

The cover art depicts a chaotic battle scene. In the foreground, a large, grotesque, multi-limbed creature with a pinkish, fleshy body and a long, pointed snout is engaged in combat. It has several pairs of limbs, some holding weapons or tools. To its right, a warrior in white and gold armor with a prominent blue plume on his helmet is seen from the back, attacking the creature. The background is a swirling, ethereal landscape with various other creatures and structures, suggesting a complex and dark environment. The overall color palette is dominated by greens, browns, and reds, with a touch of blue from the warrior's plume.

WARHAMMER
AGE OF SIGMAR

FACTION PACK

MAGGOTKIN
OF NURGLE

BATTLE TRAITS

Maggotkin of Nurgle armies can use the following abilities:

☼ Once Per Turn (Army), End of Any Turn

BLESSED BY THE PLAGUEFATHER:

Each of the Maggotkin is a walking vector of disease, a willing incubator for maladies that ravage the body and spirit with horrific virulence.

Effect: Pick 1 of the following effects:

Infect: Pick an enemy unit that is in combat with a friendly **MAGGOTKIN OF NURGLE** unit to be the target. The target has the **DISEASED** keyword.

Spread: Pick a **DISEASED** enemy unit to be the target. Each other enemy unit within the target's combat range has the **DISEASED** keyword.

Mutate: If all enemy units on the battlefield have the **DISEASED** keyword, inflict 1 mortal damage on each of them.

☼ Once Per Turn (Army), End of Any Turn

WRACKED WITH DISEASE:

The Maggotkin wage war with weeping wounds and pustulant boils as well as with rusted weapons.

Effect: Roll a D3 for each **DISEASED** enemy unit. On a 2+, inflict an amount of mortal damage on that unit equal to the roll.

☼ Passive

DESPERATE REMEDIES: *When fighters are afflicted with the plagues of Nurgle, all efforts to recuperate must be focused entirely on stemming the spread of the disease.*

Effect: If a **DISEASED** enemy unit uses an ability that would heal or return slain models to it, instead of healing or returning slain models to it, that unit no longer has the **DISEASED** keyword.

BATTLE FORMATIONS

You can pick 1 of the following battle formations for a Maggotkin of Nurgle army. Each battle formation grants a different ability you can use in the battle.

TALLYBAND OF NURGLE

✂ Passive

DISEASE AND PESTILENCE

PERSONIFIED: *The Tallyband is a trudging, lumbering, squirming mass of rancid daemonflesh that rolls across the battlefield like the inexorable approach of death itself.*

Effect: From the second battle round onwards, add 1 to the amount of mortal damage inflicted, if any, by the 'Wracked with Disease' ability.

NURGLE'S MENAGERIE

☀ Passive

TENDERS OF THE GARDEN

GROTESQUE: *The children of Grandfather Nurgle seek any opportunity to rot the veil and let the festering delights of his Garden spill into the realms.*

Effect: During army composition, you can include 2 **Feculent Gnarlmaaws** in your army instead of 1.

PLAGUE CYST

✂ Passive

VECTORS OF CONTAGION: *The bloated forms of these Nurglites are ever at bursting point, ready to shower attackers with contagious fluid.*

Effect: Each time a model in a friendly **ROTBRINGERS** unit is slain by a combat attack and that model was in combat with the attacking unit, roll a number of dice equal to the slain model's Health characteristic, to a maximum of 4. For each 5+, inflict 1 mortal damage on the attacking unit after the **FIGHT** ability has been resolved.

AFFLICTION CYST

➤ Once Per Battle (Army), Deployment Phase

FROM NOXIOUS SKIES: *The air fills with the thunderous drone of membranous wings as the warriors of the Affliction Cyst ride their bloated Rot Flies into battle.*

Declare: Pick up to 2 friendly **MAGGOTKIN OF NURGLE** units that have **FLY**.

Effect: Remove the targets from the battlefield and set them up again on the battlefield more than 9" from all enemy units.

HEROIC TRAITS

AVATARS OF CORRUPTION (HERO only)

Passive

GIFT OF FEBRILE FRENZY: *This general can invigorate their usually sluggish minions by releasing a fever upon them that drives them into a wild delirium.*

Effect: Add 1" to the Move characteristic of friendly **MAGGOTKIN OF NURGLE** units that do not have **FLY** if they are wholly within 12" of this unit at the start of the move.

End of Any Turn

GRANDFATHER'S BLESSING: *This mighty Nurglite is so diseased that they are rejuvenated by decay and plague.*

Effect: If this unit is in combat with a **DISEASED** enemy unit, **Heal (D6)** this unit.

