

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+ | 5" | 2 |

DESCRIPTION

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

FLY

This model 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 soul-searing horrors 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.

Ethereal: Mourngul are spectral creatures, made more of shadow and icy fogs than physical substance. Ignore modifiers (positive or negative) when making save rolls for this unit.

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.

KEYWORDS

DEATH, MALIGNANT, NIGHTHAUNT, MONSTER, MOURNGUL