

# MOURNGUL



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Nightmarish Claws and Fangs	2"	*	3+	3+	-1	2

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

## DESCRIPTION

A Mourngul is a single model. A terrifying, inhuman spectre of monstrous size, the Mourngul attacks with its Nightmarish Claws and Fangs in a frenzied hunger for flesh and souls.

## FLY

A Mourngul can fly.

## ABILITIES

**Devourer of Flesh and Souls:** The unholy essence of a Mourngul is nourished by the souls of those it devours. If a Mourngul slays any models, at the end of that combat phase, heal D3 wounds that have been allocated to it.

**Ghastly Apparition:** Mourngul are a soul-searing horror to look upon, radiating an aura of supernatural terror, unutterable despair and ravenous hunger. Subtract 1 from hit rolls for attacks made by enemy units while they are within 6" of any models with this ability.

**Haunter of the Dark:** Mourngul are spectral creatures, made more of shadow and icy fogs than physical substance. Ignore the attacking weapon's Rend characteristic when making save rolls for this model. In addition, roll a dice each time you allocate a wound or mortal wound to this model. On a 5+, the wound is negated.

**Ravenging Onslaught:** Once a Mourngul begins a blood-mad feeding frenzy, there is almost no stopping it. Each time you roll a hit roll of 6+ for a Mourngul's Nightmarish Claws and Fangs, add 1 to the weapon's Damage characteristic for that attack.

## 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" from any enemy models. The unit is added to your army, but cannot move in the following movement phase.

## KEYWORDS

DEATH, MALIGNANT, NIGHTHAUNT, MONSTER, MOURNGUL