

MAGGOTKIN OF NURGLE

BUBONIC CELL

This Spearhead army consists of the following units:

GENERAL

◆ Rotbringer Sorcerer

UNITS

- ◆ 3 Nurglings
- ◆ 3 Nurglings
- ◆ 1 Beast of Nurgle
- ◆ 10 Rotmire Creed



In exchange for his bountiful gifts, Papa Nurgle asks very little of his followers. He wishes only that they venture out into the realms and propagate his virulent Garden. All Maggotkin readily take up this task, but few do so with as much gusto and abandon as the Bubonic Cells.

Led by a Rotbringer Sorcerer, a Bubonic Cell will travel far and wide to bring contagion and decay to lands untouched by disease. Particularly ebullient and mischievous daemons are included in this foul assemblage, wrenched from the depths of the Grandfather's domain through defiling rituals. These unnatural creatures are bound to the sorcerer who summons them and will gleefully infest any territory, no matter how remote. Mortal cultists are often drawn to these diseased hordes, warriors of the Rotmire Creed hoping to glean some pestilential knowledge to enhance the potency of their poisons. Inhospitable swamps are especially favoured; the daemons do so relish splashing around and spreading their innate filth, whilst the cultists see these mires as places soon to become their natural habitat.

'Ah, my creatures. I see a fresh vista beckoning us – lands that have yet to be touched by the Grandfather. Let us not be frugal with his gifts. Roam forth and let earth, air and water feel his caress.'

– Glor'ak, Sorcerer of the Tripartite Wound



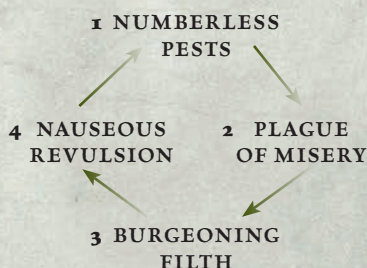
With a Rotbringer Sorcerer subtly directing their actions, an irrepressible Bubonic Cell runs rampant through the land, spreading rot and disease wherever they venture.

BATTLE TRAITS

CYCLE OF CORRUPTION

If it is the first battle round, roll a dice to determine which **CYCLE** ability can be used this battle round. If you roll a 5 or 6, roll again.

If it is not the first battle round, the next **CYCLE** ability in the sequence is used this battle round instead of any previous **CYCLE** abilities.



Passive

NUMBERLESS PESTS: *The Nurglites are obscured by flies.*

Effect: Subtract 1 from hit rolls for attacks that target friendly units.

KEYWORDS CYCLE

Passive

PLAGUE OF MISERY: *A pall of despair covers the battlefield.*

Effect: While enemy units are within 6" of any friendly units, they cannot use abilities that heal or return slain models to a unit.

KEYWORDS CYCLE

Passive

NAUSEOUS REVULSION: *These revolting warriors are too hideous to gaze upon for too long.*

Effect: Subtract 1 from charge rolls for enemy units.

KEYWORDS CYCLE

Passive

BURGEONING FILTH: *Nurgle's followers grow bolder as their infestations multiply.*

Effect: Subtract 3 from the control scores of enemy units while they are in combat with any friendly units.

KEYWORDS CYCLE

REGIMENT ABILITIES: Pick 1 of the following regiment abilities.

Once Per Turn (Army), End of Your Turn

CORRUPTION OF THE LAND: *The mere presence of Nurgle's followers sees the land defiled.*

Declare: Pick a terrain feature, then roll a dice for each enemy unit within 3" of that terrain feature.

Effect: On a 4+, inflict D3 mortal damage on that enemy unit.

Once Per Battle, Enemy Hero Phase

PUTREFIED GROUND: *The earth bubbles and liquefies beneath the enemy's feet.*

Effect: For the rest of the turn:

- Subtract 1 from the Move characteristic of enemy units.
- Subtract 1 from run rolls for enemy units.

ENHANCEMENTS: Give your general 1 of the following enhancements.

Passive

UNNATURAL VITALITY: *Disease may have ravaged this mage's form, but somehow they never seem to succumb to it.*

Effect: Your general has **WARD** (4+).

Passive

SUBCUTANEOUS SUPPURATION: *The sheer abundance of pus beneath the sorcerer's skin acts as another layer of armour.*

Effect: Subtract 1 from wound rolls for attacks that target your general.

Once Per Battle, Any Combat Phase

GASEOUS EMANATION: *The sorcerer releases a vile cloud of gas that chokes their enemies.*

Declare: Pick an enemy unit within your general's combat range to be the target.

