

Nurgle

“I can feel the Warp overtaking me! It is a good pain!”

These rules are unofficial and are not associated with Games Workshop and its affiliates in any way. These rules are dedicated to the fans of Warhammer 40k and the decades shared together.

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What are the forces of Nurgle? Nurgle is the god of pestilence and death. He reaches out from the immaterium spreading many diseases he is working on and constantly improving. His humour is boisterous and many of his followers find joy in their disgusting sores and other gifts he grants his followers. Because of their increased vitality to be able to withstand such things, they are incredibly difficult to slay.

Army Difficulty 1-5: 1-5. Chaos is massive. Each set of Marks and Pure Blessings brings major changes to strategies, incorporation of Unique Characters, and alters the units in a drastic way. This army can be as difficult or as easy to play as you wish. With the ability to harness many Chaos Supplements, you will be able to have access to the largest datasheet army in the 40k universe!

Strengths: Nurgle units are incredibly resilient with their widespread Feel No Pain and the ability to Heal or even have models get back in the fight with the Pure Blessing! Nurgle is also the only widespread exception that allows Vehicles to get access to Feel No Pains, making them incredibly difficult to remove if they do not get isolated.

Weaknesses: The gifts of Nurgle is powerful but expensive point wise compared to some of the other Marks of Chaos. While there may not be quite as much cannon fodder in your force, they can take heavy hits at a far more efficient rate and win through attrition.

Army Abilities: Chaos has a series of special rules that set them apart from the rest of the Codexes in the 40k settings. You will find them listed here to save on repetitive sections. Reference this section when consulting their rules.

Daemonic – This model has a 5+ Invulnerability Save.

Daemonic Engine – This model has a 5+ Invulnerability Save and is immune to the secondary effects of Weapon Disabled and Crew Stun. It still takes the additional Wounds from the Penetration Charts.

Daemonic Thirst – A weapon with this rule inflicts a Mortal Wound on its bearer in each of your Command Phases if you did not cause a Wound with the weapon during the last Turn. This does not trigger on Turn 1.

Malicious Volleys – If this model does not count as Moving this Turn, it may treat weapons with the Bolter rule as if they were in half range.

Marks – Marks of Chaos are optional upgrades for units. Marks perform the following enhancements to units. Stats in **Blue** have this baked into the profile. Psychic Mastery Level # models and units may only use the corresponding spell list with their Marks.

Mark of Nurgle – This model gains a 5+ Feel No Pain. This is an exception to the rule that prevents Vehicle's from gaining Feel No Pain.

Nurgle Spell List.

Nurgle Spell List					
S +4 points	Plague Wind Cast 7+	18	3	4+	Assault 1, 5" Blast, Poisoned (3+)
S +15 points	Gift of Contagion Cast 8+	18	-	-	Target unit suffers S-1 until your next Psychic Phase.
S +20 points	Miasma of Pestilence Cast 7+	18	-	-	Target unit with the Mark of Nurgle inflicts -1 To Hit them from Ranged Attacks until your next Psychic Phase.
S +30 points	Curse of the Leper Cast 8+	18	*	-	Assault 6, For each successful Hit, target unit takes a Toughness Test. For each one Failed, they suffer 1 Mortal Wound.
S +30 points	Gift of Plagues Cast 7+	18	-	-	Target unit suffers T-1 until your next Psychic Phase.
S +80 points	Putrescent Vitality	18	-	-	Target unit with the Mark of Nurgle gains S+1 and T+1 until your next Psychic Phase.

Pure Blessings – Pure Blessings of Chaos are an added layer of enhancement. Most models will only gain access to Pure Blessings if they come with a Mark by default. The only way to gain a Pure Blessing is to have an entire army of the Mark of the same god, or to have an Undivided

Mark for each exception. The Pure Blessing adds to the existing Mark's benefits. For example, a Mark of Khorne grants A+1 and the Pure Blessing results in A+1 for a total of A+2.

Other Pure Blessings of the same army count as Marks of the same god for the purpose of army building. Stats in **Bold** have this baked into the profile.

