

GREAT UNCLEAN ONE

M	T	SV	W	LD	OC	
7"	12	5+	20	6+	5	4+

AUFSTELLUNG

1x Great Unclean One

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

Wargear Options:

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

⚔ 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+	6	-1	1

ABILITIES

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

Daemon Lord of Nurgle (Aura)

While a friendly Nurgle Legiones Daemonica 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.

Gloom Rot

Each time an attack targets this unit, if the Strength characteristic of that attack is greater than this unit's Toughness characteristic, subtract 1 from the Wound roll.



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.

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, subtract 1 from the Toughness characteristic of models in that unit.



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.

