

# WARHAMMER AGE OF SIGMAR

## Tamurkhan's Horde



**WARSCROLLS  
COMPENDIUM**

# INTRODUCTION

In ancient days, the great horde of Tamurkhan the Maggot Lord swept out of the Northern Wastes despoiling all before it.

Great slaughter it brought to many lands as Tamurkhan sought the Throne of Chaos, but at last was he felled in a cataclysmic battle, betrayed and defeated before the gates of the city of Nuln.

The warscrolls in this compendium allow you to use your Warhammer Forge collection in fantastical battle, whether telling epic stories set during the Age of Sigmar, or recreating the wars of the world-that-was.

## WARSCROLL KEY

- Title:** The name of the model that the warscroll describes.
- Characteristics:** This set of characteristics tells you how fast, powerful and brave the model is, and how effective its weapons are.
- Description:** The description tells you what weapons the model can be armed with, and what upgrades (if any) it can be given. The description will also tell you if the model is fielded on its own as a single model, or as part of a unit. If the model is fielded as part of a unit, then the description will say how many models the unit should have (if you don't have enough models to field a unit, you can still field one unit with as many models as you have available).
- Abilities:** Abilities are things that the model can do during a game that are not covered by the standard game rules.
- Keywords:** All models have a list of keywords. Sometimes a rule will say that it only applies to models that have a specific keyword.
- Damage Table:** Some models have a damage table that is used to determine one or more of the model's characteristics. Look up the number of wounds the model has suffered to find the value of the characteristic in question.

**1 KAYZK THE BEFOULED**

**2** **MOVEMENT** 7" **3** **ARMOUR** 4+

MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Reid	Damage
Nuisance Blades	2"	3	3+	3+	-	D3
Slaughtering Fangs	1"	D6	4+	4+	-1	1

**3 DESCRIPTION**  
Kayzk the Befouled and his Rot Rage mount are a single model. Kayzk wields a variety of rotously created weapons and carries a Rainbow Shield, while the Rot Beast's slaughtering fangs drip with all manner of fatal poisons and infections.

**4 ABILITIES**  
**Corrupted Flesh:** Kayzk's ravaged flesh is a rotting mockery of life, little more than a flab which feels neither pain nor injury, and he must be severed limb from limb, if he is to be stopped. Roll a dice for each wound or mortal wound caused on him by spells or shooting attacks. On a result of 5 or more, the wound is ignored.  
**Nuisance Blades:** The poisonous flab that encases Kayzk's blades is so hateful, both stinking and deadly to its touch. Wound rolls of a 6 you make with Kayzk's Nuisance Blade attacks, have their Damage characteristic increased to 3.  
**Rainbow Shield:** Slung on his Rot Beast's saddle is a great round iron shield crafted in the likeness of a cartoonish fly which Kayzk can touch the blades and lance of charging foes. On any turn in which he has been charged, you can re-roll saves of a 1 for Kayzk.  
**COMMAND ABILITY**  
**Breath of the Plague Fly:** From his filthy carcass, Kayzk can pour forth a vile miasma which fills the detritus of the Plague God with apalling bile. If Kayzk uses this ability, select a single TAMURKHAN'S HORDE unit within 12". Until your next hero phase, this unit does not take battleback rage.

**5 KEYWORDS** CHAOS, MORTAL, NURGLE, TAMURKHAN'S HORDE, HERO, KATZK THE BEFOULED

**6 GIGANTIC CHAOS SPAWN**

**MOVEMENT** 12" **ARMOUR** 5+2

MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Reid	Damage
Freakish Mutations	2"	2D6	4+	3+	-	1
Slaughtering Mass	1"	D6	4+	3+	•	D3

Wounds Suffered	Move	Crushing Laws
0-2	2D6"	-2
3-4	2D6"	-2
5-7	2D6"	-1
8-9	D6"	-1
10+	D6"	-1

**DESCRIPTION**  
The Gigantic Chaos Spawns is a single model. They fight with an insane profusion of vile mutations and hang off long-filid mass which erupt from their ever-changing flesh.

