

# SCOURGE OF AQSHY

## FACTION RULES: MAGGOTKIN OF NURGLE

### PLAGUEFATHER'S POXES

Plaguefather's Poxes are unique enhancements that can be given to non-HERO MAGGOTKIN OF NURGLE units.

A unit can only have 1 Plaguefather's Pox.

#### Any Hero Phase

**SNUGGLING SICKNESS:** Pathologically affectionate, these Nurglites envelop their foes in near-immobilising hugs.

**Declare:** Pick an enemy unit in combat with this unit to be the target.

**Effect:** For the rest of the turn:

- Each time the target uses a **RETREAT** ability, if it is in combat with this unit, roll 2D6 as a reaction and add the target's Control characteristic to the roll. On an 8+, that **RETREAT** ability has no effect.
- The target cannot be removed from the battlefield by an ability that would allow it to be set up elsewhere on the battlefield or in reserve.

#### Passive

**CHUCKLING MURRAIN:** These cheerful Nurglites are afflicted with a minor variant of the Chortling Murrain; to be near them is to see one's anger dissipate into snorting giggles.

**Effect:** Your opponent must spend 1 additional **rage dice** for a unit to use the 'Eruption of Fury' ability while it is in combat with this unit.

When resolving the damage sequence for enemy units in combat with this unit, each time your opponent would spend **rage dice** as part of the 'Fight Through the Pain' ability, they must spend 1 additional **rage dice**.

In both cases, that additional dice does not count towards the number of **rage dice** spent for the purposes of the ability.

#### Passive

**THE WEEPING FLUX:** These Nurglites constantly secrete liberal amounts of noxious ooze from their pores. The 'splashback' from landing a telling blow against them is highly injurious to health.

**Effect:** Each time a model in this unit is slain by a combat attack, roll a number of dice equal to this unit's Health characteristic. For each 6, inflict 1 mortal damage on the attacking unit.

## PRAYER LORE

### BENEDICTIONS OF SICKNESS

#### Your Hero Phase

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**FEBRILE ADVANCE:** Burning up with fever, the priest's kin dive headlong into the fray in a twitching rush.

**Declare:** Pick a friendly **MAGGOTKIN OF NURGLE PRIEST** to chant this prayer, pick a visible friendly **MAGGOTKIN OF NURGLE** unit wholly within 12" of them to be the target, then make a chanting roll of D6.

**Effect:** If the chanting roll was 6+, you can pick another eligible unit to be a second target. Until the start of your next turn, add 3" to the distance each target can move when making pile-in moves.

**KEYWORDS** PRAYER, UNLIMITED

#### Your Hero Phase

5

**BLUNTING BLIGHT:** The priest 'improves' their foe's weapons, corroding their nasty sharp edges and dulling their horridly glinting points.

**Declare:** Pick a friendly **MAGGOTKIN OF NURGLE PRIEST** to chant this prayer, pick a visible enemy unit within 18" of them to be the target, then make a chanting roll of D6.

**Effect:** If the chanting roll was 10+, you can pick another eligible unit to be a second target. Until the start of your next turn, the targets' attacks cannot score critical hits (treat them as regular hits instead).

**KEYWORDS** PRAYER

#### Your Hero Phase

4

**AGONISING VOMITING:** Presaged by a deep rumble within their distended guts, the priest belches forth a deluge of thick, corrosive vomit.

**Declare:** Pick a friendly **MAGGOTKIN OF NURGLE PRIEST** to chant this prayer, pick a visible enemy unit within 18" of them to be the target, then make a chanting roll of D6.

**Effect:** Roll 7 dice. If the target is **DISEASED**, add 1 to each roll. If the chanting roll was 7+, add 1 to each roll. For each 5+, inflict 1 mortal damage on the target.

**KEYWORDS** PRAYER

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• SCOURGE OF AQSHY WARSCROLL •

## SLOVEN KNIGHTS



Though many of them are still attired in the mouldering panoply of their former Freeguild regiments, Sloven Knights are a far cry from the defenders of the Great Parch they once were. Resentful, disconsolate and filled with a profound ennui, these rotting warriors languidly bludgeon the foe into a pulp.

MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg
Entropic Bludgeons Charge (+1 Damage)	2	4+	3+	2	2
Foetid Nag's Hooves Companion	2	5+	3+	-	1

### Once Per Turn (Army), Any Combat Phase

**INDOLENT BLUDGEONING:** Ever unwilling to expend too much effort, these Sloven Knights are far more deadly when their allies are carrying out the bulk of the red work.

**Declare:** Pick an enemy unit in combat with this unit to be the target.

**Effect:** For the rest of the turn, while the target is in combat with both this unit and another friendly **MAGGOTKIN OF NURGLE** unit, add 1 to the Damage characteristic of this unit's melee weapons for attacks that target that enemy unit.



KEYWORDS

CAVALRY, CHAMPION, WARD (6+)

CHAOS, MAGGOTKIN OF NURGLE, ROTBRINGERS

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## PUTRID BLIGHTKINGS



Their ungodly stench only exacerbated by the oppressive heat of the Great Parch, Putrid Blightkings relentlessly trudge their way across the arid landscape. Utterly devoted to Nurgle, they propagate his Garden with every swing of their slime-covered weapons.

MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg
Pox-blighted Weapons Anti- <b>PRIEST</b> (+1 Rend), Anti- <b>WIZARD</b> (+1 Rend)	4	3+	3+	1	1

### Once Per Battle (Army), Deployment Phase

**PUTRESCENT PIETY:** Presenting a humble and devout persona to their flock, these Rotbringers seek to spread not only the Garden of Nurgle but also the word of the Grandfather himself.

**Effect:** This unit has **PRIEST (1)** for the rest of the battle.

### Once Per Turn (Army), Your Hero Phase

**DISGUSTINGLY DEVOTED:** These Blightkings channel the fury of the Bright Realm to further deepen their faith – rage is not so far removed from despair, after all.

**Effect:** Spend 1 **rage dice**. If your opponent's **fury level** is lower than yours, they must increase their **fury level** by 1, to a maximum of 7. Then, give this unit D3 ritual points.



KEYWORDS

INFANTRY, CHAMPION,  
STANDARD BEARER (1/5), WARD (6+)

CHAOS, MAGGOTKIN OF NURGLE, ROTBRINGERS