

# DAEMON PRINCE OF NURGLE WITH WINGS

160 PTS



M12"

T11

SV2+

W10

LD6+

OC3

4+

## RANGED WEAPONS

| WEAPON                             | RANGE | A | BS | S | AP | D |
|------------------------------------|-------|---|----|---|----|---|
| Infernal cannon <b>LETHAL HITS</b> | 24"   | 3 | 2+ | 7 | -1 | 2 |

## MELEE WEAPONS

| WEAPON                                           | RANGE | A  | WS | S | AP | D |
|--------------------------------------------------|-------|----|----|---|----|---|
| ► Hellforged weapons - strike <b>LETHAL HITS</b> | Melee | 7  | 2+ | 8 | -2 | 3 |
| ► Hellforged weapons - sweep <b>LETHAL HITS</b>  | Melee | 14 | 2+ | 6 | -1 | 1 |

**AUFSTELLUNG**  
1x Daemon Prince of Nurgle with wings (60mm)  
**Equipped with:** Infernal cannon, ► Hellforged weapons - strike, ► Hellforged weapons - sweep

## ABILITIES

- Enfeebling Miasma (Aura)**  
While an enemy unit (excluding \*Monsters and Vehicles) is within 6" of this model, each time that unit is selected to Fall Back, models in that enemy unit must take Desperate Escape tests. When doing so, if that enemy unit is Battle-shocked, subtract 1 from each of those Desperate Escape tests.
- Horrifying Visage**  
Each time this model ends a Charge move, select one enemy unit within Engagement Range of it. That unit must take a Battle-shock test, subtracting 1 from that test.

## WEAPON RULES

**LETHAL HITS**  
Each time an attack made with a **[LETHAL HITS]** weapon results in a critical hit, you can choose for that attack to automatically wound the target.  
*Designer's Note: Choosing to automatically wound the target means that no wound roll is made for that attack. You may decide against this, as it means that attack cannot result in a critical wound and so cannot trigger other abilities such as [DEVASTATING WOUNDS].*

## CORE RULES

### ◆ **Deadly Demise D3**

This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

### ◆ **Deep Strike**

Each time this unit makes an ingress move (20.04), if every model in this unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from all enemy units, even if that is within your opponent's deployment zone.

### ◆ **Nurgle's Gift (Aura)**

If your Army Faction is DEATH GUARD, while an enemy unit is within Contagion Range of one or more Death Guard units from your army, it is Afflicted.

#### CONTAGION RANGE

1st Battle Round: Contagion Range = 3"

2nd Battle Round: Contagion Range = 6"

3rd Battle Round Onwards: Contagion Range = 9"

Contagion Range cannot be greater than 12" after modifiers.

#### AFFLICTED

During the Declare Battle Formations step, select one of the Plagues below. Until the end of the battle, while an enemy unit is Afflicted, subtract 1 from the Toughness characteristic of models in that unit, and that unit has the effect of your chosen Plague.

##### Skullsquirm Blight

- Each time a model in this unit makes a ranged attack, enemy units have the benefit of cover against that attack.

- Each time a model in this unit makes a melee attack, subtract 1 from the Hit roll.

##### Rattlejoint Ague

Worsen the Save characteristic of models in this unit by 1.

##### Scabrous Soulrot

Worsen the Move, Leadership and Objective Control characteristics of models in this unit by 1 (this rule can only worsen a model's Objective Control characteristic to a minimum of 1).

