GREAT UNCLEAN ONE

265 PTS

M	T	SV	W	LD	OC
7"	12	5+	20	6+	5

4+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Plague flail	6"	D6+1	3+	7	-2	2
Putrid vomit IGNORES COVER, TORRENT	12"	D6+3	N/A	5	-2	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Bileblade EXTRA ATTACKS, LETHAL HITS	Melee	3	2+	6	-2	2
Doomsday bell LETHAL HITS, REVERBERATING SUMMONS	Melee	6	2+	7	-1	2
➤ Bilesword - strike LETHAL HITS	Melee	6	2+	10	-2	D6+1
➤ Bilesword - sweep LETHAL HITS	Melee	12	2+	7	-1	1

ABILITIES

Daemon Lord of Nurgle (Aura)
While a friendly Plague Legions unit is within 6" of this model, add 1 to the Toughness characteristic of models in that unit.

Damaged: 1-7 wounds remaining
While this model has 1-7 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.

Nurgle's Rot (Psychic)
At the end of your Movement phase, you can select one enemy unit within 12" of this model. Until the start of your next Movement phase, that unit is rotted. While a unit is rotted, subtract 1 from the Toughness characteristic of models in that unit.

KEYWORDS: Monster, Character, Psyker, Chaos, Daemon, Nurgle, Great Unclean One, Summoned

FACTION: Plague Legions

AUFSTELLUNG

1x Great Unclean One (130mm)

Equipped with: Plague flail, Putrid vomit, Bileblade, Doomsday bell, ➤ Bilesword - strike, ➤ Bilesword - sweep

Wargear Options:

- This model can replace its Plague flail with Bileblade.
- This model can replace its Bilesword with Doomsday bell.

WEAPON RULES

Extra Attacks

Each time a unit containing one or more models with an [**EXTRA ATTACKS**] weapon fights, those models will make attacks with those weapons in addition to any others. In the Select Weapons step (04.01), for each of those models, you must select:

- All of that model's [**EXTRA ATTACKS**] weapons.

- One of that model's other melee weapons, if possible.

Ignores Cover

Each time an attack is made with an [**IGNORES COVER**] weapon, the target cannot have the benefit of cover against that attack (13.08), including from rules that give a model or unit the benefit of cover (e.g. Stealth).

Lethal Hits

Each time an attack made with a [**LETHAL HITS**] weapon results in a critical hit, you can choose for that attack to automatically wound the target.

Designer's Note: Choosing to automatically wound the target means that no wound roll is made for that attack. You may decide against this, as it means that attack cannot result in a critical wound and so cannot trigger other abilities such as [DEVASTATING WOUNDS].

Torrent

Each time an attack is made with a [**TORRENT**] weapon, that attack automatically hits the target.

RULES

Deadly Demise D6

This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

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Deep Strike

Each time this unit makes an ingress move (20.04), if every model in this unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from all enemy units, even if that is within your opponent's deployment zone.

Feel No Pain 6+

This ability always takes the form Feel No Pain X+. Each time a model with this ability would lose a wound, roll one D6: on an X+, that wound is not lost.

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FACTION: Plague Legions