8-9	8"	6"	6
10+	4"	5"	4

DESCRIPTION

A Mortis Engine is a single model. At its heart is an ancient reliquary containing an inanimate Necromancer; the dark aura that radiates from this ancient is a boon to nearby practitioners of death magic and a curse to all other spellcasters. The Mortis Engine is watched over by a deathless Corpsemaster, who attacks any who approach too closely with a gnarled Mortis Staff. At great need, he can open the triple-locked reliquary, visiting its devastating energies upon the foe. He is protected by a swirling Spectral Host that fights with shimmering Ethereal Weapons, while above the Mortis Engine a cloud of Tomb Banshees scream a Wail of the Damned, cursing those who hear it to a maddened demise.

FLY
Mortis Engines can fly.

ABILITIES

Wail of the Damned: The cacophony raised by the Tomb Banshees circling a Mortis Engine is enough to freeze the blood in a mortal's veins. In the hero phase, roll two dice for each enemy unit within the range shown on the damage table. If the total is higher than that unit's Bravery, it suffers D3 mortal wounds.

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.

The Reliquary: Once per battle, in the hero phase, the Corpsemaster can unleash the energies stored by the Reliquary. When he does so, roll four dice. Each unit within that many inches is struck by a wave of necromantic force. **DEATH** units that are struck heal D3 wounds, but any other unit suffers D3 mortal wounds.

Bound Necromancer: You can add 1 to the casting rolls for any **DEATH WIZARDS** within 12" of any Mortis Engines. You and your opponent must subtract 1 from the casting rolls of all other **WIZARDS** that are within 12" of any Mortis Engines.

KEYWORDS DEATH, MALIGNANT, DEATHMAGES, MORTIS ENGINE