

HORTICULOUS SLIMUX

Horticultural Slimux rides into battle perched upon the shell of his lumbering daemonic steed, Mulch. As Nurgle's head gardener, he has the power to seed the Garden of Nurgle into the fabric of reality, churning the ground with his Gruntleplough to summon it forth. Surrounded by packs of Beasts of Nurgle and wielding his lethal lopping shears, Horticultural is a being to be greatly feared.



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Lopping Shears	1"	3	3+	3+	-1	D3
Mulch's Slime-encrusted Jaws	1"	D3	3+	3+	-2	2

DESCRIPTION

Horticultural Slimux is a single model. He is armed with a huge pair of Lopping Shears that he uses to snip his enemies in half, and rides upon the back of a molluscoid daemon-beast called Mulch that snaps at the foe with its Slime-encrusted Jaws.

ABILITIES

Disgustingly Resilient: Roll a dice each time you allocate a wound or mortal wound to this model. On a 5+ the wound is negated.

Acidic Slime Trail: Roll a dice for each enemy unit that is within 3" of this model immediately before this model makes a retreat move. On a 4+ that enemy unit suffers D3 mortal wounds.

Beast Handler: Re-roll failed charge rolls and hit rolls of 1 for friendly Beasts of Nurgle units while they are within 7" of Horticultural Slimux.

In Death There is Life: At the start of your hero phase, if any models (friend or foe) were slain in the last turn, you can heal 1 wound allocated to a friendly **NURGLE DAEMON** unit within 7" of Horticultural Slimux.

Cultivating the Garden of Nurgle: Once during the battle, at the start of your hero phase, you can set up a **Feculent Gnarlmau** within 3" of Horticultural Slimux and more than 1" away from any other model or terrain feature.

KEYWORDS

CHAOS, DAEMON, PLAGUEBEARER, NURGLE, HERO, HORTICULOUS SLIMUX