

DAEMON PRINCE OF NURGLE WITH WINGS

M	T	SV	W	LD	OC	
12"	11	2+	10	6+	3	

AUFSTELLUNG

1x Daemon Prince of Nurgle with wings

Equipped with: Infernal cannon, ► Hellforged weapons - strike, ► Hellforged weapons - sweep

⦿ RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Infernal cannon LETHAL HITS	24"	3	2+	7	-1	2

✂ MELEE WEAPONS

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

ABILITIES

RULES - Deadly Demise D3, Deep Strike, Nurgle's Gift (Aura)

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].

