

SPEARHEAD



MAGGOTKIN OF NURGLE BLEAK HOST

This Spearhead army consists of the following units:

GENERAL

- ◆ Spoilpox Scrivener

UNITS

- ◆ 1 Pusgoyle Blightlord
- ◆ 1 Pusgoyle Blightlord
- ◆ 5 Putrid Blightkings
- ◆ 5 Plaguebearers
- ◆ 5 Plaguebearers



The Plague God's Bleak Hosts travel the length and breadth of the realms, ensuring his servants are spreading his virulent blessings. Under the strict command of their daemonic leader, known as a Spoilpox Scrivener, they shamle into battle to overwhelm their foes, couched in clouds of flies and the stench of decay. The tang of despair drives the swing of their weapons and widens their rictus grins ever further.

Though the Spoilpox Scrivener is a harsh taskmaster, the tactics they employ are wickedly effective. Pusgoyle Blightlords are sent ahead to break enemy lines, scything through formations of foot soldiers as their Rot Flies drive diseased stingers and fangs into any that dare approach. By the time these bloated behemoths are forced back, it is too late to stymie the shuffling waves of Plaguebearers. Each daemon is nightmare vision of what awaits the victims of Nurgle's Rot, surrounded by swarms of insects and brandishing a sword ridden with supernaturally virulent diseases. Alongside them march the Blightkings, mortals swollen with the Grandfather's blessings. Each can withstand tremendous punishment to their corpulent forms whilst swinging weapons with enough strength to crush their foes utterly. The Spoilpox Scrivener hangs back to direct the heaving masses, but woe betide those who draw near, for they are struck down by the tallymaster's distended maw.

'Seven strikes for seven foes. Bless them with disease and woes.'

– Spoilpox Scrivener Bloscus the Bloodless

BATTLE TRAITS

THE INFECTIOUS HOSTS

The Maggotkin's advance across the realms is akin to the creeping spread of a disease across the body of its host.

One of your **Pusgoyle Blightlords** and one of your **Plaguebearers** units are not set up during the deployment phase. Instead, from the third battle round onwards, they can use the following ability:

➤ Your Movement Phase

DAEMONIC SUMMONING: *The scions of Nurgle enter the battlefield through rifts torn in reality.*

Effect: Set up this unit anywhere on the battlefield more than 6" from all enemy units.

KEYWORDS **CORE**

⊙ Passive

DISEASED: *Each of the Maggotkin is a walking vector of diseases that ravage both body and spirit.*

Effect: Each time an attack made by a friendly model scores a critical hit, you receive 1 **disease point**, to a maximum of 7.

✕ End of Any Turn

NURGLE'S EMBRACE: *The Grandfather's generosity proves overwhelming for many...*

Effect: Spend any number of your **disease points**. For each disease point you spend, pick an enemy unit that is in combat with any of your units and roll a dice. On a 5+, inflict 1 mortal damage on that unit (you can pick the same enemy unit more than once).

REGIMENT ABILITIES: Pick 1 of the following regiment abilities.

🛡 Once Per Phase, Your Hero Phase

LOCUS OF FECUNDITY: *Nurgle bestows a blessing of bountiful regrowth upon his children.*

Declare: Pick a friendly unit.

Effect: Heal (D3) that unit.

✕ Passive

INFESTED WITH WONDERS: *These foul warriors invite the most horrific and repulsive diseases into their flesh, and they cannot wait to share them.*

Effect: Each time a friendly model is slain, before it is removed from play, you can pick an enemy unit within 1" of it and roll a dice. On a 4+, inflict 1 mortal damage on that unit.

ENHANCEMENTS: Give your general 1 of the following enhancements.

End of Any Turn

SUMMONER OF PLAGUEBEARERS: *Channelling a link to the Realm of Chaos, the Spoilpox Scrivener brings forth more minions.*

Declare: Pick a friendly **Plaguebearers** unit wholly within 14" of your general.

Effect: Return 1 slain model to that unit.

Your Movement Phase

GARDENER OF NURGLE: *This daemon seeks to expand the borders of Nurgle's Garden.*

Declare: If your general is contesting an objective not contested by any enemy models, roll a dice.

Effect: On a 3+, that objective is considered by you to be **desecrated**. Friendly units have **WARD (4+)** while they are contesting a desecrated objective. If your opponent gains control of a desecrated objective, it is no longer desecrated.

Your Shooting Phase

PESTILENT BREATH: *This Spoilpox Scrivener has breath so foul that it can stun a full-grown rhinox.*

Declare: Pick an enemy unit within 7" of your general and roll a dice for each model in that unit.

Effect: For each 5+, inflict 1 mortal damage on that unit.

Once Per Battle, Any Combat Phase

GIFT OF FEBRILE FRENZY: *A reeking miasma rises around the daemon Herald that drives nearby followers into a wild delirium.*


Effect: Until the end of the phase, add 1 to the Attacks characteristic of melee weapons used by friendly units while they are wholly within 7" of your general.



