

NURGLINGS

NURGLING SWARM

M	T	SV	W	LD	OC	
5"	3	7+	4	8+	0	

AUFSTELLUNG

3-6x Nurgling Swarm - Equipped with: Diseased claws and teeth

⌘ MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Diseased claws and teeth LETHAL HITS	Melee	4	5+	2	0	1

ABILITIES

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

Gloom Rot

Each time an attack targets this unit, if the Strength characteristic of that attack is greater than this unit's Toughness characteristic, subtract 1 from the Wound roll.

Mischief Makers (Aura)

Each time an enemy unit (excluding Titanic units) within Engagement Range of one or more units with this ability is selected to fight, until the end of the phase, each time a model in that enemy unit makes a melee attack, subtract 1 from the Hit roll.



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].