**ABILITIES**  
**Curse of the Dark Gods:** If you wish, when setting up this unit, you can pick one of the following keywords to assign to this unit for the duration of the battle: **GENERIC**, **TAMURKHAN'S HORDE** or **SLAUGHTER**.  
**Wyrthing Tentacles & Snapping Claws:** If you roll a double when determining the number of attacks made by a Gigantic Chaos Spawn's Freakish Mutations, combine those attacks with a To Hit characteristic of 3+ rather than a 4+.  
**Playing of the Gods:** During your hero phase you may roll for flesh mutations to affect your Gigantic Chaos Spawns, although this is not without risk, as the gods of Chaos are fickle!  
**Roll Effect**  
1 The Gigantic Chaos Spawns suffers a single mortal wound.  
2 Sharnoff! No effect this turn.  
3 The Gigantic Chaos Spawns deals D3 wounds.  
4 The Gigantic Chaos Spawns may re-roll hit rolls of 1 this turn.  
5 The Gigantic Chaos Spawns may instead a single spell this turn as if it were a wizard.  
6 The Gigantic Chaos Spawns immediately removes all wounds it has previously lost in the game and may re-roll all wound rolls this turn.

**KEYWORDS** CHAOS, MONSTER, TAMURKHAN'S HORDE, GIGANTIC CHAOS SPAWN

# TAMURKHAN THE MAGGOT LORD



## MISSILE WEAPONS

	Range	Attacks	To Hit	To Wound	Rend	Damage
Lashing Tongue	14"	1	4+	4+	-	D3

## MELEE WEAPONS

	Range	Attacks	To Hit	To Wound	Rend	Damage
The Black Cleaver	2"	4	3+	3+	-2	2
Crushing Jaws	3"	2	*	See below		
Befouled Bulk	2"	*	4+	3+	-1	1

## DAMAGE TABLE

Wounds Suffered	Move	Crushing Jaws	Befouled Bulk
0-3	10"	3+	3D6
4-7	8"	4+	2D6
8-10	6"	4+	2D6
11-14	6"	5+	D6
15+	4"	6+	D6

## DESCRIPTION

Tamurkhan the Maggot Lord and his mount, Bubebolos the Toad Dragon, are a single model. Tamurkhan is armed with the Black Cleaver, a deadly magical axe. Bubebolos can pluck up foes from a distance with his prehensile tongue to swallow, or crush more serious opposition with his mighty jaws. Just as dangerous to any mere mortals who stray close is the colossal beast's befouled bulk which constantly leaks poisonous filth from its many open wounds and sores. The beast can smother anything caught in its path in the most gruesome way imaginable, as Bubebolos drags himself near-mindlessly over the ranks of Tamurkhan's enemies.

## ABILITIES

**Nurgle's Favoured Son:** Papa Nurgle can be a fickle god, but once was Tamurkhan his most favoured son. In each of your hero phases, Tamurkhan heals D3 wounds.

**Crushing Jaws:** For every hit caused by Bubebolos' Crushing Jaws attack, D3 mortal wounds are inflicted.

**King Killer:** Tamurkhan loves nothing better than the challenge of hacking apart an enemy champion! When Tamurkhan attacks a **HERO** model, you may re-roll all failed hit rolls with his Black Cleaver.

**Feast of the Maggot Lord:** Tamurkhan's secret was that he was in truth no more than a hideous maggot-like parasite that possessed the bodies of those who formerly slew his previous hosts, making him all but unstoppable. If Tamurkhan is slain in the combat phase by a **HERO** model, that model immediately suffers D3 mortal wounds. If this kills the model, rather than being removed from the game it is temporarily given over to Tamurkhan's player to use for the rest of the game as part of their army with D3 wounds remaining. If it was a **WIZARD**, it can no longer cast or unbind spells however. Note that none of Tamurkhan's own abilities apply to this new host except his own command ability, which is used rather than any the possessed model had – he hasn't settled in yet!

## COMMAND ABILITY

**Monstrous Charge:** Tamurkhan can unleash a great bellowing roar, calling on the horde of monstrous things at his command to crash down relentlessly on his enemies. When this ability is used, you can re-roll charge rolls in the subsequent charge phase for Tamurkhan and any **MONSTER** model in your army within 14" of him.

## KEY WORDS

CHAOS, MORTAL, DRAGON, NURGLE, TAMURKHAN'S HORDE, HERO, MONSTER, TAMURKHAN THE MAGGOT LORD

# KAYZK THE BEFOULED



## MELEE WEAPONS

	Range	Attacks	To Hit	To Wound	Rend	Damage
Noxious Blades	2"	3	3+	3+	-	D3
Slavering Fangs	1"	D6	4+	4+	-1	1

## DESCRIPTION

Kayzk the Befouled and his Rot Beast mount are a single model. Kayzk wields a variety of noxiously encrusted weapons and carries a Rustbound Shield, while the Rot Beast's slaving fangs drip with all manner of fetid poisons and infections.

