



## GUTROT SPUME

A towering monster of a man, Gutrot Spume's strength and resilience are matched only by his prodigious arrogance. The whipping tentacles that spill from one side of his body can easily tear a foe limb from limb, while his enemies' blows glance from rusted armour, or sink into flabby flesh to no avail.



### 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. You can only include one Gutrot Spume in your army.

### ABILITIES

**Clutching Pseudopods:** At the start of each combat phase, Gutrot Spume can attempt to ensnare an enemy model within 1". If he does so, pick a weapon carried by that model. You and your opponent then both roll a dice. If your opponent rolled the higher score, his model breaks free of the clutching pseudopods and suffers no adverse effects, otherwise his model's weapon is ensnared and it cannot make any attacks with it until the end of the phase.

### COMMAND ABILITY

**Towering Arrogance:** If Gutrot Spume is your general and uses this ability, keep count of the number of wounds inflicted by him until your next hero phase. If he inflicts 7 or more wounds he has won Nurgle's favour, and heals all wounds he has suffered. If he inflicts 6 or fewer wounds, Nurgle punishes him for his arrogance and he suffers a mortal wound.

### KEYWORDS

CHAOS, MORTAL, NURGLE, HERO, GUTROT SPUME