



WOEHAMMER ARMIES

MAGGOTKIN OF NURGLE

Empire General on Allied Griffin, 424 points
Warlord Monstrosity Unit

Unit	Ag	Acc	Str	Res	Init	Com	Special
Great Unclean One with Improbably Vast Sword	4	5	6	13	7	9	Large, MoD 3, Command, Follow, 5 x HTH, Dread, Terror, Blundering, Venom, Magic Level 3

Note. If the Great Unclean One is taken as Warlord he also counts as the Wizard choice for the warband.

Daemon Prince of Nurgle, 105 points
Warrior Warlord Unit

Unit	Ag	Acc	Str	Res	Init	Com	Special
Daemon Prince with large sword	5	5	6	7	8	9	Tough 2, Command, Follow, Wound, 3 x HTH, Dread, Large

Upgrade to Wound 2 @ 14 points. Can be given wings adding the Fly rule @ 40 points. Give unit Improbably Vast Weapon @ 2 points

Chaos Lord of Nurgle, 114 points
Warrior Warlord Unit

Unit	Ag	Acc	Str	Res	Init	Com	Special
Chaos Lord with sword, heavy armour	5	5	6	6(9)	8	8	Tough, Command, Follow, Wound, 3 x HTH, Heavily Laden
2 x Chosen of Nurgle Bodyguards, with swords, heavy armour	5	5	5	6(9)	7	7	Heavily Laden

Upgrade to Wound 2 @ 18 points. Give unit Large Weapons @ 1 points per model

Mounted Chaos Lord, 130 points
Mounted Warlord Unit

Unit	Ag	Acc	Str	Res	Init	Com	Special
Chaos Lord with sword, heavy armour, riding warhorse	5	5	6	6(9)	8	8	Tough, Command, Follow, Wound, 3 x HTH, Fast 8
2 x Chaos Knight bodyguards with swords, heavy armour, riding warhorses	4	5	5	6(9)	6	7	Fast 8
Warhorse			5				1 x HtH SV1

Upgrade to Tough 2 @ 10 points, to wound 2 @ 18 points. Give unit lances @ 1 point per model. Add up to 2 Bodyguards @ 27 points each

Chaos Lord Mounted on Maggoth, 428 points
Mounted Warlord Unit

Unit	Ag	Acc	Str	Res	Init	Com	Special
Chaos Lord with large sword, heavy armour, riding warhorse	[5]	5	6	[6(9)]	8	8	Tough, Command, Follow, Wound 2, 3 x HTH,
Maggoth	5	5	6	13	-	-	Large, MoD 3, 5 x HtH SV 5, Dread, Terror, Blundering, Beastly Breath

Chaos Lord Mounted on Manticore, 316 points
Mounted Warlord Unit

Unit	Ag	Acc	Str	Res	Init	Com	Special
Chaos Lord with large sword, heavy armour, riding warhorse	[5]	5	6	[6(9)]	8	8	Tough, Command, Follow, Wound 2, 3 x HTH,
Manticore	5	5	6	12	-	-	Large, MoD 2, 5 x HtH SV 4, Dread, Beastly Breath, Flies, 1 x HtH Stinging Tail SV10 Venomous

Note. The warband may include only one Warlord Unit

Nurgle Sorcerer, 56 points
Warrior Unit

Unit	Ag	Acc	Str	Res	Init	Com	Special
Sorcerer with stave	5	5	5	5	7	8	Tough, Wound, Magic Level 1
0 x Nurgling Familiars	5	5	5	5	3	3	Spirit, 1 x HtH attack SV1

Upgrade to Magic Level 2 @ 25 points, Magic Level 3 @ 50 points, Tough 2 @ 10 points. Give Sorcerer sword @ 2 points. Add up to 4 Nurgling familiars @ 15 points each

Herald of Nurgle, 117 points
Warrior Unit

Unit	Ag	Acc	Str	Res	Init	Com	Special
Herald with sword	5	5	6	7	7	9	Tough 2, Wound 2, Magic Level 2, Daemonic
0 x Nurgling Familiars	5	5	5	5	3	3	Spirit, 1 x HtH attack SV1
Palanquin				8			4 x HtH attack SV1

Add up to 4 Nurgling familiars @ 15 points each, or mount the Herald on a Palanquin increasing res to 8 and adding attacks list above @ 42 points

Note. The warband may include either one Sorcerer, or one Herald

Champion of Nurgle, 87 Points
Warrior Unit

Unit	Ag	Acc	Str	Res	Init	Com	Special
Nurgle Champion with sword, heavy armour	5	5	6	6(9)	9	9	Tough 2, Hero, Wound, 3 x HtH

Give Challenge Rule @ 10 points. Give unit large weapon @ 1 point

Anointed Plaguebearer, 88 Points
Warrior Unit

Unit	Ag	Acc	Str	Res	Init	Com	Special
Anointed Plaguebearer with sword	5	5	6	7	9	9	Tough 2, Hero, Wound, 3 x HtH, Daemonic

