

SORCERER

The Sorcerers of Nurgle bring low their enemies with flesh-eating plagues and withering hexes, while shielding their allies with roaring clouds of flies or bloating their bodies with rancid fat to make them all but immune to harm. Some can even vomit streams of unnatural foulness that choke and drown the foe, channelling the foulness of their god to sweep away those who would defy his will.

	MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
	Rotwood Staff	2"	1	4+	3+	-1	D3

DESCRIPTION

A Sorcerer is a single model armed with a Rotwood Staff.

ABILITIES

Blessed with Vitality: Roll a dice each time this model successfully casts a spell and it is not unbound. On a 4+ you can heal 1 wound that has been allocated to this model.

MAGIC

A Sorcerer is a **WIZARD**. He can attempt to cast one spell in your hero phase, and attempt to unbind one spell in the enemy hero phase. He knows the Arcane Bolt, Mystic Shield and Stream of Corruption spells.

STREAM OF CORRUPTION

Stream of Corruption has a casting value of 6. If successfully cast, pick an enemy unit that is within 7" of the caster and visible to them. That unit suffers 3 mortal wounds.

KEYWORDS

CHAOS, MORTAL, NURGLE, ROTBRINGER, HERO, WIZARD, SORCERER