

LORD OF AFFLICTIONS

The Lord of Afflictions hovers into battle atop a Rot Fly steed, spearheading the attack of Nurgle's armies. Those foes not crushed or thrown aside by his dolorous tocsin – the enormous wrecking bell strung beneath his steed – are doomed by a stab from his three-pronged festerspike, or else reduced to pools of rancid slurry by the waves of disease that emanate from his incubatch.



MELEE WEAPONS

	Range	Attacks	To Hit	To Wound	Rend	Damage
Festerspike	2"	3	3+	3+	-1	D3
Foul Mouthparts	1"	2	3+	3+	-	1
Venomous Sting	1"	1	4+	3+	-1	D3
Dolorous Tocsin	1"	1	4+	3+	-2	2

DESCRIPTION

A Lord of Afflictions is a single model who carries a Festerspike and rides a Rot Fly that attacks with its Foul Mouthparts, Venomous Sting and the Dolorous Tocsin tethered to its abdomen. Some Lords of Afflictions go into battle with an Incubatch grasped in one hand.

FLY

A Lord of Afflictions can fly.

ABILITIES

Disgustingly Resilient: Roll a dice each time you allocate a wound or mortal wound to this model. On a 5+ the wound is negated.

Rotten Regeneration: At the start of your hero phase, you can heal 1 wound that has been allocated to this model.

Plague Vector: Re-roll hit rolls of 1 for friendly **ROTBRINGER** units while they are within 7" of this model.

Incubatch: In your hero phase, roll a dice for each unit (friend or foe) within 3" of this model. On a 2+, that unit suffers 1 mortal wound. **NURGLE** units suffer 1 mortal wound on a 6+ instead.

Virulent Discharge: In your hero phase, roll a dice for each unit (friend or foe) 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 it instead.

COMMAND ABILITY

Spearhead of Contagion: If this model is your general, you can use this ability in your hero phase. If you do, pick a friendly Pusgoyle Blightlords unit within 14" of this model. Add 8" to that unit's Move characteristic until your next hero phase.