

# EXALTED GREAT UNCLEAN ONE OF NURGLE



MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Torrent of Noxious Bile	7"	2D6	3+	*	-2	D3
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Massive Bilesword	2"	*	3+	3+	-2	3

Wounds Suffered	DAMAGE TABLE		
	Move	Torrent of Noxious Bile	Massive Bilesword
0-4	6"	2+	4
5-8	5"	3+	4
9-11	5"	3+	3
12-13	4"	4+	3
14+	4"	4+	2

## DESCRIPTION

An **EXALTED GREAT UNCLEAN ONE OF NURGLE** is a single model. It carries a Massive Bilesword and can vomit forth a Torrent of Noxious Bile.

## ABILITIES

**Blubber and Bile:** The dubious reward for piercing the blubbery hide of an **EXALTED GREAT UNCLEAN ONE OF NURGLE** deep enough to actually cause it harm is to be showered by acidic bile and putrid toxins. Roll a dice each time you allocate a wound or mortal wound to this model. 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:** An **EXALTED GREAT UNCLEAN ONE OF NURGLE** bears Nurgle's gift of fecund new life, enabling its body to swiftly regrow damaged flesh and tissue despite its rotten composition. In your hero phase, you can heal D3 wounds that have been allocated to this model.

**Mountain of Loathsome Flesh:** Such is the size and girth of an **EXALTED GREAT UNCLEAN ONE OF NURGLE** that it can simply run over its foes, crushing or asphyxiating them beneath its monstrous bulk as it does so. Roll a dice for each enemy unit that is within 1" of this model after this model completes a charge move. On a 4+, the enemy unit suffers D3 mortal wounds.

## COMMAND ABILITY

**Grandfather's Exalted Joy:** At the **GREAT UNCLEAN ONE's** command, Nurgle's children are inspired to fight with even greater exuberance. You use this command ability in your hero phase, pick a friendly **NURGLE DAEMON** unit within 28" of this model. Add 1 to the Attacks characteristic of all melee weapons used by that unit until your next hero phase.

## MAGIC

An **EXALTED GREAT UNCLEAN ONE OF NURGLE** is a **WIZARD**. It can attempt to cast two different spells in each of your hero phases, and attempt to unbind one spell in each enemy hero phase. It knows the Arcane Bolt, Mystic Shield and Plague Wind spells.

## PLAGUE WIND

The **EXALTED GREAT UNCLEAN ONE OF NURGLE** summons a whirlwind of maggots and filth, basking in its feculence for a moment before spewing it forth. Plague Wind has a casting value of 7. If successfully cast, pick a point on the battlefield within 14" of the caster and draw an imaginary straight line between that point and the closest part of the caster. Each unit (friend or foe) crossed by the centre of the line suffers D3 mortal wounds. Units with the **NURGLE** keyword are instead invigorated by the Plague Wind; if it passes over them, heal D3 wounds that have been allocated to that unit.

## SUMMON EXALTED GREATER DAEMON OF NURGLE

If your army has the Nurgle allegiance, you can summon **EXALTED GREAT UNCLEAN ONES OF NURGLE** to the battlefield at a cost of 30 contagion points each (see page 61 of *Chaos Battletome: Maggotkin of Nurgle* for the rules for summoning Daemons of Nurgle).

## KEYWORDS

CHAOS, DAEMON, NURGLE, MONSTER, HERO, WIZARD, GREAT UNCLEAN ONE, EXALTED GREAT UNCLEAN ONE OF NURGLE