

# HORTICULOUS SLIMUX

Horticultural Slimux rides into battle perched upon the shell of his mount, Mulch. As Nurgle's head gardener, he has the power to seed the Garden of Nurgle into the fabric of reality, churning the ground with his Gruntleplough to summon it forth. Surrounded by packs of Beasts of Nurgle and wielding his lethal lopping shears, Horticultural is a being to be greatly feared.



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Lopping Shears	1"	3	3+	3+	-1	D3
Mulch's Slime-encrusted Jaws	1"	D3	3+	3+	-2	2

## DESCRIPTION

Horticultural Slimux is a single model. He is armed with a huge pair of Lopping Shears that he uses to snip his enemies in half, and rides upon the back of a massive creature called Mulch that snaps at the foe with its Slime-encrusted Jaws.

## ABILITIES

**Beast Handler:** You can re-roll failed charge rolls for friendly units of Beasts of Nurgle that are within 7" of Horticultural Slimux. In addition, you can re-roll hit rolls of 1 for friendly units of Beasts of Nurgle that are within 14" of Horticultural Slimux.

**Disgustingly Resilient:** Roll a dice each time Horticultural Slimux suffers a wound or mortal wound; on a 5 or more, the wound sloughs away rancid flesh but causes no real harm and is ignored.

**In Death There is Life:** All friendly **NURGLE** units within 7" of this model heal 1 wound each time a unit is wiped out within 7" of this model.

**Ploughed Slime Trail:** Each enemy unit that is within 3" of Horticultural Slimux when he starts to make a retreat move suffers D3 mortal wounds as they slip in the deadly, acidic slime trail left in Horticultural's wake.

## KEYWORDS

CHAOS, DAEMON, NURGLE, HERO, HORTICULOUS SLIMUX