Pure Blessing of Nurgle – This model or unit gains Living Rot. In each of your Command Phases, this model or unit Heals one Wound. If the model is fully Healed, the unit gains one lost model back at one Wound remaining. A unit cannot exceed its original starting size from the army roster this way. This is an exception to the rule that prevents Vehicles from Healing.

Common Wargear

This section is consolidated for easy reference and to save space on Wargear that commonly populates this Codex.

- Augur Array – 6" Aura, target unit does not scatter when Deepstriking. This Aura is cast when the first model is placed prior to scattering.
- Extra Armour – You may treat Crew Stun results as Weapon Disabled instead.
- Flare Launchers – This model has a 5+ Invulnerability Save vs ranged attacks.
- Icon of Chaos – has 2 Auras:
 - 6" Aura, this model and target unit gains A+1.
 - 6" Aura, this model and target unit may reroll failed Ld tests.
- Mark of Khorne – Khorne Mark model/unit only. May Deny the Witch as if Psychic Mastery Level 1.
- Recovery Gear – Roll a d6, on a 5+ Repair the secondary effect from a Crew Stun or Immobilized Result.
- Sigil of Corruption – This model has a 4+ Invulnerability Save.
- Smoke Launchers – 6" Range, put 5" Smoke Cloud that causes -1 To Hit and scatters to move an extra +1" until your next Command Phase. One Use Only. Use in your Shooting Phase Only.

Warbands

Chaos forces bring a powerful flexible play to the battlefield. Each Warband suffers from side effects of their patron's gifts, but also gains useful ones so they are of use to their god. The following are just some of the available Warbands to play as. Additional ones will be available in the supplements provided.

Average:

- This army plays exactly as it is presented in the Codex.

Death Guard:

- Disease Ridden: All models in your army gain Stubborn.
- Seeding the Ground: Units in your army cannot move more than a total of 8" during a Charge, or 6" if they have Steady.
- Nurgle: Your Warlord must have the Mark of Nurgle.

Venomariners:

- Attritional Warfare: Units in your army do not take Auto Wounds from losing Combat Resolution.
- Seeding the Ground: Units in your army cannot move more than a total of 8" during a Charge, or 6" If they have Steady.
- 6th Company: This army may include Death Guard units.
- Nurgle: Your Warlord must have the Mark of Nurgle.

Weeping Legion:

- Seeping Wounds: Enemy units must take a Fear Test when they take their Initiative in Melee. Independent Characters must test separately, though the unit may still benefit from their Ld.
- War Engine Looters: Models in your army cannot claim Objective Markers in your Deployment Zone.
- 5th Company: This army may include Death Guard units.
- Nurgle: Your Warlord must have the Mark of Nurgle.

HQ Slots 1-2 Slots

Generic

Lord of Contagion Lord	M WS BS S T W I A Ld Sv 4 2+ 2+4 5 6 4 4 9 3+	Points: 231 Composition: 1 Lord
Wargear Lord: Manreaper Orb of Desiccation Sigil of Corruption	Options May take one C	Rules Lord: Independent Character Monstrous Infantry Mark of Nurgle Deepstrike Shock Assault Steady Very Bulky Lord of Chaos – 6" Aura, this model and target unit may reroll failed To Hit rolls.
Special Wargear:	Special Wargear Upgrades: C Pure Blessing of Nurgle +4 points	

Selection	Name	Range	S	AP	Rules
M	Manreaper	Melee	+3	2+	None
G	Orb of Desiccation	6	3	4+	Grenade 1, 5" Blast, Poisoned (3+), One Use Only

Lord of Poxes Lord	M WS BS S T W I A Ld Sv 4 2+ 2+ 4 5 6 4 4 9 3+	Points: 230 Composition: 1 Lord
Wargear Lord: Plasma Pistol Great Plague Blade Sigil of Corruption	Options May take one C	Rules Lord: Independent Character Monstrous Infantry Mark of Nurgle Shock Assault Steady Very Bulky Lord of Chaos – 6" Aura, this model and target unit may reroll failed To Hit rolls. Pox Incubator – 6" Aura, target unit suffers -1 To Hit in Melee.
Special Wargear:	Special Wargear Upgrades: C Pure Blessing of Nurgle +4 points	