## ABILITIES

**Corrupted Flesh:** Kayzk's ravaged flesh is a rotting mockery of life, little more than a roughly human-shaped bag of putrescent filth which feels neither pain nor injury, and he must be severed limb from limb if he is to be stopped. Roll a dice for each wound or mortal wound caused on him by spells or shooting attacks. On a result of 5 or more, the wound is ignored.

**Noxious Blades:** The poisonous filth that encrusts Kayzk's blades is so baleful, flesh sloughs and decays at its touch. Wound rolls of a 6 you make with Kayzk's Noxious Blades attacks have their Damage characteristic increased to 3.

**Rustbound Shield:** Slung on his Rot Beast's saddle is a great rusted iron shield crafted in the likeness of a carrion fly with which Kayzk can baulk the blades and lances of charging foes. On any turn in which he has been charged, you can re-roll saves of a 1 for Kayzk.

## COMMAND ABILITY

**Breath of the Plague Pit:** From his filthy carcass, Kayzk can pour forth a vile miasma which fills the devotees of the Plague God with appalling bliss. If Kayzk uses this ability, select a single **TAMURKHAN'S HORDE** unit within 14". Until your next hero phase, this unit does not take battleshock tests.

## KEYWORDS

CHAOS, MORTAL, NURGLE, TAMURKHAN'S HORDE, HERO, KAYZK THE BEFOULED

# 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

# BILE TROGGOTHS



## MISSILE WEAPONS

Infected Vomit

Range	Attacks	To Hit	To Wound	Rend	Damage
7"	1	3+	3+	-2	D3

## MELEE WEAPONS

Rusted Axes and Cleavers

Range	Attacks	To Hit	To Wound	Rend	Damage
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

# GIGANTIC CHAOS SPAWN



## MELEE WEAPONS

Freakish Mutations  
Slavering Maws

Range

Attacks

To Hit

To Wound

Rend

Damage

2"

2D6

4+

3+

-

1

1"

D6

4+

3+

\*

D3

## DAMAGE TABLE

Wounds Suffered

Move

Crushing Jaws

0-2

3D6"

-2

3-4

2D6"

-2

5-7

2D6"

-1

8-9

D6"

-1

10+

D6"

-

## DESCRIPTION

The Gigantic Chaos Spawn is a single model. They fight with an insane profusion of vile mutations and hungry, fang-filled maws which erupt from their ever-changing flesh.

## ABILITIES

**Cursed of the Dark Gods:** If you wish, when setting up this unit, you can pick one of the following keywords to assign to this unit for the duration of the battle: **KHORNE**, **TZEENTCH**, **NURGLE** or **SLAANESH**.

**Writhing Tentacles & Snapping Claws:** If you roll a double when determining the number of attacks made by a Gigantic Chaos Spawn's Freakish Mutations, resolve those attacks with a To Hit characteristic of 3+ rather than a 4+.

**Plaything of the Gods:** During your hero phase you may roll for fresh mutations to afflict your Gigantic Chaos Spawn, although this is not without risk, as the gods of Chaos are fickle!

### Roll Effect

- 1 The Gigantic Chaos Spawn suffers a single mortal wound.
- 2 Shunned! No effect this turn.
- 3 The Gigantic Chaos Spawn heals D3 wounds.
- 4 The Gigantic Chaos Spawn may re-roll hit rolls of 1 this turn.
- 5 The Gigantic Chaos Spawn may unbind a single spell this turn as if it were a wizard.
- 6 The Gigantic Chaos Spawn immediately restores all wounds it has previously lost in the game and may re-roll all wound rolls this turn.

## KEYWORDS

CHAOS, MONSTER, TAMURKHAN'S HORDE, GIGANTIC CHAOS SPAWN

# DAEMON PLAGUE TOADS OF NURGLE



MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Grasping Tongue	7"	1	4+	5+	-	1
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Yawning Maw	1"	2	4+	4+	-	D3

## DESCRIPTION

A unit of Daemon Plague Toads consists of any number of models. They can grasp victims with their muscular pus-sticky tongues, which shoot out a considerable distance from impossibly wide maws studded with rows of leprous teeth.

