



• WARSCROLL •

FECULA FLYBLOWN



A bloated and spectacularly foul-smelling Sorcerer of formidable power, Fecula Flyblown has sworn to spread the sickening gifts of the Plague God Nurgle as far and wide as possible.

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

DESCRIPTION

Fecula Flyblown is a named character that is a single model. She is armed with a Rotwood Staff.

ABILITIES

Blessed with Vitality: *Grandfather Nurgle lavishes entropic gifts upon his chosen servants, granting them a supernatural resilience.*

Roll a dice each time this model successfully casts a spell and it is not unbound. On a 4+, you can heal 1 wound allocated to this model.

Retchling: *Accompanying Fecula into battle is her loyal Retchling. This plague-ridden familiar is a powerful locus of plague sorcery.*

Once per battle, in your hero phase, you can choose for this model to channel the power of its familiar. If you do so, this model can attempt to cast 1 additional spell that phase.

MAGIC

Fecula Flyblown is a **WIZARD**. She can attempt to cast 1 spell in your hero phase and attempt to unbind 1 spell in the enemy hero phase. She knows the Arcane Bolt, Mystic Shield and Stream of Corruption spells.

Stream of Corruption: *Uttering glottal curses, the Sorcerer unleashes a torrent of bile and brackish filth upon their enemies.*

Stream of Corruption has a casting value of 6. If successfully cast, pick 1 enemy unit within 7" of the caster and visible to them. That unit suffers 3 mortal wounds.

KEYWORDS

CHAOS, MORTAL, NURGLE, ROTBRINGER, BLESSED SONS, HERO, WIZARD, SORCERER, FECULA FLYBLOWN



• WARSCROLL •

THE WURMSPAT



The Blightkings Sepsimus and Ghulgoch have sworn themselves to the service of Fecula Flyblown, and form a shield of flabby putrescence and rusted weapons between the Sorcerer and any threats to her person.

MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Blighted Weapon	1"	3	3+	3+	-	1

DESCRIPTION

The Wurmspat is a unit that has 2 models. Sepsimus and Ghulgoch are each armed with a Blighted Weapon.

ABILITIES

Virulent Discharge: *When split open by blades or arrows, the swollen flab of a Blightking spurts gobbets of rancid slime that curdle the flesh and armour of those they splatter across.*

In your hero phase, roll a dice for each unit that is within 3" of any friendly units with this ability. On a 6, that unit suffers D3 mortal wounds. If the unit has the **NURGLE** keyword, heal D3 wounds allocated to the unit instead.

Blighted Weapons: *Rusted blades infected with virulent plagues unleash deadly contagions upon the flesh of the enemy.*

If the unmodified hit roll for an attack made with this unit's Blighted Weapons is 6, that attack scores D6 hits on the target instead of 1. Make a wound and save roll for each hit.

Festering Bodyguards: *Fecula journeyed to Beastgrave with her two favoured bodyguards, who protect her from any who would see her work for the Grandfather undone.*

Roll a dice before you allocate a wound or mortal wound to a friendly **FECULA FLYBLOWN** while she is within 3" of this unit. On a 4+, that wound or mortal wound is allocated to this unit instead of **FECULA FLYBLOWN**.

KEYWORDS

CHAOS, MORTAL, NURGLE, ROTBRINGER, BLESSED SONS, PUTRID BLIGHTKINGS, THE WURMSPAT

BEASTGRAVE WARSCROLL	UNIT SIZE		POINTS	BATTLEFIELD ROLE	NOTES
	MIN	MAX			
Fecula Flyblown	1	1	180	Leader	Unique. These units must be taken as a set for a total of 180 points. Although taken as a set, each is a separate unit.
The Wurmspat	2	2			