

MANNFRED, MORTARCH OF NIGHT



| MELEE WEAPONS | Range | Attacks | To Hit | To Wound | Rend | Damage |
|-------------------------------------|-------|---------|--------|----------|------|--------|
| Gheistvor | 1" | 4 | 3+ | 3+ | -1 | D3 |
| Sickle-glaive | 2" | 2 | 3+ | 3+ | -1 | 2 |
| Ashigarothe's Ebon Claws | 1" | * | 4+ | 3+ | -2 | 2 |
| Spirits' Spectral Claws and Daggers | 1" | 6 | 5+ | 4+ | - | 1 |

| DAMAGE TABLE | | | |
|-----------------|------|------------|-------------------|
| Wounds Suffered | Move | Ebon Claws | Vigour of Undeath |
| 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

Mannfred, Mortarch of Night, is a single model. He is armed with Gheistvor, the Sword of Unholy Power, and a Sickle-glaive. He also wears the Armour of Templehof and rides into battle on the back of Ashigarothe – a dread abyssal mount that strikes down the vampire's foes with its Ebon Claws. Mannfred is accompanied by a host of spirits that fight with Spectral Claws and Daggers.

FLY

Mannfred can fly.

ABILITIES

Feaster of Souls: Mannfred, Mortarch of Night, heals 2 wounds at the end of each combat phase in which he slew any models.

Armour of Templehof: The first wound or mortal wound inflicted on Mannfred each turn is absorbed by the Armour of Templehof and ignored.

Sword of Unholy Power: If Gheistvor inflicts any wounds in the combat phase, you can add 1 to the next casting or unbinding roll for Mannfred.

Mortarch of Night: If Mannfred successfully cast any spells during his hero phase, you can add 1 to all hit and wound rolls for Gheistvor until his next hero 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

Mannfred is a wizard. He can attempt to cast two different spells in each of your hero phases, and attempt to unbind two spells in each enemy hero phase. He knows the Arcane Bolt, Mystic Shield and Wind of Death spells.

WIND OF DEATH

Mannfred sends forth a gust of spectral wind that tears the souls from the bodies of any who feel its bite. Wind of Death has a casting value of 7. If successfully cast, pick a visible model within 18" of the caster. Each enemy unit within 6" of that model suffers 1 mortal wound, while the model's own unit suffers D3 mortal wounds.

COMMAND ABILITY

Mortarch's Vigour of Undeath:

Mannfred's iron will binds his minions to his service and pushes them beyond their normal limits. If Mannfred uses this ability, then until your next hero phase you can re-roll hit and wound rolls of 1 for **DEATH** units from your army that are within the range shown on the damage table.

KEYWORDS

DEATH, VAMPIRE, DEATHLORDS, MONSTER, HERO, WIZARD, MANNFRED VON CARSTEIN