FACTION RULES: MAGGOTKIN OF NURGLE

HEROIC TRAITS

You can pick a heroic trait from this table instead of from other Heroic Traits tables available to this faction.

GRANDFATHER'S GIFTS (HERO only)

Once Per Battle, Any Combat Phase

LIVING PLAGUE: *As this hero slams into the foe, they spread Nurgle's potent gifts of contagion.*

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

Effect: The target has the **DISEASED** keyword.

Passive

UNCTUOUS PREACHER: *Even this hero's brethren consider them to be far too enthusiastic in their preachings of Grandfather Nurgle's blessings.*

Effect: If this unit is not a **PRIEST**, it has **PRIEST (1)**. If this unit is already a **PRIEST**, add 1 to chanting rolls for this unit.

Any Charge Phase

CORPULENT AVALANCHE: *As this hulk's momentum builds, its bulk becomes nothing less than a blubbery, pus-filled battering ram.*

Declare: If this unit charged this turn, pick a visible enemy unit within 1" of it to be the target.

Effect: Roll a number of dice equal to this unit's Move characteristic. For each 3+, inflict 1 mortal damage on the target.

If any damage points were allocated to the target by this ability, this unit can move 2D3". It can move through the combat ranges of enemy units but must end that move in combat with the units it was already in combat with at the start of the move.

PRAYER LORE

BENEDICTIONS OF SICKNESS

Your Hero Phase 3

INFECTIOUS SURGE: *As the power of Nurgle waxes, his followers gain the momentum of a spreading pandemic.*

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: Add 2" to the target's Move characteristic for the rest of the turn. In addition, if the chanting roll was 6+, for the rest of the turn, the target can use **CHARGE** abilities even if it used a **RETREAT** ability in the same turn.

KEYWORDS PRAYER, UNLIMITED

Your Hero Phase 3

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 chanting roll was 6+, add 2 to each roll. For each 5+, inflict 1 mortal damage on the target.

KEYWORDS PRAYER

Your Hero Phase 3

FROTHING MUCUS: *The priest blesses their kin with a rancid layer of protective slime.*

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: Until the start of your next turn, the **Charge (+1 Damage)** weapon ability has no effect on combat attacks that target the target. If the chanting roll was 6+, weapon abilities other than the **Companion** weapon ability have no effect instead.

KEYWORDS PRAYER

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SCOURGE OF GHYRAN



• SCOURGE OF GHYRAN WARSCROLL •

ROTIGUS

The Realm of Life belongs to Nurgle, and the infamous greater daemon Rotigus Rainfather will drive all trespassers from his beloved Grandfather's lands with feculent floods and cursed rains. Those foolish enough to land a blow on his blubberous mass are seized by tentacles that sprout from his arms and stuffed, screaming, into the seeping maw in his belly.

MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg
Gnarlrod	5	3+	2+	1	3
Fanged Maw	2	3+	2+	2	2
Host of Nurglings Crit (Auto-wound), Companion	10	5+	5+	-	1

Passive

BATTLE DAMAGED
Effect: While this unit has 10 or more damage points, the Attacks characteristic of its **Gnarlrod** is 3.

Passive

BEFOULED RAINFALL: *Rotigus is constantly surrounded by a monsoon of disease and foulness.*

Effect: Subtract 1 from save rolls for enemy units while they are within 6" of this unit.

Your Hero Phase 7

VIRULENT DOWNPOUR: *With a guttural chant, Rotigus magnifies the storm, spreading Nurgle's corruption across greater swathes of the battlefield.*

Declare: Make a casting roll of 2D6.

Effect: Add 3" to the range of this unit's 'Befouled Rainfall' ability for the rest of the battle. This unit can be affected by this ability multiple times and the effects are cumulative.

Then, inflict 1 mortal damage on each enemy unit within range of that ability.

KEYWORDS: SPELL

Passive

BRINGER OF PLENTY: *Rotigus is a masterful sorcerer, able to bind the energies of decay with a wave of his gnarled wand. His spells inspire grotesque fecundity and flesh-growth, stimulated through the arcane deluge.*

Effect: Add 1 to casting rolls for this unit.

