

EXPERIMENTAL RULES



SCABEIATHRAX THE BLOATED PAPA G'AAP, LORD OF THE BLIGHTED PIT, MAGGOTSPORE, THE WIND OF NURGLE (v 1.0)

Amongst the most favoured of Nurgle's daemons is the ancient and terrible Great Unclean One named Scabeiathrax in the Ordo Malleus' Grimore of True Names. He is a great bloated sack of contagion and disease, the size of the house. Down the millennia Scabeiathrax is also been known as Papa G'aap, the Lord of the Blighted Pit and Maggotspore, whilst the Eldar call him the Wind of Nurgle. The Blighted Pit is one of Nurgle's great spawning pits, hidden within the Eye of Terror. From within the pit everything from flies to Plaguebearers are spawned and released to plague the universe.

From his home in the warp, Scabeiathrax can only be summoned forth by Nurgle's most dedicated followers. He appears briefly to spread disease and decay amongst Nurgle's enemies before returning to wallow in the lovely filth of the Blighted Pit, where in sits and plays with his little Nurgling creations. Mercifully Scabeiathrax has been not encountered since the Contagion of Virlath over 900 years ago.

When appearing in the corporeal universe Scabeiathrax is a horrible sight. Lumbering along, merrily whistling and humming to himself, surrounded by clouds of large black flies, with Nurglings clambering over his skin and scampering at his feet as they fight for a choice morsel of dead flesh or a juicy pus-filled boil.

Wherever Scabeiathrax treads vegetation turns black and rots away to slime, ferrocrete cracks and crumbles into dust, pools of toxic goo lie in the wake of his passing. He carries the Blade of Decay, a crude rusting cleaver imbued with the power to rapidly age and decay all that it touches. Those hit by the Blade of Decay find their armour rusting away and their wounds instantly become infected, quickly rotting away the flesh.

	WS	BS	S	T	W	I	A	LD	SV	PTS
Scabeiathrax	9	3	8	9	10	3	5	10	-/4+	777

Weapons: Blade of Decay.

Options: None.

Character: Scabeiathrax is an independent character and follows all the Independent Character special rules as given in the Warhammer 40,000 rulebook except those relating to being shot at. Because of its sheer size it is always possible to fire at the Great Unclean One even if it is within 6" of another viable target.

Transport: The Great Unclean One may not ride in a transport vehicle.

EXPERIMENTAL RULES



SPECIAL RULES

Possession: The Great Unclean One must possess another model to enter the battlefield. See the Daemon special rules for more details.

Fearsome: The Great Unclean One is terrifying, disgusting and very stinky! If an enemy unit has to take a morale check after losing a close combat they do so at -2 Leadership.

Fearless: The Great Unclean One never takes Morale checks, never fails back and cannot be pinned.

Monstrous Creature: The Great Unclean One is huge and powerful. It rolls 2D6 for Armour penetration and ignores opponent's Armour saves in close combat.

Invulnerable: The Great Unclean One is an unnatural creature, made from the very stuff of Chaos itself and is therefore difficult to destroy. It may make a 4+ Invulnerable Save against all wounds it takes, even those that would normally permit no save.

Living Icon: Such is the power of Scabiathrax that he counts as an Icon of Nurgle, so lesser daemons can be summoned adjacent to it.

Master of Sorcerer: Scabiathrax is a sorcerer and has the following minor psychic powers of Nurgle; Nurgle's Dance, Nausea, Miasma of Pestilence.

Blade of Decay: Forged in the Blighted Pit using Nurgle's most potent diseases, every wound caused by the Blade of Decay is doubled, so if the Great Unclean One causes 1 wound then this becomes 2, if he caused 2 wounds this becomes 4 etc. Note, this only effects creatures with wounds.

Nurgling Infestation: Scabiathrax is infested with Nurglings, in fact they grow within him and burst through spores in his skin to feast upon his rotten flesh and oozing pus. Whilst in close combat the Nurglings will swarm over Scabiathrax's enemies. He gains an extra D6 attacks at Strength 3 and Initiative 3 against enemies in close combat.

Aura of Decay: Scabiathrax is constantly surrounded by an aura of corruption, clouds of flies, disease and filth. Any enemy model in base contact with Scabiathrax has his attacks reduced by -1 (to a minimum of 1).

Toxic Discharge: Scabiathrax may spew forth a stream of stinking filth over his enemies. He may attack in the shooting phase as a normal shooting attack with the following stats:

		Range	Str	AP	Type
Toxic Discharge	Template	5	4		Assault 1