

PUTRID BLIGHTKINGS

Hulking warriors of Nurgle, the Putrid Blightkings carve their way through the enemy with slime-encrusted axes, hammers and flails. Their rotting bodies can absorb tremendous amounts of punishment, allowing the Blightkings to drive relentlessly through the foe's battle line and shatter it apart, before hacking down the survivors with contemptuous ease.



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Blighted Weapon	1"	3	3+	3+	-	1

DESCRIPTION

A unit of Putrid Blightkings has 5 or more models, armed with a variety of filth-encrusted Blighted Weapons.

BLIGHTLORD

The leader of this unit is a Blightlord. A Blightlord has a Wounds characteristic of 5.

ICON BEARERS

Models in this unit may be Icon Bearers. Add 1 to this unit's Bravery characteristic while it includes any Icon Bearers.

SONOROUS TOCSIN

Models in this unit may carry a Sonorous Tocsin. Add 1 to this unit's run and charge rolls whilst it includes any models carrying a Sonorous Tocsin.

ABILITIES

Virulent Discharge: In your hero phase, roll a dice for each unit (friend or foe) that is within 3" of any friendly units with this ability. On a 6+ that unit suffers D3 mortal wounds. If the unit has the **NURGLE** keyword, heal D3 wounds allocated to the unit instead.

Blighted Weapons: Each time you make a hit roll of 6+ for this unit's Blighted Weapons, that hit roll inflicts D6 hits instead of 1.

KEYWORDS

CHAOS, MORTAL, NURGLE, ROTBRINGER, PUTRID BLIGHTKINGS