

MORBIDEX TWICEBORN

Morbidx Twiceborn is the chosen mortal champion of the Nurglings. Twisted by the daemon mites' unnatural touch, he has come to resemble them physically, and has gained much of their unnatural resilience. His disgusting maggoth, Triple tongue, is equally hard to hurt, dragging screaming victims into its maw and devouring them even as Morbidx hacks others apart with his huge scythe.



MISSILE WEAPONS

Slabrous Tongues

Range

6"

Attacks

3

To Hit

3+

To Wound

✱

Rend

-1

Damage

1

MELEE WEAPONS

Fleshreaper Scythe

Range

2"

Attacks

5

To Hit

3+

To Wound

3+

Rend

-1

Damage

2

Monstrous Claws

3"

✱

4+

2+

-1

1

DAMAGE TABLE

Wounds Allocated

Move

Slabrous Tongues

Monstrous Claws

0-2

10"

2+

5

3-4

8"

2+

4

5-7

6"

3+

4

8-9

6"

4+

4

10-11

4"

5+

3

DESCRIPTION

Morbidx Twiceborn is a single model. He is armed with the deadly Fleshreaper Scythe and rides the belligerent maggoth Triple tongue, which snatches its victims up with its Slabrous Tongues or gores them with its Monstrous Claws.

ABILITIES

Lord of Nurglings: At the start of your hero phase, you can pick 1 friendly Nurglings unit within 7" of Morbidx Twiceborn and add 1 model to it.

Malicious Mites: Add 1 to wound rolls for friendly Nurglings units while they are within 7" of Morbidx Twiceborn.

Nurgle's Rot: At the start of your hero phase, roll a dice for each unit (friend or foe) within 3" of any units with this ability. On the roll of a 6, that unit suffers D3 mortal wounds. Units with the **NURGLE** keyword are unaffected by this ability.

Repugnant Regrowth: Roll a dice in your hero phase. On a 4+ heal 1 wound that has been allocated to Morbidx Twiceborn. On a 6+ heal D3 wounds instead.

KEYWORDS

CHAOS, MORTAL, NURGLE, ROTBRINGER, MONSTER, HERO, MORBIDEX TWICEBORN