Reaction: Opponent declared a command for a unit in combat with this unit

OVERPOWERING STENCH: *This general exudes an odour so wretched that even Nurgle's daemons cannot adequately describe it. Enemies recoil, choking on their own vomit at the slightest whiff and rendered speechless as their senses are overwhelmed.*

Effect: Roll a dice. On a 5+, that command has no effect. The command still counts as having been used and the command points spent to use the command are still lost.

ARTEFACTS OF POWER

BOONS OF NURGLE (HERO only)

U Any Combat Phase

THE WITHERSTAVE: *Carved from the heartwood of a tormented Treelord, the Witherstave thrums with a soured mockery of the Sylvaneth spirit song. Those that hear it feel a terrible weakness shiver their limbs as a jarring dirge of despair clouds their minds.*

Declare: Pick an enemy unit that charged this turn and is in combat with this unit to be the target.

Effect: Roll a dice. On a 4+, the target has **STRIKE-LAST** for the rest of the turn.

● Once Per Battle, Any Hero Phase

THE CARRION DIRGE: *When blown, this filth-encrusted horn shrieks with the tongue of a thousand carrion crows. Those outside Nurgle's favour who hear it are struck with a deep despondency. Why stand defiant? Why seek victory? Why do anything at all?*

Declare: Pick up to 3 enemy units within 12" of this unit to be the targets.

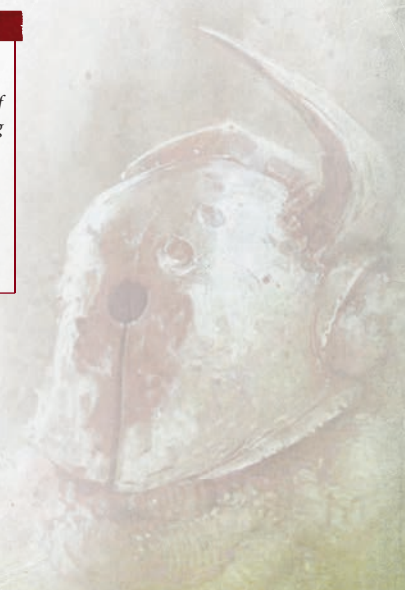
Effect: Subtract 3 from each target's control score for the rest of the turn.

✂ Once Per Battle, Any Combat Phase

RUSTFANG: *Rustfang is a cursed battle-axe whose blade crawls with a thick layer of sentient corrosion. The slightest touch of this blade spreads its ferric blight, chewing away the foe's armour in moments.*

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

Effect: Subtract 1 from save rolls for the target for the rest of the battle.



SPELL LORE

LORE OF MALIGNANCE

Your Hero Phase

7

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 **MAGGOTKIN OF NURGLE WIZARD** to cast this spell, pick a visible friendly **MAGGOTKIN OF NURGLE** unit wholly within 12" of them to be the target, then make a casting roll of 2D6.

Effect: If the target unit is damaged, **Heal (D3)** the target. If the target is not damaged, subtract 1 from wound rolls for attacks that target that unit until the start of your next turn.

KEYWORDS

SPELL, UNLIMITED

Your Hero Phase

7

CLOYING QUAGMIRE: *The sorcerer thrusts their hands into the soil, causing the ground beneath their enemies to putrefy into a sucking, grasping quagmire.*

Declare: Pick a friendly **MAGGOTKIN OF NURGLE WIZARD** to cast this spell, pick a visible enemy unit within 18" of them to be the target, then make a casting roll of 2D6.

Effect: Halve the target's Move characteristic until the start of your next turn. If the target's Save characteristic is 3+ or better, subtract 1 from run rolls and charge rolls for that unit until the start of your next turn.

KEYWORDS

SPELL

Your Hero Phase

7

MAGNIFICENT BUBOES: *With a gracious sweep of their hand, the sorcerer bestows upon their victim one of Nurgle's prettiest afflictions – a clutch of debilitating pustules and boils.*

Declare: Pick a friendly **MAGGOTKIN OF NURGLE WIZARD** to cast this spell, pick a visible enemy **HERO** within 18" of them to be the target, then make a casting roll of 2D6.

Effect: Until the start of your next turn, subtract 1 from hit rolls for the target's attacks and subtract 1 from casting rolls, chanting rolls, banishment rolls and unbinding rolls for the target.