Selection	Name	Range	S	AP	Rules
P	Plasma Pistol	12	7	2+	Pistol 1, Gets Hot!
M	Great Plague Blade	Melee	User	2+	Poisoned (2+)

Lord of Virulence Lord	M WS BS S T W I A Ld Sv 4 2+ 2+ 4 5 6 4 4 9 3+	Points: 249 Composition: 1 Lord
Wargear Lord: Plague Spewer Powerfist Frag Grenades Krak Grenades Sigil of Corruption	Options May take one C	Rules Lord: Independent Character Monstrous Infantry Mark of Nurgle Deepstrike Shock Assault Steady Very Bulky Lord of Virulence – 6” Aura, target unit with Mark of Nurgle has their Melee weapons gain Poisoned (3+). If they already have Poisoned (3+) it improves by -1 to Poisoned (2+). Lord of Chaos – 6” Aura, this model and target unit may reroll 1s To Hit.
Special Wargear:	Special Wargear Upgrades: C Pure Blessing of Nurgle +4 points	

Selection	Name	Range	S	AP	Rules
S	Plague Spewer	Flame	6	4+	Assault 1
M	Powerfist	Melee	X2	2+	Slow, Monsterbane
G	Frag Grenades	8	3	-	Grenade 1, 3” Blast
G	Krak Grenades	8	6	4+	Grenade 1, Nonblast

Unique

Cor’Bax Utterblight Cor’Bax	M WS BS S T W I A Ld Sv 8 2+ 2+ 7 7 12 8 5 9 -	Points: 423 Composition: 1 Cor’Bax
Wargear Cor’Bax: Gaping Maw Sigil of Corruption	Options May take one Spell for each Psychic Mastery Level	Rules Cor’Bax: Independent Character Monster Unique Daemonic Mark of Nurgle Pure Blessing of Nurgle Deepstrike Fearless Psychic Mastery Level 3

		<p>Shock Assault Lord of Chaos – 6” Aura, target unit may reroll 1s To Hit. Gulp – When a Gulp weapon successfully Hits on a 6, you may pick the target of the attack. If all Saves fail, swallow the target! The model is Embarked on the Gulp model and may only make Snap Shots on Ranged and Melee attacks. In each of your Command Phases, the model suffers a Mortal Wound. If the Gulp model is slain, all Embarked units Disembark upon its demise.</p>
Special Wargear:	Special Wargear Upgrades:	

Selection	Name	Range	S	AP	Rules
M	Gaping Maw	Melee	User	2+	Gulp

<p>Ku’Gath the Plague Father Ku’Gath</p>	<p>M WS BS S T W I A Ld Sv 8 2+ 2+ 7 8 18 4 5 10 -</p>	<p>Points: 527 Composition: 1 Ku’Gath</p>
<p>Wargear Ku’Gath: Nurgling Missiles Nurgling Horde Sigil of Corruption</p>	<p>Options May take one Spell for each Psychic Mastery Level</p>	<p>Rules Ku’Gath: Independent Character Monster Unique Daemonic Mark of Nurgle Pure Blessing of Nurgle Deepstrike Fearless Psychic Mastery Level 4 Shock Assault Lord of Chaos – 6” Aura, target unit may reroll 1s To Hit. Nurgling Infestation – 6” Aura, in each of your Command Phases, target Nurgling unit gains 1 Nurgling Swarm even if it exceeds its starting size. Regenerate – This unit heals 1 Wound in each of your Command Phases, even if it</p>

		already Healed this turn. This is an exception to the normal Heal rules. Slime Trail – Charges against this model are always Disorganized.
Special Wargear:	Special Wargear Upgrades:	

Selection	Name	Range	S	AP	Rules
S	Nurgling Missiles	24	3	-	Assault 1, 5" Blast, Poisoned (2+)
M	Nurgling Horde	Melee	2	-	Extra Attack 3, Poisoned (2+)

