

HARBINGER OF DECAY

Slumped like sacks of flyblown offal in their mouldering saddles, Harbingers of Decay advance into battle atop vile steeds that look more dead than alive. Theirs is the gaze of Nurgle himself, and the mortal worshippers of the Plague God fight all the harder when it falls upon them. Theirs is also the touch of Nurgle, for the slightest cut from their rotwords infects a victim with virulent disease.



MELEE WEAPONS

	Range	Attacks	To Hit	To Wound	Rend	Damage
Plague Scythe	1"	3	3+	3+	-1	D3
Daemonic Mount's Flyblown Bite	1"	D6	4+	4+	-	1

DESCRIPTION

A Harbinger of Decay is a single model. He wields a Plague Scythe and carries a Rotsword and Soulbound Shield. His emaciated Daemonic Mount spreads diseases with its Flyblown Bite.

ABILITIES

Soulbound Shield: Roll a dice each time you allocate a wound or mortal wound to this model as the result of a spell. On a 4+ the wound is negated.

Rotsword: Once per battle, at the start of your hero phase, pick an enemy **HERO** within 1" of this model and roll a dice. On a 2+ that **HERO** suffers D3 mortal wounds. On a 4+ that **HERO** suffers D3 mortal wounds, and each other enemy unit within 7" of that **HERO** suffers 1 mortal wound.

COMMAND ABILITY

Morbid Vigour: You can use this command ability in your hero phase. If you do, then until your next hero phase roll a dice each time you allocate a wound or mortal wound to a friendly **NURGLE MORTAL** unit while they are within 7" of this model. On a 5+ the wound is negated.

KEYWORDS

CHAOS, MORTAL, DAEMON, NURGLE, ROTBRINGER, HERO, HARBINGER OF DECAY