

# ORGHOTTS DAEMONSPEW

A driven and merciless warlord, Orghotts Daemonspew is half human and half daemon in nature. He rides to battle astride the gangling pox maggoth Whippermaw, wielding his twinned Rotaxes to devastating effect while his steed's venomous tongue lashes out to throttle and ensnare. Even should the foe injure Orghotts it is they who truly suffer, as corrosive ichor jets from the wound.



MISSILE WEAPONS		Range	Attacks	To Hit	To Wound	Rend	Damage
Whippermaw's Grasping Tongue		6"	1	3+	✱	-1	D6
MELEE WEAPONS		Range	Attacks	To Hit	To Wound	Rend	Damage
The Rotaxes		2"	5	3+	3+	-1	1
Whippermaw's Monstrous Claws		3"	✱	4+	2+	-1	1

DAMAGE TABLE			
Wounds Allocated	Move	Grasping Tongue	Monstrous Claws
0-2	10"	2+	5
3-4	8"	3+	4
5-7	6"	4+	4
8-9	6"	5+	4
10+	4"	6+	3

## DESCRIPTION

Orghotts Daemonspew is a single model armed with his trusty Rotaxes. He rides his maggoth steed, Whippermaw, which seeks out victims with its Grasping Tongue to drag them into its fang-lined maw, or crushes them with its Monstrous Claws.

## ABILITIES

**Acid Ichor:** Roll a dice each time you allocate a wound to this model in the combat phase (and it is not negated). On a 4+ the attacking unit suffers 1 mortal wound after all of its attacks have been made.

**Fury of the Halfblood:** Add D3 to the Attacks characteristic of Orghotts Daemonspew's Rotaxes if he made a charge move in the same turn.

**The Rotaxes:** At the end of the combat phase, roll a dice for each enemy model that was allocated any wounds caused by the Rotaxes in that combat phase and was not slain. On a 4+ that model suffers 1 mortal wound.

## COMMAND ABILITY

**Fester and Rot:** You can use this command ability in your hero phase. If you do, pick a friendly **NURGLE** unit within 14" of Orghotts Daemonspew. Re-roll failed wound rolls for that unit until your next hero phase.

KEYWORDS

CHAOS, MORTAL, NURGLE, ROTBRINGER, MONSTER, HERO, ORGHOTTS DAEMONSPEW