

# BEASTS OF NURGLE

As stupid as they are enthusiastic, Beasts of Nurgle bound into battle with burbling bellows of joy. Huge, slug-like abominations with fanged maws and diseased tentacles, their flabby bodies exude a paralytic slime that renders their victims helpless. The Beasts of Nurgle gleefully rip and crush their luckless playmates until their joy proves lethal, before bounding off in search of new victims.



## MELEE WEAPONS

	Range	Attacks	To Hit	To Wound	Rend	Damage
Claws and Tentacles	1"	D6	4+	3+	-	1
Slobbering Tongue	2"	1	3+	3+	-	D3

## DESCRIPTION

A unit of Beasts of Nurgle has any number of models. Beasts of Nurgle unintentionally rend and crush their victims their Claws and Tentacles, and poison them with their Slobbering Tongues.

## ABILITIES

**Disgustingly Resilient:** Roll a dice each time you allocate a wound or mortal wound to this model. On a 5+ the wound is negated.

**Acidic Slime Trail:** Roll a dice for each enemy unit that is within 3" of this unit immediately before this unit makes a retreat move. On a 4+ that enemy unit suffers D3 mortal wounds.

**Attention Seekers:** This unit can charge in the same turn in which it ran or retreated.

**Locus of Virulence:** Add 1 to the Damage characteristics of this unit's weapons while it is within 7" of a friendly **NURGLE DAEMON HERO**.

KEYWORDS

CHAOS, DAEMON, NURGLE, BEASTS OF NURGLE