BEASTS OF NURGLE

BEAST OF NURGLE

M	T	SV	W	LD	OC	
6"	9	6+	7	7+	3	5+

AUFSTELLUNG

1-2x Beast of Nurgle - Equipped with: Putrid appendages (60mm)

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Putrid appendages DEVASTATING WOUNDS	Melee	6	4+	6	-1	2

ABILITIES

RULES - Deadly Demise 1, Deep Strike, Scouts 6"

Grotesque Regeneration
At the end of each phase, if a Beasts of Nurgle model in this unit has lost any wounds but is not destroyed, that model regains all of its lost wounds.

KEYWORDS: Beast, Chaos, Daemon, Nurgle, Summoned, Beasts of Nurgle

FACTION: Plague Legions **0 PTS**

WEAPON RULES

Devastating Wounds

Each time an attack made with a [**DEVASTATING WOUNDS**] weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by [**DEVASTATING WOUNDS**] weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

*Example: An attack made with a [**DEVASTATING WOUNDS**] weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.*