

Bile Troll of Chaos

Trolls are hideous and malformed creatures, among whom a wide variety of different mutated sub-species and terrible deformities can be found. Perhaps the vilest of these are the Bile Trolls – cursed, tortured creatures with an appalling hunger that can never be sated. Corrupt of flesh and dwelling in living agony, who, unlike many of Father Nurgle's children, receive no respite from the horror of their existence in their dark god's worship. Furthermore, although their ability to heal fresh injury is less than that of their kin (as overtaxed as it is by their own endless suffering), their touch is a lethal poison and their corrosive bile rots away living flesh in seconds.

The ancient lore of the Kul tribes holds a tale that claims the descent of these creatures can be traced to an ancient Troll chief named Raak Stoneshatterer. A beast afflicted with unusual intelligence and endless gluttony who in elder days, before the rise of the Great Bastion of the east, united many of his monstrous kin in a great warband to challenge the Champions of Chaos themselves for the favour of the Dark Gods. Raak and his monstrous kin grew fat and arrogant, until on the plain of Scorched Bones they confronted the vast horde of Gulvas Bloatchild, favoured son of the Plague Father. After days of fighting beneath the howling aurora, Raak and his kin stood triumphant. Wracked with unholy hunger from their exertions, the Trolls descended on the dead of the battlefield and devoured the bitter, cankerous meat of the fallen and so sealed their doom. The infected flesh turned and writhed in their guts, and they were filled with the most potent diseases and cankers of Nurgle's devising. So potent was this malediction it was more than even the vaunted regenerative power of the Trolls could overcome, but it did not consume them. Instead the infected Trolls became even more twisted, tormented creatures, their bodies bloated and agonised, endlessly regenerating only to be devoured again from within. Father Nurgle's mirth was said to be great at their suffering and fallen pride.



	M	WS	BS	S	T	W	I	A	Ld	Troop Type	Unit Size	Points
Bile Troll	6	2	1	5	5	4	1	3	5	Monstrous Infantry	3-9	60 per model

EQUIPMENT

Suppurating claws, fangs and rusted cleavers (hand weapon).

SPECIAL RULES

Fear, Stupidity, Poisoned Attacks, Regeneration (5+), The Mark of Nurgle & Infected Vomit.

The Mark of Nurgle: Vile beyond belief and shrouded with leprous vapours, the Bile Troll is difficult to target. Ranged attacks that target them are at -1 to hit. Models that target them in close combat strike at -1 WS.

Infected Vomit: The stew of plagues and meat maggots that swim in the guts of the Bile Trolls is so infamous and horrific it has given these creatures their name. Instead of attacking normally, the unit may forgo its usual attacks to make an Infected Vomit attack. Choose one enemy unit in combat with the Bile Trolls, every Bile Troll in base contact with this unit inflicts an automatic Strength 5 hit with no Armour saves allowed. This hit also has the Multiple Wounds (D3) rule. These attacks are treated as magical.