KEYWORDS

SPELL



• MAGGOTKIN OF NURGLE WARSCROLL •

ROTIGUS

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

Passive

BATTLE DAMAGED

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

Your Hero Phase

8

DELUGE OF NURGLE: *Rotigus has an affinity with the plagued downpours that spill from Nurgle's cauldron, and he is able to influence where the blighted rains fall.*

Declare: Pick each **DISEASED** enemy unit on the battlefield and each friendly **MAGGOTKIN OF NURGLE** unit in combat with any **DISEASED** enemy units to be the targets. Then, make a casting roll of 2D6.

Effect: Roll a D3 for each target. On a 2+:

- Inflict an amount of mortal damage on each enemy target equal to the roll.
- **Heal (X)** each friendly target, where **X** is an amount equal to the roll.

KEYWORDS SPELL

Once Per Turn (Army), Any Charge Phase

MOUNTAIN OF LOATHSOME FLESH:

Rotigus is a massively corpulent abomination; when he goes on a rampage, enemies caught in his path are often swallowed up and crushed between great rolls of rancid blubber.

Declare: If this unit charged this phase, roll a dice. On a 3+, pick an enemy unit within 1" of it to be the target.

Effect: Roll a number of dice equal to the number of models in the target unit. For each 5+, inflict 1 mortal damage on the target.

KEYWORDS RAMPAGE

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.

KEYWORDS

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

CHAOS, MAGGOTKIN OF NURGLE, DAEMON



• MAGGOTKIN OF NURGLE WARSCROLL •

GREAT UNCLEAN ONE

RANGED WEAPONS		Rng	Atk	Hit	Wnd	Rnd	Dmg	Ability
Noxious Bile		7"	D3+3	3+	2+	2	2	Shoot in Combat
MELEE WEAPONS		Atk	Hit	Wnd	Rnd	Dmg	Ability	
Colossal Blight Weapons		4	3+	2+	2	4	-	
Host of Nurglings		10	5+	5+	-	1	Crit (Auto-wound), Companion	

Passive

BATTLE DAMAGED

Effect: While this unit has 10 or more damage points, the Attacks characteristic of its **Colossal Blight Weapons** is 3.

Once Per Turn (Army), Your Movement Phase

LOCUS OF NURGLE: *The Great Unclean calls upon Grandfather Nurgle to tear a rift in reality through which loathsome, foetid daemons can spill.*

Declare: Pick a friendly **MAGGOTKIN OF NURGLE DAEMON** unit that started the battle with 3 or more models and that has been destroyed to be the target.

Effect: Roll a dice. On a 4+, set up a replacement unit with half the number of models from the target unit (rounding up) wholly within 12" of this unit and more than 9" from all enemy units.

Once Per Turn (Army), End of Any Turn

BLOATED WITH CORRUPTION:

Should a Great Unclean One be wounded, the noxious effluvia within its swollen body bursts forth in a flesh-melting spray.

Declare: If this unit is damaged, pick up to 3 enemy units in combat with this unit to be the targets.

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

KEYWORDS RAMPAGE

Your Hero Phase

PLAGUE WIND: *With a satisfied belch, the greater daemon unleashes a gust of putrid air that smothers the battlefield.*

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

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

KEYWORDS SPELL

KEYWORDS

HERO, MONSTER, WIZARD (2), WARD (5+)

CHAOS, MAGGOTKIN OF NURGLE, DAEMON

7



• MAGGOTKIN OF NURGLE WARSCROLL •

POXBRINGER

HERALD OF NURGLE

MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg	Ability
Balesword	3	4+	3+	1	2	Crit (Mortal)

⚔ Reaction: You declared a **FIGHT** ability for this unit

CAPTAIN OF THE PLAGUE LEGIONS:

Poxbringers lead their fellow Plaguebearers into battle and ensure that the orders of the Great Unclean Ones are followed to the letter.

Effect: Pick a friendly **Plaguebearers** unit that has not used a **FIGHT** ability this turn and is within this unit's combat range to be the target. The target can be picked to use a **FIGHT** ability immediately after the **FIGHT** ability used by this unit has been resolved. If it is picked to do so, add 1 to hit rolls for the target's attacks for the rest of the turn.



KEYWORDS

HERO, WIZARD (1), INFANTRY, WARD (5+)

CHAOS, MAGGOTKIN OF NURGLE, DAEMON

• MAGGOTKIN OF NURGLE WARSCROLL •

HORTICULOUS SLIMUX



MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg	Ability
Lopping Shears	3	3+	3+	1	2	-
Slime-encrusted Jaws	4	4+	3+	1	D3	Companion

☼ Your Movement Phase

CULTIVATING THE GARDEN

OF NURGLE: *Wherever Horticultural slimes around in the Mortal Realms, daemonic foliage pokes through the cracks in reality and swiftly takes root.*

Effect: If there are fewer than 3 friendly **Feculent Gnarlmaaws** on the battlefield, you can set up a **Feculent Gnarlmaaw** wholly within 12" of this unit, more than 3" from all enemy units, objectives and other terrain features.