## ABILITIES

**Leaps and Bounds:** Daemon Plague Toads can move across scenery (but not enemy models) as if they could fly.

**Rot-eaters:** These terrifying abominations have mouths which slit their entire rancid bodies apart when they yawn open for victims. If the hit roll for the Yawning Maw is 6 or more, that attack scores an immediate additional hit as enemies are swallowed whole by the Plague Toads' impossibly large jaws.

**Bloated Flesh:** Most weapons simply slide harmlessly through the bloated, abscess-riddled flesh of a Daemon Plague Toad with precious little effect, the foul bulk of the thing swallowing up blades and arrows harmlessly. Whenever a Daemon Plague Toad suffers a wound or a mortal wound, roll a D6. On a roll of a 4 or more that wound is ignored.

## MAGIC

**CHAOS WIZARDS** know the Summon Daemon Plague Toads spell, in addition to any others they know.

### SUMMON DAEMON PLAGUE TOADS

The Summon Daemon Plague Toads spell has a casting value of 5. If successfully cast, you can set up a single Daemon Plague Toad within 14" of the caster and more than 9" from any enemy models. The unit is added to your army but cannot move in the following movement phase. If the result of the casting roll was 11 or more, set up a unit of up to 3 Daemon Plague Toads instead.

## KEYWORDS

CHAOS, DAEMON, NURGLE, TAMURKHAN'S HORDE, DAEMON PLAGUE TOADS OF NURGLE

# DAEMON POX RIDERS OF NURGLE



## MISSILE WEAPONS

Grasping Tongue

Range	Attacks	To Hit	To Wound	Rend	Damage
7"	1	4+	4+	-	1

## MELEE WEAPONS

Plaguesword

Range	Attacks	To Hit	To Wound	Rend	Damage
1"	1	4+	3+	-	1

Yawning Maw

Range	Attacks	To Hit	To Wound	Rend	Damage
1"	2	4+	4+	-	D3

## DESCRIPTION

A unit of Daemon Pox Riders consists of any number of models. The Plaguebearers riding these strange mounts are armed with filth-encrusted Plagueswords, while the Plague Toads they ride are just as ravenous and wide-mawed as their unriden counterparts.

## ABILITIES

**Leaps and Bounds:** Daemon Pox Riders can move across scenery (but not enemy models) as if they could fly.

**Cloud of Flies:** Thanks to their odious nature, Pox Riders attract great clouds of flies that buzz about them, obscuring them from view. Your opponent must subtract 1 from any hit rolls made in the shooting phase that target a unit of Pox Riders.

**Rot-eaters:** These terrifying abominations have mouths which slit their entire rancid bodies apart when they yawn open for victims. If the hit roll for the Yawning Maw is 6 or more, that attack scores an immediate additional hit as enemies are swallowed whole by the Pox Rider's mount's impossibly large jaws.

**Bloated Flesh:** Most weapons simply slide harmlessly through the bloated, abscess-riddled flesh of a Daemon Plague Toad with precious little effect, the foul bulk of the thing swallowing up blades and arrows harmlessly. Whenever a Daemon Plague Toad suffers a wound or a mortal wound, roll a D6. On a roll of a 4 or more that wound is ignored.

**Locus of Pustulence:** You can re-roll save rolls of 1 for this unit if it is within 7" of any **NURGLE HEROES** from your army.

## MAGIC

**CHAOS WIZARDS** know the Summon Daemon Pox Riders spell, in addition to any others they know.

## SUMMON DAEMON POX RIDERS

The Summon Daemon Pox Riders spell has a casting value of 6. If successfully cast, you can set up a Daemon Pox Rider within 14" of the caster and more than 9" from any enemy models. The unit is added to your army but cannot move in the following movement phase. If the result of the casting roll was 11 or more, set up a unit of up to 3 Daemon Pox Riders instead.

