

# NURGLINGS

Nurplings are diseased daemon mites, miniature facsimiles of their noisome god that pour across the battlefield in a stinking tide and bury the foe beneath wave after wave of bloated little bodies. Tumbling from the innards of larger daemons or spilling up from sewers and fissures, the diminutive daemons overcome their victims with sheer weight of numbers and infectious foulness.



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Tiny Razor-sharp Teeth	1"	5	5+	5+	-	1

## DESCRIPTION

A unit of Nurplings has 3 or more models. Nurplings attack with their Tiny Razor-sharp Teeth.

## ABILITIES

**Disease-ridden Demise:** At the end of the combat phase, roll a dice for each enemy unit that was allocated any wounds caused by a unit of Nurplings in that combat phase. On a 2+ that unit suffers 1 mortal wound.

**Endless Swarm:** At the end of the battleshock phase, heal any wounds that have been allocated to this unit.

**Hidden Infestations:** Instead of setting up this unit on the battlefield, you can place it to one side and say that it is set up as a hidden infestation of Nurplings. If you do so, at the end of your first movement phase, set up the unit anywhere on the battlefield so that it is in cover and more than 9" from any enemy models.

KEYWORDS

CHAOS, DAEMON, NURGLE, NURPLINGS