

MENGIL'S MANFLAYERS

The classic Dark Elf Regiment of Renown returns with all-new models



Mengil Manhide is the sadistic, cannibalistic leader of a vicious group of Dark Elves known throughout the Old World as the Manflayers. They travel unseen across the lands under the cover of darkness, selling their savage skills to the highest bidder and adorning themselves with the flayed flesh of those they slaughter in battle. Ant Reynolds delves into the grim history of this black-hearted individual...

Even amongst the Dark Elves of Naggaroth, a nation renowned for its cruelty, ruthlessness and sadistic tendencies, Mengil of Clar Karond is particularly noted for his bloodthirsty nature. Such is his cunning and his gleefully murderous behaviour that many amongst the Dark Elves regard him as an unhinged killer. While most Dark Elves would happily slit the throat of any who got in their way in order to further their own political aims or gain more personal power so long as they could get away with it, Mengil kills for the fun of it, without care or thought of the consequences. On more than one occasion, he has slain allies merely on a whim, and many believe he has only a tenuous grip on his sanity. He is seen as dangerously unpredictable, and regarded with suspicion and distrust by other Dark Elves.

Mengil's father, Kraal the Heart eater, was a cruel and powerful noble lord of Clar Karond, whose ruthless reputation ensured that none would dare to oppose him. He frequently set his sons tasks and trials as they were raised in

order to weed out those he deemed too weak to carry his bloodline, and to test their loyalty to him. Those that failed his cruel tasks were slain without mercy, their hearts cut out and offered to Khaine. His youngest son Mengil was no exception, and he was routinely beaten and forced to fight his older brothers. In one such test, Kraal released a human captive, a powerful young Norseman, into the Black Forests outside of the dark city, giving the warrior weapons and a shield. The young Mengil was sent to hunt this human, and only once he returned with evidence of the kill would he be allowed back into the city. Through the icy wilderness Mengil tracked his quarry, eventually coming face to face with the Norseman. His speed and skill with the blade was enough to overcome his larger and more powerful foe, and he rejoiced in the thrill of the kill, smeared blood across his face and he drank deeply from the powerful heart of his fallen enemy, before skinning the Norseman and eating his flesh. While in the wilds, he sharpened his teeth to points, making him look particularly fearsome. Mengil wore the bloodied skin as a cloak as he walked back into Clar Karond, earning him the respect of his father and the honorific title 'Manhide'.

The favouritism that Kraal showed for his youngest and most vicious of sons was regarded jealously by his brothers, and on more than one occasion Mengil was forced to fight for his life against his brethren, killing two of his murderous siblings in one night. He ripped the skin from their bodies, and had their bloodied, skinless corpses delivered to his one remaining brother as a warning.

When he was old enough, Mengil joined the ranks of the Corsairs of Clar Karond, and his rapid rise was tarnished only by his increasing viciousness and unpredictability. Where his superiors would have him conduct lightning quick raids, slaughtering any defenders and retreating with captives before a ►



Mengil Manbide leads his Manflyers as they stalk their prey through the Drakwald Forest.

Captain Alessandro fumbled to draw his pistol as he scrambled painfully backwards through the mud of the battlefield. His left leg was useless – two small, black crossbow bolts protruded from his bloodied thigh. His men were scattered around him, mostly dead or dying. The battle against the cursed rat-beasts had been going well, the cowardly things fleeing from the Knights of the Rose, Luccini's famed heavy cavalry, and Alessandro's crossbowmen had killed hundreds with their very accurate and disciplined volleys.

Then his men had started dying. In confusion, Alessandro had ordered his men to turn to face this new threat, but none could be seen. Still more of his men fell to the unnervingly accurate bolts. Within moments, his regiment was scattering in confusion, and Alessandro himself fell to the ground, two bolts punching through the mail of his thigh. That was when the Dark Elves made their appearance, running from the dark copse of tall trees to hack at the Tilean mercenaries with massive, barbed blades. The darkness continued to swirl around them, as if it was reluctant to relinquish them from its touch. Already the butchery had begun as the cursed Elves began ripping the skin from the bodies of the captain's men. Alessandro's eyes opened wide as a tall, elegant figure closed in on him, and he raised his pistol in a

shaking hand. The Dark Elf tutted, shaking his head with a regretful sigh. The dark figure raised its arm and a small black bolt punched through Alessandro's bicep, forcing him to drop the weapon. Tall and pale, the stranger's grace and noble bearing belied the madness in his black eyes – eyes that held the promise of pain. He wore a bloody skin over his shoulder as a cloak, and Alessandro started when he recognised a tattoo on the skin as belonging to his employer.

The Dark Elf closed on the Tilean captain, drawing a large, viciously barbed knife from its scabbard.

"Don't worry. Your skin will soon be joining that of your benefactor," said Mengil, waving the knife menacingly. Alessandro fumbled at his belt, pulling out a bulging coin pouch, and offered it up to his killer. The Dark Elf chuckled.

"It's not about the money, friend," he said, the cruel smile on his face exposing sharpened teeth. "I do this because I enjoy it."

Mengil's eyes gleamed in the darkness as he slashed the knife across the Tilean's throat, and began to methodically and expertly draw the skin from his body.

strong defence could be formed to counter-attack, Mengil would more often than not stubbornly refuse to retreat and strike at the larger defensive force. While his skill, ferocity and powerful leadership would often ensure that he was victorious, he would generally return with few slaves, for he took perverse pleasure in killing. Even those who gave up their swords Mengil would slay, rejoicing in the flow of blood, and often continuing to hack and cut at the bodies long after life had left them. He continued his practise of skinning his defeated foes, and his father's halls in Clar Karond were bedecked with these savage trophies, reaped from all over the world. Nevertheless, this was merely a slight blemish upon his otherwise praiseworthy name, and the fact that he would sometimes turn on an ally and brutally murder him in cold blood was seen more as an eccentricity than any kind of problem.

