



An ancient and monstrous lord amongst vampires, Ushoran is amongst the most dreaded of Nagash's Mortarch servants. He is a font of cursed madness that escalates the mania of his ghoulish servants, even as he annihilates foes with talon and gore-splattered sceptre.

WARSCROLL

USHORAN

MORTARCH OF DELUSION

MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Sceptre of the Carrion King	3"	3	3+	2+	-2	D3+3
Monstrous Claws and Fangs	2"	✱	3+	3+	-1	2

DAMAGE TABLE		
Wounds Suffered	Monstrous Claws and Fangs	Epicentre of Delusion
0-7	10	30"
8-9	8	24"
10-11	6	18"
12+	4	12"

Ushoran, Mortarch of Delusion, is armed with the Sceptre of the Carrion King and Monstrous Claws and Fangs.

WIZARD: This unit can attempt to cast 2 spells in your hero phase and attempt to unbind 2 spells in the enemy hero phase.

WARMASTER: If this unit is included in your army, it is treated as a general even if it is not the model picked to be the army's general.

Epicentre of Delusion: *Ushoran is the primogenitor of the abhorrant curse. As his fractured mind warps and writhes, his delusions also seize those ghouls in his presence, inspiring new and insane impetuses.*

If this unit is part of a Flesh-eater Courts army, in your hero phase, you can pick 1 delusion from the Courts of Delusion battle trait. Until your next hero phase, that delusion applies to friendly **FLESH-EATER COURTS** units while they are wholly within the Epicentre of Delusion range shown on this unit's damage table, in addition to the delusion you picked before the start of the first turn.

The Carrion King: *Such is the renown of Ushoran amongst his cursed subjects that news of his mighty deeds spreads like wildfire through their ranks.*

While this unit has 6 noble deeds points, friendly **FLESH-EATER COURTS** units are affected by the Feeding Frenzy battle trait while they are wholly within 24" of this unit instead of 12".

Shroudage Fragment: *Embedded in Ushoran's crown of bone is a gem of vitrified grave-sand, a fragment of the mythical Shroudage to which he was once bound. The energies of raw madness pulse from this jewel, overwhelming those who draw too close to him.*

At the start of the combat phase, subtract 1 from the Bravery characteristic of each enemy unit within 3" of this unit until the end of the battle. Then, roll 2D6 for each enemy unit within 1" of this unit. If the result is higher than the Bravery characteristic of that unit, the strike-last effect applies to that unit until the end of the phase.

The King's Chalice: *The dark magics that swirl within Ushoran's sacred chalice grant him incredible resilience and vitality.*

This unit has a ward of 5+. In addition, in your hero phase, you can heal up to 2D3 wounds allocated to this unit.

Glimpse of Delusion: *Ushoran's sheer conviction pulls an enemy into his delusion, causing them to see friends as vicious monsters and driving them to lose grasp of their sanity.*

Glimpse of Delusion is a spell that has a casting value of 7 and a range of 18". If successfully cast, pick 1 enemy model within range and visible to the caster. Then, pick 1 melee weapon that enemy model is armed with and pick 1 other enemy unit within range of that weapon. That enemy model immediately makes combat attacks with that weapon targeting that other enemy unit.

KEYWORDS

DEATH, FLESH-EATER COURTS, HOLLOWMOURNE, VAMPIRE, ABHORRANT, HERO, MONSTER, WIZARD, MORTARCH, USHORAN

FLESH-EATER COURTS (FEBRUARY 2024)

WARSCROLL	UNIT SIZE	POINTS	BATTLEFIELD ROLE	NOTES	BASE SIZE
Ushoran, Mortarch of Delusion	1	460	Leader, Behemoth	Single, Unique	130mm