

MOURNGUL



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Nightmarish Claws and Fangs	2"	*	3+	3+	-2	2

Wounds Suffered	DAMAGE TABLE	
	Move	Nightmarish Claws and Fangs
0-1	12"	8
2-3	10"	7
4-5	9"	6
6-7	8"	5
8+	7"	4

DESCRIPTION

A Mourngul is a single model. A terrifying, inhuman spectre of monstrous size, the Mourngul attacks with its nightmarishly elongated claws and distended fangs in a frenzied hunger for flesh and souls.

FLY

A Mourngul can fly.

ABILITIES

Haunter of the Dark: Mourngul are spectral creatures, made more of shadow and icy fogs than physical substance. Ignore the weapon's Rend characteristic when making save rolls for a Mourngul, and in addition, if they suffer a mortal wound, roll a D6. On a roll of 4+, the mortal wound is ignored.

Ravenging Onslaught: If a hit roll for a Mourngul's Nightmarish Claws and Fangs is a 6+, immediately make an additional attack for the Mourngul using its Nightmarish Claws and Fangs before rolling for wounds. Further hit rolls of a 6+ also generate additional attacks.

Devourer of Flesh and Souls: If a Mourngul slays any models in any combat phase, it immediately heals D3 wounds.

Ghastly Apparition: Mourngul are a soul-searing horror to look upon, radiating an aura of supernatural terror, unutterable despair and ravenous hunger in equal measure. Units from your opponent's army must subtract 2 from their hit rolls while within 6" of a Mourngul if their Bravery is 6 or less and subtract 1 from their hit rolls if their Bravery is 7 or more.

MAGIC

DEATH WIZARDS know the Summon Mourngul spell in addition to any other spells they know.

SUMMON MOURNGUL

Summon Mourngul has a casting value of 10. If successfully cast, you can set up a Mourngul within 18" of the caster and more than 9" away from the enemy. The unit is added to your army, but cannot move in the following movement phase.

KEYWORDS

DEATH, MALIGNANT, NIGHTHAUNT, MONSTER, MOURNGUL