

BEASTS OF NURGLE



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Claws and Tentacles	1"	D6	4+	3+	-	1
Slobbering Tongue	2"	1	4+	3+	-	D3

DESCRIPTION

A unit of Beasts of Nurgle has any number of models. Beasts of Nurgle batter their victims with their Claws and Tentacles, and shower them with affection by enveloping them with their Slobbering Tongues.

ABILITIES

Attention Seekers: Beasts of Nurgle are always looking for new friends to play with. Beasts of Nurgle can charge in the same turn in which they ran or retreated.

Slime Trail: After an enemy unit makes a charge move, roll a dice for each of its models that are within 1" of any Beasts of Nurgle; for each roll of a 6 that model's unit suffers a mortal wound as a warrior slips in the toxic slime trail surrounding the daemons.

Locus of Virulence: If the result of a wound roll made for this unit is a 6 or more, and this unit is within 7" of a **DAEMON HERO of NURGLE** from your army, that attack inflicts double damage.

MAGIC

CHAOS WIZARDS know the Summon Beasts of Nurgle spell, in addition to any others they know.

SUMMON BEASTS OF NURGLE

Summon Beasts of Nurgle has a casting value of 6. If successfully cast, you can set up a Beast of Nurgle within 14" of the caster and more than 9" from any enemy models. The model is added to your army but cannot move in the following movement phase. If the result of the casting roll was 11 or more, set up a unit of up to 3 Beasts of Nurgle instead.

KEYWORDS

CHAOS, DAEMON, NURGLE, BEASTS OF NURGLE