

HORTICULOUS SLIMUX

M	T	SV	W	LD	OC	
6"	10	3+	10	7+	2	4+

AUFSTELLUNG

1x Horticultural Slimux

Equipped with: Acidic maw, Lopping shears

✂ MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Acidic maw DEVASTATING WOUNDS, EXTRA ATTACKS	Melee	2	4+	7	-4	3
Lopping shears LETHAL HITS	Melee	4	3+	6	-2	3

ABILITIES

CORE - Leader

RULES - Deep Strike, Leader, The Shadow of Chaos, Warp Rifts

Beast Handler

While this model is leading a unit, you can re-roll charge rolls made for that unit. In addition, once per battle, you can target this unit with the Heroic Intervention stratagem, regardless of any other uses of that stratagem this phase. If you do:

- That use is -1 CP.
- That use does not prevent any uses of that stratagem on other units this phase.

Seed the Garden of Nurgle

At the end of your Movement phase, if this model is within one AREA TERRAIN feature, until the end of the battle, that AREA TERRAIN feature is considered to be within your army's Shadow of Chaos.

Leader

This model can be attached to the following unit:

- BEASTS OF NURGLE

KEYWORDS: Mounted, Character, Epic Hero, Chaos, Daemon, Nurgle, Horticultural Slimux, Nurgle non-Battleline, Non-Monster Character



FACTION: Legiones Daemonica 120 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.*

Extra Attacks

Each time a unit containing one or more models with an **[EXTRA ATTACKS]** weapon fights, those models will make attacks with those weapons in addition to any others. In the Select Weapons step (04.01), for each of those models, you must select:

- All of that model's **[EXTRA ATTACKS]** weapons.
- One of that model's other melee weapons, if possible.

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].