☼ Once Per Turn (Army), Your Movement Phase

BEAST HANDLER: *Horticultural is accompanied by romping packs of Beasts of Nurgle, whose foolishness he always forgives and who look to him like hounds do their master.*

Declare: Pick a friendly **Beasts of Nurgle** unit that has been destroyed.

Effect: Roll a dice. On a 3+, set up a replacement unit wholly within 12" of this unit and more than 9" from all enemy units.



KEYWORDS

UNIQUE, HERO, CAVALRY, WARD (5+)

CHAOS, MAGGOTKIN OF NURGLE, DAEMON



• MAGGOTKIN OF NURGLE WARSCROLL •
SPOILPOX SCRIVENER
 HERALD OF NURGLE

RANGED WEAPONS	Rng	Atk	Hit	Wnd	Rnd	Dmg	Ability
Disgusting Sneezes	7"	D6	2+	4+	-	1	Shoot in Combat
MELEE WEAPONS		Atk	Hit	Wnd	Rnd	Dmg	Ability
Distended Maw		3	4+	3+	1	2	-

U Once Per Turn (Army), 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 12" of this unit to be the target.

Effect: Roll a D6. On a 2+, pick 1 of the following effects to apply until the start of your next turn:

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

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



KEYWORDS

HERO, INFANTRY, WARD (5+)

CHAOS, MAGGOTKIN OF NURGLE, DAEMON



• MAGGOTKIN OF NURGLE WARSCROLL •
SLOPPITY BILEPIPER
 HERALD OF NURGLE

MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg	Ability
Marotter	3	4+	3+	1	2	-

✂ **Once Per Turn (Army),
 Any Combat Phase**

JOLLY GUTPIPES: *Sloppity Bilepipers have a suitably revolting repertoire of repulsive refrains to draw upon in battle.*

Declare: Pick a visible friendly **MAGGOTKIN OF NURGLE DAEMON** unit wholly within 12" of this unit to be the target.

Effect: Roll a dice. On a 2+, pick 1 of the following effects to apply for the rest of the turn:

A-*Stabbing We Will Go!* Add 1 to wound rolls for the target's attacks.

Early One Evening My Pustule Was Seeping: Ward rolls cannot be made for damage points inflicted by the target's combat attacks.

My Love Is Like a Ripe, Ripe Fart: Subtract 1 from hit rolls for attacks made by enemy units that target the target unit.



KEYWORDS

HERO, INFANTRY, WARD (5+)

CHAOS, MAGGOTKIN OF NURGLE, DAEMON



• MAGGOTKIN OF NURGLE WARSCROLL •
NURGLINGS

MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg	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 (3) this unit.



KEYWORDS

INFANTRY, WARD (5+)

CHAOS, MAGGOTKIN OF NURGLE, DAEMON



• MAGGOTKIN OF NURGLE WARSCROLL •
BEASTS OF NURGLE

MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg	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 is not in combat, pick the closest enemy unit to it to be the target. If 2 or more enemy units are tied to be the closest, you can pick which is the target. Then, make a charge roll of 2D6.

Effect: This unit can move a distance up to the value of the charge roll. During that move, this unit can move into combat and can pass through models in the target unit, but it must end that move within 1" of the target. Then, inflict D3 mortal damage on the target.

KEYWORDS CORE, MOVE, CHARGE

● Passive

BEAST

Effect: This unit has a maximum control score of 1.



KEYWORDS

BEAST, WARD (5+)

CHAOS, MAGGOTKIN OF NURGLE, DAEMON



• MAGGOTKIN OF NURGLE WARSCROLL •
PLAGUE DRONES

MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg	Ability
Noxious Plaguesword	2	4+	3+	-	1	Crit (Mortal)
Rot Fly Limbs and Sting	6	4+	3+	-	1	Companion

➤ **Passive**

RIPE PASTURES: *Rot Flies* buzz across the battlefield, consuming their enemies before moving on to fresh targets, their retreat covered by a repulsive cloud of decaying flesh.

Effect: This unit can use **CHARGE** abilities even if it used a **RETREAT** ability in the same turn. In addition, no mortal damage is inflicted on this unit by **RETREAT** abilities.



