

Mourngul

Mourngul	M	WS	BS	S	T	W	I	A	Ld	Troop Type	Unit Size	Points
	6	5	0	5	5	5	3	4	8	Monster	1	270

SPECIAL RULES

Terror, Unbreakable, Unstable, Haunter of the Dark, Killing Cold, Carnophage, Obstacle Strider & Chomp Attack (Killing Blow).

Haunter of the Dark: A Mourngul is a thing of shadows and icy fogs. Despite its size it can slip unseen through the darkness and even in broad daylight seems to waver like an evil mirage until it fastens its long sharp claws around its victim's neck. Mournguls have a 5+ Ward save against Shooting attacks, Magic Missiles and Direct Damage spells. Note that because of this a Mourngul is not considered to be a Large Target, despite its size.

Killing Cold: An aura of deathly chill that radiates from the Mourngul means that enemies in base contact are subject to the Always Strikes Last special rule. In addition a Mourngul is immune to any descriptively cold-based power or effect such as a Thundertusk's Icy Breath or a Yhetee's Aura of Frost.

Carnophage: For every wound the Mourngul inflicts in combat, it may regain a single wound it has previously lost. The Mourngul wounds cannot exceed its starting Wounds value.