

# GREAT UNCLEAN ONE



MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Noxious Bile	7"	D6	3+	☀	-2	1
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Plague Flail	2"	3	3+	☀	-1	2
Massive Bilesword	2"	☀	4+	3+	-2	D3

Wounds Suffered	DAMAGE TABLE		
	Noxious Bile	Plague Flail	Massive Bilesword
0-2	2+	2+	3
3-4	3+	3+	3
5-6	3+	3+	2
7-8	4+	4+	2
9+	5+	4+	1

## DESCRIPTION

A Great Unclean One is a single model. It carries a large Plague Flail and a Massive Bilesword, and can vomit forth streams of Noxious Bile.

## ABILITIES

**Blubber and Bile:** Roll a dice each time a Great Unclean One suffers a wound or mortal wound. If the result is 5 or more, the blow is lost amid the beast's numerous rolls of flesh, and the wound is ignored. If the result is 6 and it is the combat phase, the attacker's unit suffers a mortal wound as it is covered in spurting bile.

**Corpulent Mass:** A Great Unclean One heals D3 wounds in each of your hero phases.

## COMMAND ABILITY

**Grandfather's Joy:** If a Great Unclean One uses this ability, then whenever you roll a 7 for a **NURGLE DAEMON** unit in your next charge phase you can shout 'seven' in mirthful tones. If you do, that unit can make 1 extra attack with each of its melee weapons in the following combat phase.

## MAGIC

A Great Unclean One is a wizard. It can cast one spell in each of your hero phases, and attempt to unbind one spell in each enemy hero phase. It knows the Arcane Bolt, Mystic Shield and Plague Wind spells.

## PLAGUE WIND

The Great Unclean One summons a whirlwind of maggots and filth, basking in its feculence for a moment before sending it forth. Plague Wind has a casting value of 7. If successfully cast, pick an enemy model within 14" and draw a straight line between it and the caster. That unit, and every other unit that this line passes over each suffer D3 mortal wounds. **NURGLE** units are instead invigorated by the Plague Wind; if it passes over them one model in the unit heals D3 wounds.

**CHAOS WIZARDS** know the Summon Great Unclean One spell, in addition to any others they know.

## SUMMON GREAT UNCLEAN ONE

Summon Great Unclean One has a casting value of 9. If successfully cast, you can set up a Great Unclean One within 14" of the caster and more than 9" from any enemy models. The model is added to your army but cannot move in the following movement phase.

KEYWORDS

CHAOS, DAEMON, NURGLE, MONSTER, HERO, WIZARD, GREAT UNCLEAN ONE