KEYWORDS

CAVALRY, CHAMPION, MUSICIAN (1/3), STANDARD BEARER (1/3), FLY, WARD (5+)

CHAOS, MAGGOTKIN OF NURGLE, DAEMON



• MAGGOTKIN OF NURGLE WARSCROLL •
PLAGUEBEARERS

MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg	Ability
Plaguesword	1	4+	3+	-	1	Crit (Mortal)

U Passive

CLOUD OF FLIES: *Plaguebearers are surrounded by a cloud of swarming flies that feast on their rotting bodies.*

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



KEYWORDS

INFANTRY, CHAMPION, MUSICIAN (1/10), STANDARD BEARER (1/10), WARD (5+)

CHAOS, MAGGOTKIN OF NURGLE, DAEMON



• MAGGOTKIN OF NURGLE WARSCROLL •
THE GLOTTKIN

MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg	Ability
☠ Ghurk's Tentacle	4	3+	2+	2	D3+3	-
Ghurk's Lamprey Maw	3	3+	2+	2	3	-
Otto's Scythe	4	3+	3+	1	2	-

☠ **Passive**

BATTLE DAMAGED

Effect: While this unit has 10 or more damage points, the Attacks characteristic of Ghurk's Tentacle is 2.

➦ **Once Per Turn (Army), Reaction:** You declared the 'Counter-charge' command for this unit

BLIGHTED STAMPEDE: At a signal from his brothers, the usually ponderous Ghurk launches into an earthshaking counter-charge. Nearby Maggotkin are quick to take advantage of the enemy's shock at the abomination's sudden turn of speed.

Effect: Pick up to 2 friendly MAGGOTKIN OF NURGLE units wholly within 12" of this unit to be the targets. After the 'Counter-charge' command for this unit has been resolved, if this unit charged, each of the targets can immediately use the 'Counter-charge' command in an order of your choosing without any command points being spent.

KEYWORDS RAMPAGE

● **Passive**

HORRIFIC OPPONENT: So terrifying are the Brothers Glott that enemy lines are sent into disarray at the very sight of them.

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

✂ **Your Hero Phase**

6

OVERGROWTH OF FLESH: For all his endless grumbling, Ethrac Glott is not miserly in doling out Nurgle's bountiful gifts.

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

Effect: Roll a number of dice equal to the target's Health characteristic. For each 5+, inflict 1 mortal damage on the target, to a maximum of 7 mortal damage.

KEYWORDS SPELL

KEYWORDS

WARMASTER, UNIQUE, HERO, MONSTER, WIZARD (1), WARD (5+)

CHAOS, MAGGOTKIN OF NURGLE, ROTBRINGERS



• MAGGOTKIN OF NURGLE WARSCROLL •

MORBIDEX TWICEBORN

RANGED WEAPONS	Rng	Atk	Hit	Wnd	Rnd	Dmg	Ability
Tripletongue's Slabrous Tongues	7"	3	3+	3+	1	1	Shoot in Combat, Companion
MELEE WEAPONS		Atk	Hit	Wnd	Rnd	Dmg	Ability
Fleshreaper Scythe		5	3+	3+	1	2	-
☠ Tripletongue's Claws and Maw		5	4+	2+	2	3	Companion

☠ Passive

BATTLE DAMAGED

Effect: While this unit has 10 or more damage points, the Attacks characteristic of Tripletongue's Claws and Maw is 3.

⚙ Passive

LORD OF NURGLINGS: *Morbidx Twiceborn is the chosen mortal champion of the Nurglings, who follow him into battle with boundless enthusiasm.*

Effect: While any friendly Nurglings units are wholly within 12" of this unit:

- Ignore the first damage point that would be allocated to each of those units each phase.
- Add 3 to those units' control scores.

🛡 End of Any Turn

GIGANTIC NURGLING-KIN: *Twisted by the cruel attentions of manifold Nurglings, Morbidx has come to resemble them physically and has gained much of their unnatural resilience.*

Effect: Heal (X) this unit, where X is half the number of damage points this unit has (rounding up).

⚔ Once Per Turn (Army), Any Combat Phase

TIDE OF NURGLINGS: *Morbidx's Pox Maggoth bellows out a gurgling roar that drives nearby swarms of Nurglings into a frenzy, drowning enemies in a filthy, living tide.*

Declare: Pick a friendly Nurglings unit within this unit's combat range to be the target.

Effect: Roll a dice. On a 2+, the target's melee weapons have Crit (Mortal) for the rest of the turn.