Within half a century Mengil was himself leading the majority of raids launched from the Black Ark known as the *Citadel of Spite*. This was once a massive castle that guarded the south-western tip of the now sunken lands of Nagarythe before it was turned into a giant floating fortress by dark magicks. The Dark Lord of Clar Karond himself gave Mengil the honour of leading these assaults from the front, making him one of the

youngest Slave Captains of any Clar Karond Black Ark. Over the next two decades, the *Citadel of Spite* became much hated by the High Elves, synonymous with despair and grief as it routinely raided Ulthuan's coast and shipping lanes, as well as raiding the coasts of Norsca, Bretonnia, Araby and Estalia. Though the Black Ark did not often return with many living slaves once Mengil had done with them, the terror that his brutal raids spread was regarded as pleasing to his superiors.

For a time, the *Citadel of Spite* controlled the entrance to the Tilean Sea, preying upon smugglers, pirates and merchants alike, and routinely slaughtering the villages to the south of Remas and near the pirate-city of Sartosa. While engaged on land on one of these raids, the Black Ark came under attack by swift moving Elven ships from Lothorn, and the Black Ark was forced to retreat to deeper waters without Mengil. The captain of the Black Ark, who had seen his three predecessors slain in a mad rage by Mengil, decided not to return for the vicious warrior, and claimed that he was dead. Mengil and his men were stranded in Tilea. They made their way inland under the cover of darkness, moving into the forests and then into the southern Apuccini Mountains. After a season of preying indiscriminately on passing merchants

and their hired guards, Mengil was approached by a wealthy warrior-merchant from Verezzo. He struck a deal with Mengil, and thus began the Dark Elf's new career as a paid killer. He is often used by those who wish to make an example of the target, for Mengil takes savage pleasure in skinning his foes, often leaving the skinless bodies of his victims hanging from trees or impaled on spikes in the ground. For many years, he fought at the side of his old comrade, the renegade Dark Elf known as Ean Hawkbane, until Mengil gutted, skinned and ate him one night after a disagreement.

Throughout the lands of the Old World Mengil has plied his trade, and his Dark Elves, known as the Manflayers, are rightly feared. They are employed as assassins and murderers, and are often used to eliminate rivals. Mengil took to the life as a hired killer with joyous abandon, and has even returned to Naggaroth several times where the Dark Lords readily employ him to eliminate their foes. On one such return to Clar Karond, Mengil repaid the captain of the *Citadel of Spite* for abandoning him those years before, and the story of that unfortunate Dark Elf's demise is still told in dark tales. On occasion, Mengil's Manflayers will take to the field of battle, employed to infiltrate deep into enemy territory to spread terror and confusion.

PAINTING THE MANFLAYERS

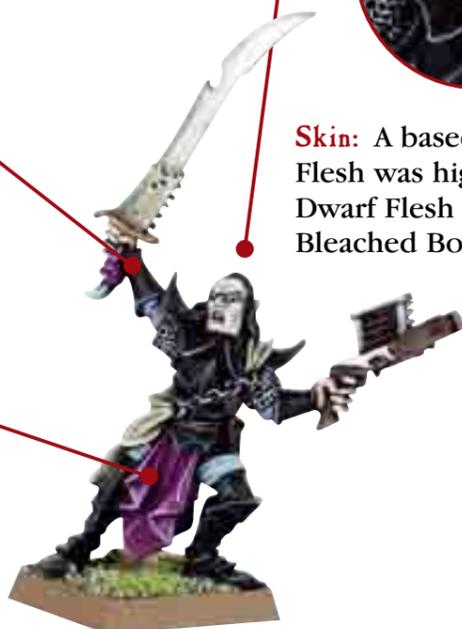
We take look at how 'Eavy Metal's Neil Green painted the warped Manflayers.



Black Armour: The Chaos Black basecoat was highlighted with Codex Grey. Fortress Grey was used for the final highlight.



Purple Cloth: The basecoat is Liche Purple highlighted with a 1:1 mix of Liche Purple and Skull White.



Skin: A basecoat of Tanned Flesh was highlighted with Dwarf Flesh followed by Bleached Bone.

1 The Manflayer's gruesome skin cloaks have a basecoat of a 1:1 mix of Graveyard Earth and Catachan Green.



2 The skin was then highlighted by adding Bleached Bone to the original mix.



3 More bleached Bone was added to the mix for the final highlight. The whole cloak was then given a wash of watered down Catachan Green.



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 287 points. This is the minimum sized regiment that you can hire. The size of the unit can be increased by adding additional Manflayers at +19 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	4	5	3	3	1	5	1	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 22 of the Dark Elf Armies book).

Armour: Heavy armour

SPECIAL RULES

Hate High Elves, 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 crossbow-pistol

Mengil's specially designed crossbow-pistol is a light and flexible weapon, and extremely deadly at close range.

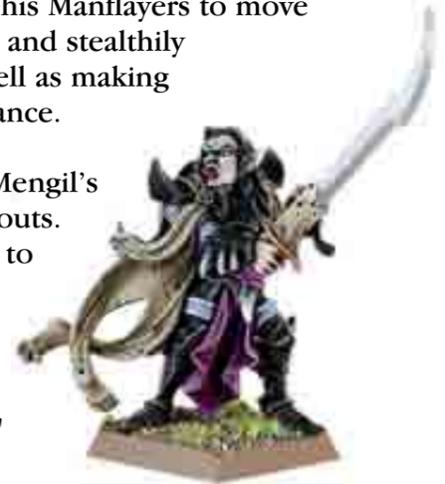
Maximum range: 8" **Strength:** 3

Rules: 3 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.