

MANNFRED, MORTARCH OF NIGHT

Mannfred von Carstein is as devious as he is deadly, a hate-filled creature of the night who delights in sowing terror and confusion amongst his prey. Countless are the mortal souls who have died in agony at the vampire's feet, hacked apart by Gheistvor, Sword of Unholy Power, or torn apart and devoured by his abyssal mount, Ashigaroth.



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

Wounds Suffered	DAMAGE TABLE		
	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 is mounted on the back of Ashigaroth – a dread abyssal 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: At the end of any combat phase in which Mannfred slew any models, you can heal 2 wounds that have been allocated to him.

Armour of Templehof: The first wound or mortal wound allocated to Mannfred each turn is negated.

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

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

Frightful Touch: Each time you roll a hit roll of 6+ for the Spirits' Spectral Claws and Daggers, that attack inflicts 1 mortal wound instead of the normal damage (do not make a wound or save roll).

Deathly Invocation: At the start of your hero phase, pick up to 4 different friendly **SUMMONABLE** units within 18" of Mannfred. You can heal D3 wounds that have been allocated to each unit you picked (roll separately for each unit). If no wounds are currently allocated to a unit you picked, you may instead return a number of slain models to it that have a combined Wounds characteristic equal to or less than the roll of a D3.

MAGIC

Mannfred is a **WIZARD**. He can attempt to cast two spells in your hero phase, and attempt to unbind two spells in the 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 chilling bite.

Wind of Death has a casting value of 7. If successfully cast, pick an enemy model within 18" of the caster that is visible to them. Each enemy unit within 6" of that model suffers 1 mortal wound, while the model's own unit suffers D3 mortal wounds.

COMMAND ABILITY

Vigour of Undeath: If Mannfred uses this ability, then until your next hero phase you can re-roll hit and wound rolls of 1 for friendly **DEATH** units that are within the range shown on the damage table.