## KEYWORDS

CHAOS, DAEMON, NURGLE, DAEMON POX RIDERS OF NURGLE

# CHAOS WAR MAMMOTH



MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Marauder Javelins & Axes	10"	2D6	5+	5+	-	1
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Goring Tusks	3"	*	4+	See below		
Thunderous Advance	1"	*	4+	3+	-2	D3

Wounds Suffered	DAMAGE TABLE		
	Move	Goring Tusks	Thunderous Advance
0-5	12"	4	2D6
6-10	10"	3	2D6
11-15	8"	3	D6
16-20	6"	2	D6
21+	4"	1	D3

## DESCRIPTION

The Chaos War Mammoth is a single model. It is a terrible and immense beast capable of crushing scores of lesser creatures to bloody paste beneath its trampling feet, and of goring foes with its huge tusks, each of which carries the force of a battering ram. Some Chaos War Mammoths also carry a Howdah from which Chaos Marauder tribesmen hurl javelins and throwing axes down on the enemy, and some also carry a Chaos Marauder Chieftain on a war throne, who directs their tribesmen in battle.

## ABILITIES

**Earth-shaking Charge:** When the Chaos War Mammoth charges with its bellowing roar, the earth shakes and rolls, and the bravest of hearts tremble. On any turn in which the Chaos War Mammoth charges, the Bravery of the unit it charges is reduced by -2 in its next battleshock phase.

**Mountain of Fur & Rage:** The creature's thick fur, tough hide and mean disposition render the effects of most weapons against it worthless! Re-roll failed armour saves against any weapon attack with a Rending characteristic of '-'.

**Goring Tusks:** The enormous tusks of the Chaos War Mammoth can impale even the largest monster like meat on a skewer. For each successful hit of the Goring Tusks attack, D3 mortal wounds are inflicted on the target unit. Re-roll Goring Tusks hit rolls of a 1 if the targeted unit is a **MONSTER**.

**Rampage!:** If the Chaos War Mammoth becomes injured, it is more than likely to go on a blind rampage, flattening anything nearby, friend or foe, until its handlers can get it under control. When a Chaos War Mammoth suffers wounds in the close combat phase, at the end of the phase roll a D6 for any unit within 6". On a result of a 5+ that unit suffers D6 mortal wounds.

**Chaos Marauder Chieftain:** Some Chaos War Mammoths serve as mounts for mighty Chaos Marauder chieftains who direct their warrior tribes from armoured howdahs on their backs. If a Chaos War Mammoth model features a Chaos Marauder Chieftain in its Howdah, its Bravery characteristic is increased to 6. In addition, in your hero phase the Chaos Marauder Chieftain can give orders to a **CHAOS MARAUDER** or **CHAOS MARAUDER HORSEMAN** unit within 8". If that unit is not within 3" of an enemy unit, you can immediately roll a dice and move each of its models up to that many inches. In addition, until your next hero phase you can re-roll hit rolls of 1 for that unit.

**Crushing Fall:** If a Chaos War Mammoth is slain, both players roll a dice and whoever rolls highest decides in which direction the Chaos War Mammoth falls (the player commanding the model wins any ties). Hold the Chaos War Mammoth on its side over the table in the direction in which it falls – any unit or part of a unit (friend or foe) it covers suffers D6 mortal wounds. Remove the Chaos War Mammoth after resolving any damage caused by its falling body.

## KEYWORDS

CHAOS, MORTAL, SLAVES TO DARKNESS, MONSTER, CHAOS WAR MAMMOTH

# SAYL THE FAITHLESS



## MELEE WEAPONS

The Viperous Staff

Range

2"

Attacks

2

To Hit

3+

To Wound

3+

Rend

-1

Damage

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

# NIGHTMAW



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Writhing Tentacles & Mouths	1"	2D6	4+	4+	-	1

## DESCRIPTION

Nightmaw is a single model. This flesh-shifting, darkness-bleeding hellspawn fights with dagger-like tentacles and the hungry mouths of its three ghastly faces.

## ABILITIES

**Shadow-kin:** Nightmaw is surrounded by a swirling vortex of dark and shadowed forms, making its shape difficult to see and distorting its true place in reality so that blows simply slide through it harmlessly. Nightmaw's save is increased to 3+ against spells and shooting attacks. In addition, every time Nightmaw suffers a mortal wound, roll a D6. On a roll of 5 or more, the mortal wound is ignored.

**Restless Flesh:** In the hero phase of each turn, Nightmaw heals 1 wound.

**Writhing Tentacles:** If you roll a double when determining the number of attacks made by Nightmaw's Writhing Tentacles & Mouths, resolve those attacks with a To Hit and To Wound of 3+ rather than a 4+.

**KEYWORDS** CHAOS, MORTAL, SLAVES TO DARKNESS, NIGHTMAW

## 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!