Spoilpox Scriveners keep a strict watch over the tallying of the Plaguebearers. Under their shrewd tri-eyed gaze, no daemon dares neglect their plague-counting duties. Though the Scriveners prefer to command from a distance, enemies that stray too close will find their heads and limbs bitten off by the Scrivener's trunk-like maw. The Scriveners are woefully allergic to the stuff of reality, which fouls their mood constantly. Fortunately for Nurgle's followers, however, the daemons' sneezes can blanket foes in layers of rancid, highly corrosive mucus.

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SPOILPOX SCRIVENER

 RANGED WEAPONS	Range	Attacks	Hit	Wound	Rend	Damage	Ability
Disgusting Sneezes	7"	D6	2+	4+	-	1	Shoot in Combat
 MELEE WEAPONS		Attacks	Hit	Wound	Rend	Damage	Ability
Distended Maw		3	4+	3+	1	2	-

 Your Hero Phase

KEEP COUNTING, I'M WATCHING YOU:

Spoilpox Scriveners are responsible for making sure that the Plaguebearers of the tallybands do not shirk their duties.

Declare: Pick a friendly **Plaguebearers** unit wholly within 14" of this unit to be the target.

Effect: Pick 1 of the following. The effect lasts until the start of your next turn.

Tally of Blows: Add 1 to the Attacks characteristic of the target unit's melee weapons.

Recorded Stamina: Add 1 to save rolls for the target unit.



KEYWORDS

HERO, INFANTRY, WARD (5+)

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PUSGOYLE BLIGHTLORD



Elite Rotbringers mounted atop horrific daemon-beasts, Pusgoyle Blightlords thrum ahead of their kindred to sow panic and death as the linebreakers of the diseased host. Their crushing tocsins and whistling scythes make short work of any who would slow the spread of decay. Should enemies survive such a diseased onslaught, they will find themselves impaled upon the stingers of horrifying Rot Flies. The pact made between Pusgoyle and Rot Fly strengthens the daemon's connection to the mortal plane, allowing them to exist indefinitely beyond the boundary of Nurgle's Garden while the accord stands.

⚔	MELEE WEAPONS	Attacks	Hit	Wound	Rend	Damage	Ability
	Blighted Scythe	3	3+	3+	2	1	-
	Rot Fly's Mouthparts and Sting	6	4+	2+	-	1	Companion

⚔ Any Charge Phase

WRACK AND RUIN: *Mortal Maggotkin who ride Rot Flies act as brutal linebreakers, using their sheer bulk to smash enemy formations asunder.*

Declare: If this unit charged this phase, pick an enemy unit within 1" of it to be the target and roll a dice.

Effect: On a 2+, inflict D3 mortal damage on the target.



KEYWORDS

CAVALRY, FLY, WARD (5+)



Putrid Blightkings carve their way forwards with slime-encrusted blades, hammers and axes. Their bloated, rotting bodies can absorb tremendous punishment, allowing them to drive relentlessly through the foe's battleline as they sow lethal disease and crippling despair alike. They are paragons of despair, having their origins as not only warriors but also apothecaries and philosophers who became obsessed with the futility of existence. Their all-consuming need to spread disease and despondency has earned them Nurgle's favour, and in return, their swollen, plague-ridden frames have become all but immune to pain.

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PUTRID BLIGHTKINGS

⚔	MELEE WEAPONS	Attacks	Hit	Wound	Rend	Damage	Ability
	Blighted Weapon	4	3+	3+	1	1	-

⚔ End of Any Turn

RELENTLESS ATTACKERS:

Blightkings grind through the battlelines of lesser foes, shattering their morale and hacking down the stunned survivors with contemptuous ease.

Declare: Pick an enemy **INFANTRY** unit in combat with this unit to be the target and roll a dice for each model in this unit that is within the target unit's combat range.

Effect: For each roll that exceeds the target's Health characteristic, inflict 1 mortal damage on it.



KEYWORDS

INFANTRY, WARD (5+)

MOVE
4"
HEALTH 2 SAVE 6+
CONTROL 1

Plaguebearers trudge to battle amidst the drone of flies' wings and endless counting. These daemons tally the diseases unleashed upon the realms, all the while stabbing and hacking at their enemies with filthy plagueswords. Each one is born of the soul of a mortal killed by Nurgle's Rot, a debilitating disease that decays both the spirit and body until the sufferer dies an agonisingly slow death. After feeding on their despair in life, the Plague God accepts their souls into his Garden in death, remaking them as pus-ridden daemons swathed in clouds of fat-bodied flies.

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PLAGUEBEARERS

MELEE WEAPONS	Attacks	Hit	Wound	Rend	Damage	Ability
Plaguesword	1	4+	3+	-	1	Crit (Mortal)

Passive

CLOUD OF FLIES: *Plaguebearer tallybands are surrounded at all times by blinding swarms of daemon-flies.*

Effect: Subtract 1 from hit rolls for shooting attacks that target this unit.



KEYWORDS

INFANTRY, WARD (5+)