KEYWORDS

RAMPAGE

KEYWORDS

UNIQUE, HERO, MONSTER, WARD (5+)

CHAOS, MAGGOTKIN OF NURGLE, ROTBRINGERS



• MAGGOTKIN OF NURGLE WARSCROLL •

BLOAB ROTSPAWNED

RANGED WEAPONS	Rng	Atk	Hit	Wnd	Rnd	Dmg	Ability
Bilespurter's Vile Bile	7"	7	2+	4+	1	D3	Shoot in Combat, Companion
MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg	Ability	
Harvestman's Scythe	3	3+	3+	1	2	-	
☠ Bilespurter's Claws and Maw	5	4+	2+	2	3	Companion	

☠ Passive

BATTLE DAMAGED

Effect: While this unit has 10 or more damage points, the Attacks characteristic of Bilespurter's Claws and Maw is 3.

⚔ Your Hero Phase

6

MIASMA OF PESTILENCE: *Bloab Rotspawned completes a complicated gesture in the air and a vile mist rises from the ground around his target. While it lasts, even the lightest graze seems to turn gangrenous.*

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

Effect: Until the start of your next turn, each time you allocate any damage points that were inflicted by another friendly ability to the target, roll a dice. On a 4+, allocate 1 additional damage point to the target.

KEYWORDS

SPELL

⚔ Once Per Turn (Army), Any Combat Phase

DAEMON FLIES: *The whirling fly-storm that surrounds Bloab blinds and chokes his victims.*

Declare: Pick each enemy unit within 7" of this unit to be the targets.

Effect: Roll a dice for each target. On a 4+:

- Inflict 1 mortal damage on the target.
- Subtract 1 from hit rolls for the target's combat attacks for the rest of the turn.

KEYWORDS

RAMPAGE

KEYWORDS

UNIQUE, HERO, MONSTER, WIZARD (1), WARD (5+)

CHAOS, MAGGOTKIN OF NURGLE, ROTBRINGERS



• MAGGOTKIN OF NURGLE WARSCROLL •
GUTROT SPUME

MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg	Ability
Rot-pocked Axe	5	3+	2+	1	2	Crit (Mortal), Anti-HERO (+1 Rend)

Deployment Phase

MASTER OF THE SLIME FLEET:

Gutrot's Slime Fleet haunts the oceans of the Mortal Realms, fighting alongside and transporting warriors that the Lord of Tentacles judges to share his aims.

Declare: Pick a regiment led by this unit to be the target if it has not been deployed.

Effect: Each unit in the target regiment is set up in reserve **aboard the Slime Fleet**. Those units have now been deployed.

KEYWORDS

DEPLOY

Any Combat Phase

FLAILING TENTACLES: *Gutrot grabs his opponents with his melange of slimy tentacles, rendering them helpless as he swings his rusted axe.*

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

Effect: Roll a dice. On a 3+, the target has **STRIKE-LAST** for the rest of the turn.

Your Movement Phase

PESTILENTIAL BEACHHEAD: *To the creak of rotting timbers and the waft of rancid brine, the Slime Fleet makes land.*

Declare: Pick this unit if it is **aboard the Slime Fleet**.

Effect: Set up this unit on the battlefield, wholly within 7" of a battlefield edge and more than 9" from all enemy units. Then set up every other friendly unit that is **aboard the Slime Fleet** on the battlefield wholly within 7" of a battlefield edge, wholly within 7" of this unit and more than 9" from all enemy units.

KEYWORDS

UNIQUE, HERO, INFANTRY, WARD (5+)

CHAOS, MAGGOTKIN OF NURGLE, ROTBRINGERS



• MAGGOTKIN OF NURGLE WARSCROLL •

LORD OF AFFLICTIONS

MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg	Ability
Festerspike	4	3+	3+	1	2	Charge (+1 Damage)
Rot Fly's Mouthparts and Sting	6	4+	3+	-	1	Companion

Any Combat Phase

VECTORS OF FOULEST CONTAGION:

Through the use of rancid corpse-totems and other such gifts from the Grandfather, a Lord of Afflictions spreads death wherever they travel.

Declare: Pick up to 3 enemy units in combat with this unit to be the targets.

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

Any Combat Phase

MASTER OF ROT FLIES: A Lord of Afflictions leads a swarm of Rot Flies that act as brutal linebreakers, using their sheer bulk to smash enemy formations asunder.

Declare: If this unit charged this turn, pick this unit and up to 2 friendly **Pusgoyle Blightlords** units wholly within 12" of this unit to be the targets.

Effect: Add 1 to the Rend characteristic of the targets' **Companion** melee weapons for the rest of the turn.