Mamon Transfigured Mamon	M WS BS S T W I A Ld Sv 8 2+ 5+ 7 7 9 8 5 9 -	Points: 325 Composition: 1 Mamon
Wargear Mamon: Contagion Sprayer Array Fist of Decay Sigil of Corruption	Options	Rules Mamon: Independent Character Monster Unique Daemonic Mark of Nurgle Pure Blessing of Nurgle Deepstrike Fearless Shock Assault Lord of Chaos – 6" Aura, target unit may reroll 1s To Hit. The Transfigured – 6" Aura, this model and target unit with the Mark of Nurgle may reroll 1s To Wound.
Special Wargear:	Special Wargear Upgrades:	

Selection	Name	Range	S	AP	Rules
S	Contagion Sprayer Array	Flame	3	3+	Assault 1, Poisoned (2+)
M	Fist of Decay	Melee	User	2+	Poisoned (2+)

Mortarion Mortarion	M WS BS S T W I A Ld Sv 12 2+ 2+ 8 8 18 6 6 10 3+	Points: 812 Composition: 1 Mortarion
Wargear Mortarion: The Lantern Silence Phosphex Bombs Sigil of Corruption	Options May take one Spell for each level of Psychic Mastery	Rules Mortarion: Independent Character Monster Unique Death Guard Daemonic Mark of Nurgle Pure Blessing of Nurgle Deepstrike Fearless Flying Psychic Mastery Level 4 Shock Assault Arch Contaminator – 6" Aura, this model and target unit with the Mark of Nurgle may reroll failed To Wound rolls. Favoured of Nurgle – This model has a 4+ Feel No Pain. Living Plague – 6" Aura, target unit cannot receive Auras. Lord of the Death Guard – 6" Aura, Target unit with the Mark of Nurgle may reroll failed To Hit rolls. Primarch – 6" Aura, target unit may reroll 1s To Hit. Putrid Explosion – This model Explodes on a 4+ with S3 AP2+ Poisoned (3+) in a d6" radius.
Special Wargear:	Special Wargear Upgrades:	

Selection	Name	Range	S	AP	Rules
P	The Lantern	12	8	2+	Pistol 1, Beam
M	Silence	Melee	User	1+	Extra Attack 1
G	Phosphex Bombs	12	5	4+	Grenade 1, 7" Blast

Necrosius the Undying Necrosius	M WS BS S T W I A Ld Sv 6 2+ 2+ 4 5 5 4 5 9 3+	Points: 458 Composition: 1 Necrosius
Wargear Necrosius: Pox Pistol Tainted Force Blade Frag Grenades Krak Grenades Sigil of Corruption	Options May take one S for each Psychic Mastery Level	Rules Necrosius: Independent Character Infantry Death Guard Mark of Nurgle Pure Blessing of Nurgle Fearless Psychic Mastery Level 3 Shock Assault Master of the Dead – Each time Necrosius Casts a Spell successfully, add +d3 Pox Walkers to a Pox Walker unit within 6". Resentful – This model may not be in the same unit as another Unique model.
Special Wargear:	Special Wargear Upgrades:	

Selection	Name	Range	S	AP	Rules
P	Pox Pistol	12	4	3+	Pistol 1
M	Tainted Force Blade	Melee	+1	3+	Reroll failed To Wound rolls
G	Frag Grenades	8	3	-	Grenade 1, 3" Blast
G	Krak Grenades	8	6	4+	Grenade 1, Nonblast

Rotigus Rotigus	M WS BS S T W I A Ld Sv 8 2+ 2+ 7 8 18 4 5 10 -	Points: 601 Composition: 1 Rotigus
Wargear Rotigus: Brackish Filth Gnarlrod Sigil of Corruption	Options May take one Spell for each Psychic Mastery Level	Rules Rotigus: Independent Character Monster Unique Daemonic Mark of Nurgle Pure Blessing of Nurgle Deepstrike Fearless Psychic Mastery Level 4 Shock Assault Lord of Chaos – 6" Aura, target unit may reroll 1s To Hit. Regenerate – This unit heals 1 Wound in each of your Command Phases, even if it already Healed this turn. This is an exception to the normal Heal rules.
Special Wargear:	Special Wargear Upgrades:	

