



MOURNGUL



Driven by famine and pain to hunt their former friends and companions, Mournguls are damned to an eternity of terrible isolation. Their shadowy cadaverous forms of cold flesh and cracked bone warp and twist ceaselessly as they rake their foes with claws and teeth.

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

DAMAGE TABLE		
Wounds Suffered	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 armed with Nightmarish Claws and Fangs.

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.*

At the end of the combat phase, if any enemy models were slain by wounds inflicted by this model's attacks in that combat phase, you can heal up to D3 wounds allocated to this model.

Ethereal: *Creatures whose bodies have rotted away are difficult to harm with ordinary weapons.*

Ignore modifiers (positive or negative) when making save rolls for attacks that target this model.

Frightful Touch: *Just one touch from a Mourngul's claws can still the heart of a mortal opponent.*

If the unmodified hit roll for an attack made with this model's Nightmarish Claws and Fangs is 6, that attack inflicts 2 mortal wounds and the attack sequence ends (do not make a save roll).

Ghastly Apparition: *Mournguls 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 models while they are within 6" of any friendly models with this ability.

KEYWORDS DEATH, MALIGNANT, NIGHTHAUNT, MONSTER, MOURNGUL