Effect: The target has **STRIKE-LAST** for the rest of the turn.

Your Shooting Phase

OVERRIDE DEATH'S HEADS: *After carefully weighing a death's head in their palm, the bearer hurls it at a nearby foe.*

Declare: If your general is not in combat, pick a visible enemy unit within 7" of them to be the target.

Effect: Roll a dice. On a 4+, inflict 1 mortal damage on the target.

MOVE

4"

HEALTH

6

5+

SAVE

2

CONTROL

6+

Rotbringer Sorcerers are masters of unclean magics, mortal devotees of Grandfather Nurgle and capable of imbuing their allies with pestilential resilience. They revel in acts of corruption and are utterly dedicated to this task.

• SPEARHEAD WARSCROLL •

ROTBRINGER SORCERER

MELEE WEAPONS	Attacks	Hit	Wound	Rend	Damage	Ability
Rotwood Staff	3	4+	3+	1	D3	-

Your Hero Phase

FLESHY ABUNDANCE: *The sorcerer generously bestows a growth spurt of the most repulsive kind upon their allies, causing their bodies to bloat with great wobbling mounds of grey-green fat.*

Declare: Pick a friendly unit wholly within 12" of this unit to be the target, then make a casting roll of 2D6.

Effect: On a 6+, subtract 1 from wound rolls for attacks that target that friendly unit until the start of your next turn.



KEYWORDS

HERO, WIZARD, INFANTRY, WARD (6+)

MOVE

4"

HEALTH

4

6+

SAVE

1

CONTROL

5+

Nurglings are daemonic mites that tumble from the innards of larger daemons or spill up from sewers and fissures in reality. They pour across the battlefield in a stinking tide, burying the foe beneath waves of infectious foulness.

• SPEARHEAD WARSCROLL •

NURGLINGS

MELEE WEAPONS	Attacks	Hit	Wound	Rend	Damage	Ability
Tiny Razor-Sharp Teeth	5	5+	5+	-	1	Crit (Auto-wound)

End of Any Turn

ENDLESS SWARM: *The presence of Nurglings in the realms continuously draws more of their number from the Grandfather's Garden, making their swarms extremely hard to eradicate.*

Effect: Heal (D3) this unit.



KEYWORDS

BEAST, WARD (5+)



MOVE

5+

HEALTH

7"

8

5+

SAVE

1

CONTROL

As stupid as they are enthusiastic, Beasts of Nurgle bound forth with burlles of joy. Huge, slug-like abominations, they gleefully assail their luckless playmates until their joy proves lethal and then bounce off after new victims.

• SPEARHEAD WARSCROLL •

BEAST OF NURGLE

MELEE WEAPONS	Attacks	Hit	Wound	Rend	Damage	Ability
Filthy Claws and Slobbering Maw	5	4+	3+	1	D3	Companion

✂ Any Charge Phase

ATTENTION SEEKERS: *Beasts of Nurgle seek out playmates with an enthusiasm that is rarely reciprocated by the horrified source of their fascination.*

Declare: If this unit charged this phase, pick an enemy unit in combat with it to be the target.

Effect: Roll a D3. On a 2+, inflict an amount of mortal damage on the target equal to the roll.



KEYWORDS

BEAST, WARD (5+)

MOVE

6+

HEALTH

5"

1

6+

SAVE

1

CONTROL

The Rotmire Creed are mortal swamp-dwellers who fanatically spread their deity's vile gifts. Brewers of disease-ridden toxins, they wield blowpipes armed with poisoned darts that can inflict crippling agony on their foes. Lurching into battle on bilewood stilts, they are surprisingly swift, retreating from the melee to find fresh vantage from which to launch another volley of tainted missiles.

• SPEARHEAD WARSCROLL •

ROTMIRE CREED



	RANGED WEAPONS	Range	Attacks	Hit	Wound	Rend	Damage	Ability
	Contagion Blowpipes	12"	2	4+	3+	-	1	Crit (Auto-wound)
	MELEE WEAPONS		Attacks	Hit	Wound	Rend	Damage	Ability
	Bilewood Weapons		2	4+	4+	-	1	-

🛡 Passive

BILEWOOD STILTS: *Rotmire Creed use their stilts to cover ground more quickly.*

Effect: No mortal damage is inflicted on this unit when it uses RETREAT abilities.



KEYWORDS

INFANTRY, WARD (6+), REINFORCEMENTS