Selection	Name	Range	S	AP	Rules
S	Brackish Filth	Hell Storm	7	2+	Assault 1, Reroll failed To Wound rolls
M	Gnarlrod	Melee	+1	3+	Reroll failed To Wound rolls

Typhus Typhus	M WS BS S T W I A Ld Sv 4 2+ 2+4 5 6 4 5 9 3+	Points: 418 Composition: 1 Typhus
Wargear Typhus: Handflamer Manreaper Frag Grenades Krak Grenades Sigil of Corruption	Options May take one S per Psychic Mastery Level	Rules Typhus: Independent Character Monstrous Infantry Unique Death Guard Mark of Nurgle Pure Blessing of Nurgle Deepstrike Fearless Psychic Mastery Level 3 Shock Assault Steady Very Bulky Herald of Nurgle – 6” Aura, this model and target unit gain S+1. Lord of Chaos – 6” Aura, this model and target unit may reroll 1s To Hit.
Special Wargear:	Special Wargear Upgrades:	

Selection	Name	Range	S	AP	Rules
P	Handflamer	Flame	3	6+	Pistol 1
M	Manreaper	Melee	+3	2+	None
G	Frag Grenades	8	3	-	Grenade 1, 3” Blast
G	Krak Grenades	8	6	4+	Grenade 1, Nonblast

Advisors 0-3/Troop Slot Purchased

Generic

Biologus Putrifier Putrifier	M WS BS S T W I A Ld Sv 6 3+ 3+ 4 5 4 4 3 8 3+	Points: 97 Composition: 1 Putrifier
Wargear Putrifier: Injector Pistol Brutal Combat Weapon Hyper Blight Grenades Krak Grenades	Options May take one C	Rules Putrifier: Independent Character Infantry Mark of Nurgle Shock Assault Foul Infusion – 6” Aura, this model and target unit’s Melee weapons gain Poisoned (3+). If they already had Poisoned (3+) it improves by -1 to Poisoned (2+).
Special Wargear:	Special Wargear Upgrades: C Pure Blessing of Nurgle +4 points	

Selection	Name	Range	S	AP	Rules
P	Injector Pistol	6	3	4+	Pistol 1, Poisoned (2+)
M	Brutal Combat Weapon	Melee	User	-	Extra Attack 1
G	Hyper Blight Grenades	8	4	4+	Grenade 1, 3” Blast, Poisoned (2+)
G	Krak Grenades	8	6	4+	Grenade 1, Nonblast

Foul Blightspawn Blightspawn	M WS BS S T W I A Ld Sv 6 3+ 3+ 4 5 4 4 3 8 3+	Points: 145 Composition: 1 Blightspawn
Wargear Blightspawn: Plague Sprayer Unholy Death’s Head Grenade Frag Grenades Krak Grenades	Options May take one C	Rules Blightspawn: Independent Character Infantry Mark of Nurgle Shock Assault Putrefying Stink – 6” Aura, target Non-Titanic unit has Initiative 1.
Special Wargear:	Special Wargear Upgrades: C Pure Blessing of Nurgle +4 points	

Selection	Name	Range	S	AP	Rules
S	Plague Sprayer	Flame	3	-	Assault 1, Poisoned (2+)
G	Unholy Death's Head Grenade	8	3	4+	Grenade 1, 5" Blast, Poisoned (2+), One Use Only
G	Frag Grenades	8	3	-	Grenade 1, 3" Blast
G	Krak Grenades	8	6	4+	Grenade 1, Nonblast

Noxious Blightbringer Blightbringer	M WS BS S T W I A Ld Sv 6 3+ 3+ 4 5 4 4 3 8 3+	Points: 105 Composition: 1 Blightbringer
Wargear Blightbringer: Plasma Pistol Frag Grenades Krak Grenades	Options May take one C	Rules Blightbringer: Independent Character Infantry Mark of Nurgle Shock Assault Empyric Malaise – 12" Aura, target Psyker suffers -1 To Cast. Sickening Vitality – 6" Aura, this model and target unit gain M+2.
Special Wargear:	Special Wargear Upgrades: C Pure Blessing of Nurgle +4 points	

