

GUTROT SPUME

An arrogant plague lord who destroys all in his path, Gutrot Spume hacks his enemies apart with his corroded axe while entangling, crushing and strangling them with the nest of slimy tentacles that sprouts from his bloated torso. Spume's ego is such that he will never back down from a fight, no matter how terrifying his foe, while his might is such that he rarely loses such duels.



MELEE WEAPONS

	Range	Attacks	To Hit	To Wound	Rend	Damage
Rot-pocked Axe	2"	4	3+	2+	-1	2
Flailing Tentacles	1"	D3	2+	4+	-	1

DESCRIPTION

Gutrot Spume is a single model. He is armed with a Rot-pocked Axe and grasps at his foe with a mass of Flailing Tentacles.

ABILITIES

Clutching Pseudopods: At the start of the combat phase, you can pick an enemy model within 1" of Gutrot Spume. Choose a weapon carried by that model and roll a dice. On a 4+ that weapon cannot be used by that model in that combat phase.

Towering Arrogance: Re-roll hit rolls of 1 for Gutrot Spume if the target is a **HERO**. In addition, if Gutrot Spume is within 3" of an enemy **HERO** in the combat phase, he cannot target units that are not **HEROES**.

Master of the Slime Fleet: Instead of setting up Gutrot Spume on the battlefield, you can place him and up to one unit of Putrid Blightkings to one side, and say that they are aboard his flagship. If you do so, at the end of your first movement phase, set up Gutrot Spume and the unit of Putrid Blightkings within 6" of each other, wholly within 6" of the edge of the battlefield and more than 9" from any enemy models.

KEYWORDS

CHAOS, MORTAL, NURGLE, ROTBRINGER, HERO, GUTROT SPUME