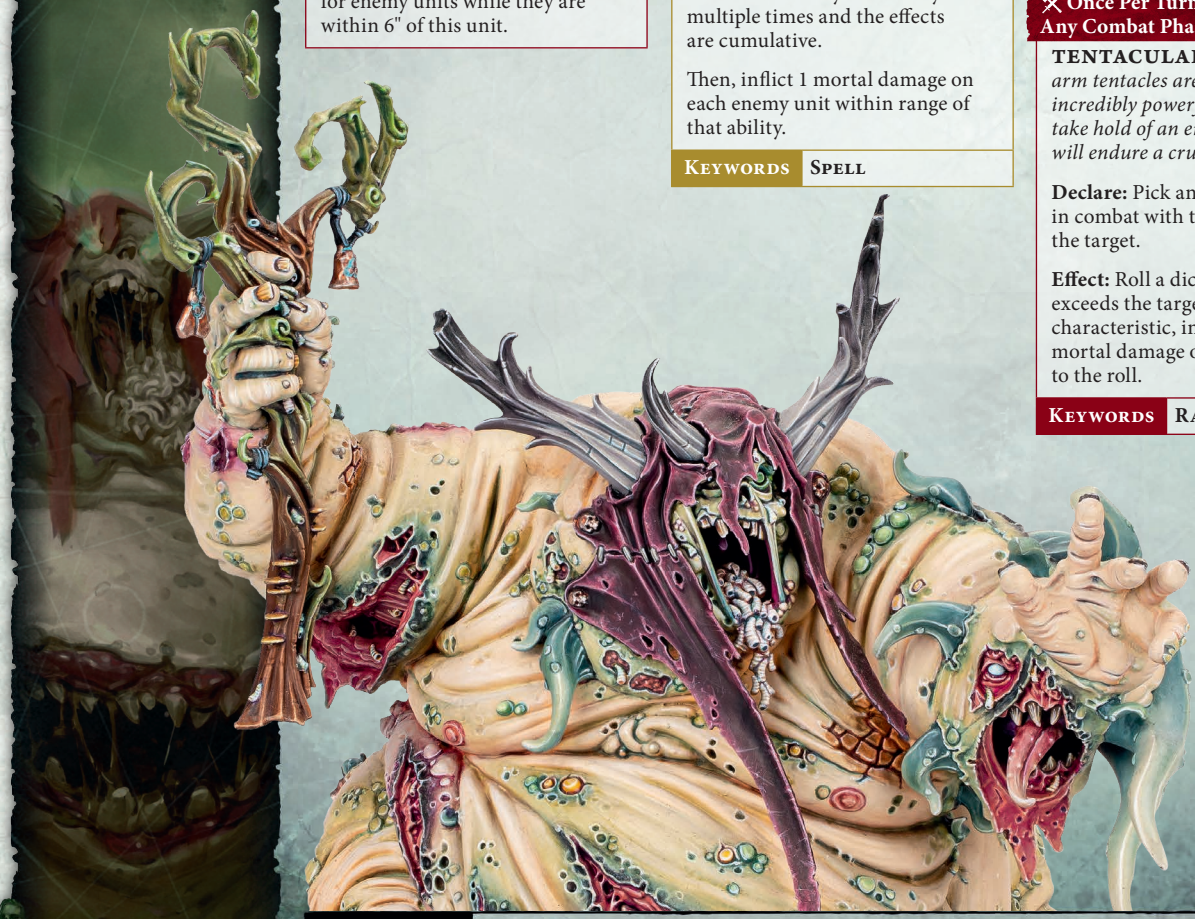
Once Per Turn (Army), Any Combat Phase

TENTACULAR GRIP: *Rotigus's arm tentacles are slow but incredibly powerful; should they take hold of an enemy, the victim will endure a crushing, slimy fate.*

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

Effect: Roll a dice. If the roll exceeds the target's Save characteristic, inflict an amount of mortal damage on the target equal to the roll.

KEYWORDS: RAMPAGE



KEYWORDS: WARMASTER, UNIQUE, HERO, MONSTER, WIZARD (2), WARD (5+)

CHAOS, MAGGOTKIN OF NURGLE, DAEMON

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