

BILE TROGGOTHS



MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Infected Vomit	7"	1	3+	3+	-2	D3
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Rusted Axes and Cleavers	1"	3	4+	3+	-1	2

DESCRIPTION

A unit of Bile Troggoths has 3 or more models. They wield a variety of hulking Rusted Axes and Cleavers, and can spray great gouts of horrific Infected Vomit over their enemies.

ABILITIES

Infected Vomit: Even viler than the acidic spoil vomited forth by the rest of troggoth kind, the stew of plague-filth and meat-maggots held within a Bile Troggoth's stomach is their deadliest weapon. It can eat through flesh and metal, and dissolve whole battle lines into a screaming mess of melting flesh and agony. If the hit roll for a Bile Troggoth's shooting attack is 6 or more, make an additional hit roll with the same weapon against the target unit.

Fecund Regeneration: Like all of their kind, Bile Troggoths heal at an astonishing rate, their rotting flesh knitting together and splitting again before the eyes of their horrified prey. In your hero phase, roll a dice. On a roll of 2 or more, the model heals D3 wounds.

Vile Beyond Belief: Such is the noisome horror and near-fatal stench of a group of Bile Troggoths gathered together that all units, other than **NURGLE** units, within 3" suffer a -1 penalty to their Bravery.

Rot Brained: A Bile Troggoth's rotted brain is even more defective than those of troggoths in general, and they are apt to wander off without the supervision of something both more clever and more powerful than themselves. For each Bile Troggoth unit not within 14" of a **NURGLE HERO** at the start of your hero phase, roll a dice. On a roll of 1, you cannot move that unit in the movement phase of this turn.

KEYWORDS

CHAOS, TROGGOTH, NURGLE, TAMURKHAN'S HORDE, BILE TROGGOTHS

PLAGUE OGORS



MELEE WEAPONS

Corroded Weapons

Range

1"

Attacks

3

To Hit

4+

To Wound

3+

Rend

-

Damage

2

DESCRIPTION

A unit of Plague Ogors has 3 or more models. They bear a variety of corroded blades, brutal clubs and rusted ironfists with which they bludgeon and hack at their enemies.

ABILITIES

Damned Flesh: Plague Ogors are cursed creatures, rather than willing followers of their decaying lord, and often not even death will free them readily from Nurgle's grasp. Whenever a Plague Ogor is slain roll a dice. On a roll of a 6+, the tortured corpse twitches back to life with a single wound remaining.

Insatiably Famished: The lure of fresh victims drives Plague Ogors into a desperate and sorrowful feast of carnage that they know can never satisfy them, for the diseases that gnaw at their ruined flesh mean they can find no end to their hunger. When the unit successfully charges, you may re-roll failed hit rolls for their Corroded Weapon attacks in the subsequent close combat phase.

Plague Contagion: In your hero phase, roll a dice for each unit within 3" of any Plague Ogor. On the roll of a 6, that unit suffers a single mortal wound. **NURGLE** units do not suffer wounds from the contagion, but instead revel in the bite of a fresh gift of their fecund god.

KEYWORDS

CHAOS, OGOR, NURGLE, TAMURKHAN'S HORDE, PLAGUE OGORS

SAYL THE FAITHLESS



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
The Viperous Staff	2"	2	3+	3+	-1	D3

DESCRIPTION

Sayl the Faithless is a single model. Sayl is armed with the Viperous Staff, its sentient snake-heads striking like living serpents in combat.

ABILITIES

Mutant Sight: Sayl’s single eye stares into the beyond, enabling him to navigate the twisted paths of the future. Once per battle, you can re-roll a failed casting or unbinding attempt you make for Sayl.

‘Nightmaw, my slave, protect me!’: Nightmaw is slaved to the will of its master, and will bodily protect him if called upon to do so. If you allocate a wound or mortal wound to Sayl the Faithless while Nightmaw is within 3" of him, you can roll a dice; if you do so, on a 4+, the wound is negated, but Nightmaw suffers 1 mortal wound.

Schalkain’s Teeth: These sigil-etched teeth, each torn from the skull of a slain wizard or shaman, are enchanted with powerful dark magic. Once per battle, in the hero phase, you can pick a single enemy unit within 8" of Sayl; that unit suffers D3 mortal wounds.

MAGIC

Sayl the Faithless is a **WIZARD**. He can attempt to cast one spell in each of your hero phases, and attempt to unbind one spell in each enemy hero phase. He knows the Arcane Bolt, Mystic Shield and Traitor’s Mist spells.

TRAITOR’S MIST

Sayl can use his dark arts to enshroud himself or his allies in a dark vortex of magical power and transport them across the battlefield like a shadow across the sun. Traitor’s Mist has a casting value of 7. If successfully cast, pick a friendly **SLAVES TO DARKNESS** unit wholly within 15" of the caster. Remove the unit from the battlefield, and then set it up anywhere on the battlefield more than 9" from any enemy models. If you pick Sayl himself to be the target of this spell and Nightmaw is within 3" of him when the spell is cast, you can also remove Nightmaw from the battlefield and then set it up anywhere on the battlefield that is within 3" of Sayl the Faithless and more than 9" from any enemy models. Units moved in this manner cannot move in the following movement phase.

KEYWORDS	CHAOS, MORTAL, SLAVES TO DARKNESS, HERO, WIZARD, SAYL THE FAITHLESS
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TAMURKHAN'S HORDE

SONS OF THE MAGGOT LORD

ORGANISATION

A Sons of the Maggot Lord battalion consists of the following units:

- Tamurkhan
- Kayzk the Befouled
- 2 units of Plague Ogors
- 1 unit of Bile Troggoths
- 1 Gigantic Chaos Spawn (this gains the **TAMURKHAN'S HORDE** keyword)

ABILITIES

Winds of Corruption: The favour of Nurgle brought foul winds to drive alongside Tamurkhan and his chosen sons, darkening the air with foul vapours and the wails of the dying to dispirit and bedevil those who stood in the horde's path. All enemy models within 16" of **TAMURKHAN'S HORDE** units that are part of the Sons of the Maggot Lord suffer a -1 penalty to their hit rolls when making shooting attacks.

The Tide of Conquest: The earth itself blistered and trembled at the thunderous footfalls of Tamurkhan's monstrous horde, which crashed down upon its enemies like a destroying tide, pounding them into oblivion. **TAMURKHAN'S HORDE** units that are part of the Sons of the Maggot Lord can add 1 to their charge rolls.

TAMURKHAN'S HORDE

THE LEAPING POX

ORGANISATION

A Leaping Pox battalion consists of the following units:

- 3 units of Daemon Pox Riders
- 2 units of Daemon Plague Toads

ABILITIES

Bounding Horrors: Spawned from the corruption of the dead and the dying, the Daemons of the Leaping Pox seemingly appeared from nowhere, bounding from rank swamps and the charnel pits of the battlefield to reap their own tally for Nurgle. Instead of setting up a unit from this battalion at the start of the game, you can set it to one side to appear without warning from some of the dank places of the battlefield. In the movement phase of your second turn, pick an edge of the battlefield and roll a dice for each unit you set aside. If the result is 3 or more, set up the unit so that all its models are within 5" of that edge. This counts as their move for that movement phase. If the result is 1 or 2, the unit does not arrive – roll again in the movement phase of your next turn.

Infectious!: Where the Leaping Pox goes, so do plagues and contagions follow. In each hero phase, roll a dice for every unit that is within 1" of any units from this battalion. On a 6, that unit suffers a mortal wound as it is taken with some hideous illness. Do not roll for **NURGLE** units, as they enjoy this sort of thing!