

FECULENT GNARLMAW

Wherever the servants of Nurgle gather in large numbers and the blessed rot begins to set in, Feculent Gnarlmaaws push their way up through the blighted soil. These disgusting trees ring with the sorrowful tolling of entropic chimes, belch clouds of daemonic spores, and shed rot-wet blossom to carpet the maggot-churned earth beneath their boughs.

DESCRIPTION

A Feculent Gnarlmaaw is a terrain feature consisting of 1 Feculent Gnarlmaaw scenery model.

SCENERY RULES

The following scenery rules are used for this terrain feature (do not roll on the Scenery Table on the *Warhammer Age of Sigmar* rules sheet).

Entropic Chimes: In their charge phase, **NURGLE** units that are within 7" of any Feculent Gnarlmaaws can attempt to charge even if they ran in the same turn.

Sickness Blossoms: At the start of the hero phase, roll a dice for each unit within 3" of any Feculent Gnarlmaaws. On a 4+ the unit suffers 1 mortal wound. Units with the **NURGLE** keyword are unaffected by this ability.