

GREAT UNCLEAN ONE

The mightiest of Nurgle's daemons, the Great Unclean Ones are immensely resilient and frighteningly strong. Able to barge down fortress gates and crush monstrous beasts with their sheer bulk, Great Unclean Ones exude disease and decay as they smash their way through the foe. Meanwhile, their grasp of high strategy and their magical talents make them formidable generals.



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 Bileword	2"	✱	4+	3+	-2	3
Bileblade	2"	3	3+	3+	-1	1
Doomsday Bell	2"	4	4+	3+	-1	1
Host of Nurglings	1"	3	5+	5+	-	1

Wounds Allocated	DAMAGE TABLE		
	Noxious Bile	Plague Flail	Massive Bileword
0-3	2+	2+	3
4-6	3+	3+	3
7-9	3+	3+	2
10-12	4+	4+	2
13+	5+	4+	1

DESCRIPTION

A Great Unclean One is a single model. It carries a large Plague Flail or Bileblade in one hand, and a Massive Bileword or Doomsday Bell in the other, and can vomit forth streams of Noxious Bile. A Host of Nurglings caper about the Great Unclean One's feet, attacking with their razor-sharp teeth.

ABILITIES

Blubber and Bile: Roll a dice each time you allocate a wound or mortal wound to this model. On a 5+ the wound is negated. In addition, if the roll is 6+ and it is the combat phase, the attacking unit suffers 1 mortal wound after all of its attacks have been made.

Corpulent Mass: In your hero phase, you can heal D3 wounds that have been allocated to this model.

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.

Putrid Offering: If this model has a Bileblade and attempts to cast or unbind a spell, you can say that it is using the Bileblade to hook out a portion of its own rotting guts as an offering to Nurgle. If you do so, this model immediately suffers 1 mortal wound (which cannot be negated), but you can then add 1 to the casting or unbinding roll.

Reverberating Summons: If a **NURGLE** unit begins its movement phase within 7" of any models with a Doomsday Bell, add 3 to its Move characteristic until the end of the phase.

COMMAND ABILITY

Grandfather's Joy: You can use this command ability in your hero phase. If you do, pick a friendly **NURGLE DAEMON** unit within 21" of this model. Add 1 to the Attacks characteristic of all melee weapons used by that unit until your next hero phase.

MAGIC

A Great Unclean One is a **WIZARD**. It can attempt to cast two spells in your hero phase, and attempt to unbind two spells in the enemy hero phase. It knows the Arcane Bolt, Mystic Shield and Plague Wind spells.

PLAGUE WIND

Plague Wind has a casting value of 7. If successfully cast, pick a point on the battlefield within 14" of the caster and draw an imaginary straight line between it and the closest part of the caster. Each unit (friend or foe) crossed by the centre of the line suffers D3 mortal wounds. Units with the **NURGLE** keyword are instead invigorated by the Plague Wind: if it passes over them, heal D3 wounds that have been allocated to the unit.