KEYWORDS

HERO, CAVALRY, FLY, WARD (5+)

CHAOS, MAGGOTKIN OF NURGLE, ROTBRINGERS



• MAGGOTKIN OF NURGLE WARSCROLL •

ORGHOTT'S DAEMON SPEW

RANGED WEAPONS	Rng	Atk	Hit	Wnd	Rnd	Dmg	Ability
Whippermaw's Grasping Tongue	7"	1	3+	3+	-	D6	Shoot in Combat, Companion
MELEE WEAPONS		Atk	Hit	Wnd	Rnd	Dmg	Ability
The Rotaxes		7	3+	3+	1	2	-
☠ Whippermaw's Claws and Maws		5	4+	2+	2	3	Companion

☠ Passive

BATTLE DAMAGED

Effect: While this unit has 10 or more damage points, the Attacks characteristic of Whippermaw's Claws and Maws is 3.

⚔ Once Per Turn (Army), Any Combat Phase

GRASPING TONGUE: *The massive Pox Maggoth Whippermaw lashes its tongue around a hapless victim, preparing to devour it.*

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

Effect: Roll a dice. On a 3+, add 1 to wound rolls for combat attacks made by friendly MAGGOTKIN OF NURGLE units that target that enemy unit for the rest of the turn.

KEYWORDS

RAMPAGE

⚔ Passive

ACID ICHOR: *Whenever Orghott's flesh is cut open, a gout of daemonic ichor spews out with shocking force. Its vitriolic potency is enough to burn through steel and dissolve the flesh beneath.*

Effect: Each time you make an unmodified save roll of 6 for a combat attack that targets this unit, inflict 1 mortal damage on the attacking unit after the **FIGHT** ability has been resolved.

UNIQUE, HERO, MONSTER, WARD (5+)

KEYWORDS

CHAOS, MAGGOTKIN OF NURGLE, ROTBRINGERS



• MAGGOTKIN OF NURGLE WARSCROLL •
LORD OF BLIGHTS

MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg	Ability
Bubotic Hammer	4	3+	3+	1	3	Anti-charge (+1 Rend)

✂ Any Combat Phase

THRICE-RIPENED DEATH'S HEADS: These blessed death's heads are projectiles ripe with disease and hurled at incoming foes to spread the plagues festering within.

Declare: Pick an enemy unit that charged this turn and is in combat with this unit to be the target.

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

✂ Passive

FESTERING BULWARK: Heavy shield planted in the mud, a Lord of Blights orders their warriors brace for the enemy charge.

Effect: The **Blighted Weapons** used by friendly **Putrid Blightkings** units have **Anti-charge (+1 Rend)** while those units are wholly within 12" of this unit.



KEYWORDS

HERO, INFANTRY, WARD (5+)

CHAOS, MAGGOTKIN OF NURGLE, ROTBRINGERS



• MAGGOTKIN OF NURGLE WARSCROLL •

HARBINGER OF DECAY

MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg	Ability
Grim Rotsword or Plague Scythe	3	3+	3+	1	3	Crit (Mortal)
Daemonic Mount's Flyblown Bite	2	5+	3+	-	1	Companion

☼ Once Per Battle (Army),
Enemy Hero Phase

KNELL OF DOOM: *The ominous toll of the Doom Bell is enough to give pause to even the bravest warriors.*

Declare: Pick up to 3 enemy units within 24" of this unit to be the targets.

Effect: Until the start of your next turn, subtract 1" from the Move characteristic of each target and subtract 1 from run rolls and charge rolls for each target.

● Your Hero Phase

4

OMENS OF DECAY: *Harbingers of Decay are diseased prophets, able to divine omens through grisly rites and observing the spread of sickness.*

Declare: Pick a visible enemy unit within 12" of this unit to be the target, then make a chanting roll of D6.

Effect: Subtract twice the current battle round number from the target's control score for the rest of the turn. If the chanting roll was 10+, this ability affects all enemy units within 12" of this unit.

KEYWORDS

PRAYER



HERO, PRIEST (1), CAVALRY, WARD (5+)

KEYWORDS

CHAOS, MAGGOTKIN OF NURGLE, ROTBRINGERS



• MAGGOTKIN OF NURGLE WARSCROLL •

ROTBRINGER SORCERER

MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg	Ability
Rotwood Staff	3	4+	3+	1	D3	-

✂ Your Hero Phase

TAINTED SORCERIES: *Rotbringer Sorcerers hold that there is nothing they cannot corrupt.*

Declare: Pick an enemy unit that was picked to be the target of a spell that was successfully cast by this unit this phase to be the target.

