ROTIGUS

M	T	SV	W	LD	OC	
7"	12	5+	22	6+	5	4+

AUFSTELLUNG

1x Rotigus (130mm)

Equipped with: Streams of brackish filth, ➤ Gnarlrod - strike, ➤ Gnarlrod - sweep

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Streams of brackish filth DEVASTATING WOUNDS, IGNORES COVER, TORRENT	12"	2D6	N/A	8	-2	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
➤ Gnarlrod - strike LETHAL HITS, PSYCHIC	Melee	7	2+	10	-3	3
➤ Gnarlrod - sweep LETHAL HITS, PSYCHIC	Melee	14	2+	8	-1	1

ABILITIES

RULES - Deadly Demise D6, Deep Strike, Feel No Pain 6+, The Shadow of Chaos, Warp Rifts

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.

Deluge of Nurgle (Aura)
While an enemy unit is within 6" of this model, subtract 2 from the Move characteristic and subtract 1 from the Objective Control characteristic of models in that unit.

Greater Daemon of Nurgle (Aura)
While a friendly NURGLE LEGIONES DAEMONICA unit is within 6" of this model, that unit is within your army's Shadow of Chaos.

Virulent Blessing (Psychic)
At the start of the Fight phase, you can select one enemy unit within 24" of and visible to this model. Until the end of the phase, each time an attack made by a NURGLE LEGIONES DAEMONICA model is allocated to a model in that unit, add 1 to the Damage characteristic of that attack.

KEYWORDS: Monster, Character, Epic Hero, Psyker, Chaos, Daemon, Nurgle, Rotigus, Nurgle non-Battleline

FACTION: Legiones Daemonica **280 PTS**

WEAPON RULES

Devastating Wounds

Each time an attack made with a [**DEVASTATING WOUNDS**] weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by [**DEVASTATING WOUNDS**] weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

*Example: An attack made with a [**DEVASTATING WOUNDS**] weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.*

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**].*

Psychic

Each time an attack is made with a [**PSYCHIC**] weapon, you can ignore any or all modifiers to that attack's BS or WS characteristic and any or all modifiers to the hit roll. Attacks made with [**PSYCHIC**] weapons are known as **psychic** attacks (this can be important for the triggering of other rules).

Torrent

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