

ROTIGUS

Brandishing his gnarlrod to the skies, Rotigus Rainfather calls down the inundating Deluge of Nurgle. From the fanged maws that split his flesh he vomits thundering streams of brackish filth, drowning the enemy in his plentiful gifts even as he mires the battlefield in cloying mud and diseased, stinking floods of slime.



MELEE WEAPONS

	Range	Attacks	To Hit	To Wound	Rend	Damage
Gnarlrod	3"	5	☼	3+	-1	2
Fanged Maw	1"	D3	3+	☼	-2	2
Host of Nurglings	1"	3	5+	5+	-	1

DAMAGE TABLE

Wounds Allocated	Gnarlrod	Fanged Maw	Deluge of Nurgle
0-3	2+	2+	4+
4-6	3+	2+	5+
7-9	3+	3+	5+
10-12	4+	3+	6+
13+	4+	4+	6+

DESCRIPTION

Rotigus is a single model. He carries a Gnarlrod that can be used to strike at enemies that are nearby. A Host of Nurglings caper about his feet, attacking with their razor-sharp teeth, while the Fanged Maw in his belly snaps and bites at the foe.

ABILITIES

Blubber and Bile: Roll a dice each time you allocate a wound or mortal wound to Rotigus. 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 Rotigus.

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

Streams of Brackish Filth: In your hero phase, roll a dice for each enemy unit that is within 6" of Rotigus. On a 4+ the enemy unit suffers D3 mortal wounds. Enemy units that can fly suffer D3 mortal wounds on a 6+ instead of a 4+.

MAGIC

Rotigus is a **WIZARD**. He can attempt to cast two spells in your hero phase, and attempt to unbind two spells in the enemy hero phase. He knows the Arcane Bolt, Mystic Shield and Deluge of Nurgle spells.

DELUGE OF NURGLE

Deluge of Nurgle has a casting value of 7. If successfully cast, roll 7 dice. For each roll that equals or beats the Deluge of Nurgle value shown on the damage table above, you can pick an enemy unit that is visible to the caster. That unit suffers D3 mortal wounds. If this spell affects more than one enemy unit, you must pick a different enemy unit to suffer each set of D3 mortal wounds.

KEYWORDS

CHAOS, DAEMON, NURGLE, MONSTER, HERO, WIZARD, GREAT UNCLEAN ONE, ROTIGUS