Note. The warband may include either one Champion, or one Anointed Plaguebearer

Knights of Nurgle, 96 Points
Mounted Warrior Unit

Unit	Ag	Acc	Str	Res	Init	Com	Special
Knight Leader with sword, heavy armour, riding warhorse	4	5	5	6(9)	6	8	Tough, Fast 8
2 x Knights with swords, heavy armour, riding warhorses	4	5	5	6(9)	6	7	Fast 8
Warhorse			5				1 x HtH SV1

Give unit warhammers @ free, Lances @ 1 point. Add up to 2 Knights @ 28 points each

Blightkings, Chosen of Nurgle, 97 Points**Warrior Unit**

Unit	Ag	Acc	Str	Res	Init	Com	Special
Leader with sword, heavy armour	4	5	6	6(9)	7	8	Tough
4x Blightkings with swords, heavy armour	4	5	6	6(9)	7	7	

Give unit large weapons @ free. Add up to 5 Blightkings @ 16 points per model

Chaos Warriors of Nurgle, 77 Points**Warrior Unit**

Unit	Ag	Acc	Str	Res	Init	Com	Special
Leader with sword, heavy armour	4	5	5	5(8)	7	8	Tough, Heavily Laden
4x Warriors with swords, heavy armour	4	5	5	5(8)	7	7	Heavily Laden

Give unit large weapons @ free. Add up to 5 Chaos Warriors @ 13 points per model

Marauders, 72 Points**Warrior Unit**

Unit	Ag	Acc	Str	Res	Init	Com	Special
Leader with sword, light armour	5	5	5	5(6)	7	8	Tough
4x Marauders with swords, light armour	5	5	5	5(6)	7	7	

Give unit spears or long spears @ free, halberds @ 1 point per model. Add up to 5 Marauders @ 12 points per model

Marauder Archers, 67 Points**Warrior Unit**

Unit	Ag	Acc	Str	Res	Init	Com	Special
Leader with dagger, bow	5	5	5	5	7	8	Tough
4x archers with dagger, bow	5	5	5	5	7	7	

Give unit crossbows @ 1 point per model. Add up to 5 Archers @ 11 points per model

Pestigors, 77 Points
Warrior Unit

Unit	Ag	Acc	Str	Res	Init	Com	Special
Pestigor Leader with big axe, light armour	5	4	5	6(7)	7	8	Tough
4x Pestigors with big axes, light armour	5	4	5	6(7)	7	7	

Add up to 5 Pestigors @ 13 points per model

Flagellants of Nurgle , 92 Points
Warrior Unit

Unit	Ag	Acc	Str	Res	Init	Com	Special
Zealot with scourge	5	5	5	6	7	8	Tough, Zealous
4x flagellants with scourges	5	5	5	6	7	7	Zealous

Add up to 5 Flagellants @ 16 points per model

Plague Zombies, 35 Points
Warrior Unit

Unit	Ag	Acc	Str	Res	Init	Com	Special
5 x Zombies	2	2	3	6	2	5	Zombie, 1 x HtH SV0, Undead

Add up to 5 Zombies @ 7 points per model

Plague Ogres, 48 Points
Warrior Unit

Unit	Ag	Acc	Str	Res	Init	Com	Special
1 x Plague Ogre with large sword	5	5	5	9	7	7	Large, 2 x HtH, Frenzied Charge, Slow 4

Add up to 2 Ogres @ 48 points per model

Plaguebearers, 124 Points**Warrior Unit**

Unit	Ag	Acc	Str	Res	Init	Com	Special
7 x Plaguebearers with sword	4	5	5	7	7	9	Daemonic, Slow 4, Venom

Plaguebearers riding Plague Drones, 167 Points**Warrior Unit**

Unit	Ag	Acc	Str	Res	Init	Com	Special
3 x Plaguebearers with sword on Plague Drones	4	5	5	8	7	9	Daemonic, Flies, Fast 8, Plague Drone 2 x HtH SV3, Venomous

Plaguebearers riding Plague Toads, 113 Points**Warrior Unit**

Unit	Ag	Acc	Str	Res	Init	Com	Special
3 x Plaguebearers with sword on Plague Drones	6	5	5	8	7	9	Daemonic, Fast 6, Plague Toad grasping tongue 2 x HtH SV2 (can be 'cracked' once in exchange of Missiles), Venomous

Plague Cart of Nurgle, 101 points**Chariot Unit**

Unit	Ag	Acc	Str	Res	Init	Com	Special
1 x Plaguecart, pulled by Spawn of Nurgle	3	-	-	10	-	-	Large, Irresistible Charge, Fast 6
2 x Crew with Swords	-	5	5	-	7	8	
2 x Spawn of Nurgle	-	-	5	-	-	-	1 x HtH SV2

Filth Cannon, 130 points**Artillery Unit**

Unit	Ag	Acc	Str	Res	Init	Com	Special
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3 x crew with swords, large cannon	5	5	5	5	7	7	Large, Slow 3
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Add up to 2 Crew @ 10 points each.

