

THE GLOTTKIN

Plague-cursed triplets of immense age and power, the Glottkin are Nurgle's greatest mortal champions. Otto the warrior lord and Ethrac the plague sorcerer ride to war upon the lumpy shoulders of their monstrous brother, Ghurk, and together their unnatural power is great enough to drive vast armies into battle and crush all who stand against them.



MISSILE WEAPONS		Range	Attacks	To Hit	To Wound	Rend	Damage
Pestilent Torrent		12"	1	3+	4+	-2	*
MELEE WEAPONS		Range	Attacks	To Hit	To Wound	Rend	Damage
Ghurk's Flailing Tentacle		3"	*	4+	2+	-2	2
Ghurk's Lamprey Maw		2"	1	3+	2+	-1	D3
Otto's Poison-slick Scythe		2"	3	3+	3+	-1	D3

Wounds Allocated	DAMAGE TABLE		
	Move	Pestilent Torrent	Ghurk's Flailing Tentacle
0-3	8"	2D6	6
4-6	7"	D6	5
7-9	6"	D3	4
10-12	5"	2	3
13+	4"	1	2

DESCRIPTION

The Glottkin are a single model. Ghurk Glott is a heaving mass of flesh, attacking with a Flailing Tentacle and scooping hapless victims into his Lamprey Maw. His brothers Ethrac and Otto ride upon his festering, boil-encrusted shoulders; Ethrac casts foul spells while Otto attacks with his Poison-slick Scythe and unleashes a Pestilent Torrent of corrosive filth from his swollen gut.

ABILITIES

Mountain of Loathsome Flesh: Roll a dice for each enemy unit that is within 1" of this model after this model completes a charge move. On a 4+ the enemy unit suffers D3 mortal wounds.

Blessings of Nurgle: At the start of your hero phase, you can heal D3 wounds that have been allocated to this model.

Horrific Opponent: At the start of the combat phase, roll 2D6 for each enemy unit within 7" of this model. If the roll is greater than that unit's Bravery characteristic, subtract 1 from hit rolls for that unit in that combat phase.

MAGIC

Ethrac Glott is a **WIZARD**. He can attempt to cast two spells in your hero phase, and attempt to unbind one spell in the enemy hero phase. He knows the Arcane Bolt, Mystic Shield and Fleshy Abundance spells.

FLESHY ABUNDANCE

Fleshy Abundance has a casting value of 7. If successfully cast, pick a friendly unit within 14" of the caster that is visible to them. Add 1 to the Wounds characteristic of all models in that unit until your next hero phase. At the start of your next hero phase, the unit's Wounds characteristic is reduced to its original value. Note that this can result in a model that has been allocated wounds being slain.

COMMAND ABILITY

Lords of Nurgle: You can use this command ability in your hero phase. If you do, then until your next hero phase add 1 to the Attacks characteristic of any melee weapons used by friendly **NURGLE** units while they are within 14" of this model.