

MENGIL MANHIDE'S MANFLAYERS

For Hire: Any Warhammer army other than Bretonnians, High Elves, Wood Elves and Dwarfs may hire Mengil's Manflayers, as a Rare unit choice. Dogs of War and Dark Elf armies (including any Dark Elf variant armies, such as the Cult of Slaanesh) may choose Mengil's Manflayers as a Special unit choice.

Points: Mengil and five Manflayers (including a Standard Bearer and a Musician) cost a total of 315 points. This is the minimum sized regiment that you can hire. The size of the unit can be increased by adding additional Manflayers at +23 pts per model, to a maximum of nine additional Manflayers.

	M	WS	BS	S	T	W	I	A	Ld
Mengil Manhide	5	6	6	4	3	2	7	3	9
Manflayers	5	5	6	3	3	1	5	2	8

Weapons: Hand weapons, repeater crossbows and great weapons. Mengil himself carries a repeater crossbow-pistol instead of a repeater crossbow. All weapons (including their repeater crossbows and the repeater crossbow-pistol) carried by Mengil and his Manflayers are coated in Dark Venom (see page 99 of the Dark Elf Armies book).

Armour: Heavy armour

SPECIAL RULES

Eternal Hatred, Skirmishers, Flayers, Repeater Crossbow, Banner of Kalad.

Flayers

Mengil and his Manflayers are cannibalistic killers that skin their foes and wear the flayed hide as cloaks.

The regiment may never pursue enemies that they break in close combat – instead, they will flay those that have fallen,

ripping their skin from their flesh. For each enemy unit that they break or wipe out in close combat they gain +100 Victory Points.

Repeater Handbow

May be used to Stand & Shoot even if enemy starts within half its Charge range.

Maximum range: 8" **Strength:** 3

Rules: 2 x Multiple Shots. Ignores To Hit penalties for shooting at long range and for moving and shooting.

Banner of Kalad

Kalad was one of the black-hearted brothers of Mengil who showed great natural skill in the manipulation of dark magicks. Such a practise by males is outlawed by order of the Witch King, and Mengil took great delight in skinning his brother alive. He then had the skin attached to his personal standard. Such was Kalad's power that a nimbus composed of evil daemon-spirits constantly hovers around his flesh, keeping his essence alive in torment. These dark spirits form a cloak of perpetual darkness around the banner, allowing Mengil and his Manflayers to move unseen through the shadows and stealthily approach their enemies as well as making them difficult to see at a distance.

The Banner of Kalad allows Mengil's Manflayers to be set up as Scouts. In addition, any unit wishing to target Mengil's Manflayers with shooting attacks suffer -1 to hit. This is increased to -2 if the Manflayers are more than 12" away from the shooters.



Mengil's Manflayers.