Nurgling Swarms, 107 points**Monster Unit**

Unit	Ag	Acc	Str	Res	Init	Com	Special
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3 x Nurgling swarms	6	-	4	6	3	8	4 x HtH SV0, Slow 4, Venemous, Daemonic
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Add up to 2 swarms @ 27 points each.

Beast of Nurgle, 76 points**Monster Unit**

Unit	Ag	Acc	Str	Res	Init	Com	Special
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1 x Beast of Nurgle	5	-	6	7	6	8	Large, 2 x HtH SV2, 1 x HtH SV 6 Venomous, Wound, Daemonic
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Add up to 2 Beasts @ 58 points each.

Gigantic Maggot, Bound Only, 205 points**Monstrosity Unit**

Unit	Ag	Acc	Str	Res	Init	Com	Special
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Gigantic Maggot	3	-	7	12	7	7	Large, MoD 2, 5 x HtH SV5, Dread, Terror, Irresistible Charge, Blundering, Venom
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Nurgle Magic Items

Nurgling Seeds - *Swallowing some blighted acorns leads to a rather unpleasant infestation of Nurglings* - After suffering a fatal wound the bearer explodes and the Nurglings inside spill out. Remove the model and replace it with a single base of Nurgling swarms which now joins the warband as a unit - 20 points

Bubonic Armour- *This armour course with virulent pus* - This armour counts as heavy armour, and any natural 7s on Res tests cause a spurt of corrosive pus to hit the attacker, doing 1 x SV3 hit - 15 points

Deaths Head of Nurgle- *These noxious Missiles are made from the skulls of conquered foes of Nurgle, and filled with bile from a Great Unclean One* - Once per battle the caster can hurl the Deaths head, counts as a Magic Missile, SV6 that ignores all non magical armour - 5 points

Weapons

Weapon	Short	Long	Extreme	SV	Special
Stave				0	+1 Str
Swords		-		1	+1 Str
Big Swords / Warhammers		-		2	
Vast Sword				3	Heavily Laden
Scourge				0	Exchange of Missiles
Spear				1	Exchange of Missiles
Long Spear				1	Cancels charge bonus
Halberd				2	+ 1 Str
Lance				1/3	+3 Str on the charge
Bow	10	20		0	
Large Cannon	10	50	100	8	Fire order to shoot, Unstoppable

Rules

Rule	Description
Beastly Breath	D6 ranged attacks 20". SV3 Choking.
Blundering	Cannot sprint. Must test Agility for a run. Crosses obstacles as chariot/artillery.
Challenge	Once per game can issue a challenge. Loser is automatically killed
Command	Friends within 10" may use this model's Command stat
Daemonic	Cannot be routed. Automatically resist choking and venomous attacks. Immune to Dread. Immune to terror. Tied to Warlord, if Warlord dies Unit cannot lose pins in any way.
Dread	-1 to hit shooting/close combat. -1 to break test if defeated by dreaded enemy. Dread units are immune to dread.
Flies	Moves over terrain/obstacles without penalty. Enemy cannot charge or follow-on in combat unless they can also fly or if flyers are down. Flying machines that go down over impassable terrain are destroyed.
Follow	Friendly un-pinned units within 5" can follow the unit's order immediately.
Frenzied Charge	+1 Attack on charge.
Heavily Laden	Cannot Sprint
Hero	Friendly units within 10" can use the model's Initiative stat to take Reaction tests.
Irresistible Charge	+D3 Strike Value (SV) on charge.

Rule	Description
Large	+1 to hit shooting. Can draw line of sight to body, can draw line of sight to and from over non large units
Spirit	Auto-destroyed if their sorcerer is slain. Can be sacrificed in exchange for a re-roll. Can fight hand-to-hand, and can make ranged attack during exchange of missiles.
Terror	A unit within 15" removes no pins when making an order test regardless of result/special rules allowing pins to be removed. A unit failing a break test within 5" is automatically destroyed. A routing unit within 5" is automatically destroyed. Terrifying units and units with the Crazy Psychotic or Undead rules are immune to terror.
Unstoppable	Shot penetrates the unit hit and can strike others beyond so long as the target is hit each time. Roll twice on monstrosity damage table.
Venom	Add one hit if any hits are scored.
Zealous	Ignore pins when taking break tests. Re-roll failed order tests.
Zombie	Cannot benefit from Command, Follow or Hero rules except for Zombie Master. On failed order treat as a Advance order. Cannot sprint. Test Agility on run and suffer pin if failed.