Effect: Roll a dice. On a 2+, subtract 1 from ward rolls for the target for the rest of the turn.



KEYWORDS

HERO, WIZARD (1), INFANTRY, WARD (5+)

CHAOS, MAGGOTKIN OF NURGLE, ROTBRINGERS



• MAGGOTKIN OF NURGLE WARSCROLL •
LORD OF PLAGUES

MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg	Ability
Plague-ridden Great Blade	5	3+	3+	1	2	Crit (Mortal)

Passive

LORD OF THE BLIGHTKINGS: A Lord of Plagues leads their chosen warriors to battle with a febrile energy.

Effect: Add 1 to charge rolls for friendly **Putrid Blightkings** units while they are wholly within 12" of this unit.

Any Combat Phase

SEVENFOLD SLAUGHTER: A Lord of Plagues drives their warriors to keep hacking at the foe until they are reduced to nothing more than twitching, filth-streaked offal.

Declare: Pick a friendly **Putrid Blightkings** unit that charged this turn and is wholly within 12" of this unit to be the target.

Effect: Roll a dice. On a 2+, add 1 to the Attacks characteristic of the target's **Blighted Weapons** for the rest of the turn.



KEYWORDS

HERO, INFANTRY, WARD (5+)

CHAOS, MAGGOTKIN OF NURGLE, ROTBRINGERS



• MAGGOTKIN OF NURGLE WARSCROLL •

PUSGOYLE BLIGHTLORDS

MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg	Ability
Flyrider's Arsenal	4	3+	3+	1	1	Charge (+1 Damage)
Rot Fly's Mouthparts and Sting	6	4+	3+	-	1	Companion

✂ Passive

RELENTLESS ATTACKERS: *Blightlords descend from fume-choked skies to smash Nurgle's most stubborn enemies to ruin.*

Effect: Add 1 to the Rend characteristic of this unit's **Flyrider's Arsenal** for attacks that target units contesting an objective you do not control.



KEYWORDS

CAVALRY, FLY, WARD (5+)

CHAOS, MAGGOTKIN OF NURGLE, ROTBRINGERS



• MAGGOTKIN OF NURGLE WARSCROLL •

PUTRID BLIGHTKINGS

MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg	Ability
Blighted Weapons	4	3+	3+	1	1	-

● Passive

BLOATED BULK: *The plague-swollen heft of the Blightkings grants them a presence far beyond their limited numbers.*

Effect: Add 3 to this unit's control score while each model in this unit is contesting an objective you control.



KEYWORDS

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

CHAOS, MAGGOTKIN OF NURGLE, ROTBRINGERS



• MAGGOTKIN OF NURGLE WARSCROLL •
ROTMIRE CREED

RANGED WEAPONS	Rng	Atk	Hit	Wnd	Rnd	Dmg	Ability
Contagion Blowpipes	12"	2	4+	3+	-	1	Crit (Auto-wound)
MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg	Ability	
Bilewood Weapons	2	4+	4+	-	1	-	

 Passive

VIRULENT CONCOCTIONS: *The hideous diseases formulated by the Rotmire Creed rapidly transmit from one uninfected body to another.*

Effect: When using the 'Blessed by the Plaguefather' ability, if you choose to infect an enemy unit, you can pick an enemy unit that had any damage points allocated to it by this unit's shooting attacks this turn to be the target even if that unit is not in combat with a friendly **MAGGOTKIN OF NURGLE** unit.



KEYWORDS

INFANTRY, CHAMPION (1/10), WARD (5+)

CHAOS, MAGGOTKIN OF NURGLE, ROTBRINGERS



• MAGGOTKIN OF NURGLE WARSCROLL •

FECULENT GNARLMAW

MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg	Ability
Maggot-infested Mouth	4	4+	3+	1	D3	-

☛ Once Per Turn (Army), End of Any Turn

RIDDLED WITH DISEASE: *The vapours emanating from a Feculent Gnarlmauw are laden with plagues and disease.*

Declare: Pick an enemy unit within 6" of this terrain feature to be the target.

Effect: Roll a dice. On a 4+, the target has the **DISEASED** keyword.



KEYWORDS

FACTION TERRAIN, WARD (5+)

CHAOS, MAGGOTKIN OF NURGLE

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 4+, 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.

• SPEARHEAD WARSCROLL •

SPOILPOX SCRIVENER



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.

 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+)

• SPEARHEAD WARSCROLL •

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+)

• SPEARHEAD WARSCROLL •

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

3

3+

SAVE

1

CONTROL

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.



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.

• SPEARHEAD WARSCROLL •

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+)