Selection	Name	Range	S	AP	Rules
P	Plasma Pistol	12	7	2+	Pistol 1, Gets Hot!
G	Frag Grenades	8	3	-	Grenade 1, 3" Blast
G	Krak Grenades	8	6	4+	Grenade 1, Nonblast

Plague Surgeon Surgeon	M WS BS S T W I A Ld Sv 6 3+ 3+ 4 5 4 4 3 8 3+	Points: 239 Composition: 1 Surgeon
Wargear Surgeon: Bolt Pistol Power Sword Frag Grenades Krak Grenades	Options May take one C	Rules Surgeon: Independent Character Infantry Mark of Nurgle Shock Assault Revitalizing Malignancy – This model or a model in the same unit Heals 1 Wound, even if it has already Healed this Turn. A model cannot benefit more than once from any Revitalizing Malignancy per Turn. Tainted Narthecium – 6" Aura, this model and target unit gain a -1 improvement to their Feel No Pain to a maximum of 4+.
Special Wargear:	Special Wargear Upgrades: C Pure Blessing of Nurgle +4 points	

Selection	Name	Range	S	AP	Rules
P	Bolt Pistol	12	4	5+	Pistol 1
M	Power Sword	Melee	+1	3+	None
G	Frag Grenades	8	3	-	Grenade 1, 3" Blast
G	Krak Grenades	8	6	4+	Grenade 1, Nonblast

Poxbringer Poxbringer	M WS BS S T W I A Ld Sv 6 3+ 3+ 4 5 4 4 3 8 -	Points: 206 Composition: 1 Poxbringer
Wargear Poxbringer: Balesword	Options May take one Spell for each Psychic Mastery Level May take one C	Rules Poxbringer: Independent Character Infantry Daemonic Mark of Nurgle Deepstrike Fearless Psychic Mastery Level 1 Locus of Nurgle – 6" Aura, this model and target unit with the Mark of Nurgle gains S+1.
Special Wargear:	Special Wargear Upgrades:	

	C Pure Blessing of Nurgle +4 points	
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Selection	Name	Range	S	AP	Rules
M	Balesword	Melee	User	4+	Poisoned (3+)

Sloppity Bilepiper Bilepiper	M WS BS S T W I A Ld Sv 6 3+ 5+ 4 5 4 4 3 8 -	Points: 168 Composition: 1 Bilepiper
Wargear Bilepiper: None	Options May take one C	Rules Bilepiper: Independent Character Infantry Daemonic Mark of Nurgle Deepstrike Fearless Disease of Mirth – 6" Aura, this model and target unit rolls 1 extra d6 when rolling Ld Tests and discards the highest d6. Jolly Gutpipes – 6" Aura, this model and target unit with the Mark of Nurgle gains A+1.
Special Wargear:	Special Wargear Upgrades: C Pure Blessing of Nurgle +4 points	

Spoilpox Scrivener Scrivener	M WS BS S T W I A Ld Sv 6 3+ 3+ 4 5 4 4 3 8 -	Points: 119 Composition: 1 Scrivener
Wargear Scrivener: Disgusting Sneezes Balesword	Options May take one C	Rules Scrivener: Independent Character Infantry Daemonic Mark of Nurgle Deepstrike Fearless Keep Counting! – 6" Aura, this model and target unit may reroll failed Charges. Stern Taskmaster – 6" Aura, target Tallyman extends their Aura by +18". If the Tallyman is slain, replace it with a Pox Walker with the Independent Character keyword.
Special Wargear:	Special Wargear Upgrades: C Pure Blessing of Nurgle +4 points	

Selection	Name	Range	S	AP	Rules
P	Disgusting Sneezes	6	3	-	Pistol 2, Reroll failed To Wound rolls.
M	Balesword	Melee	User	4+	Poisoned (3+)

Tallyman Tallyman	M WS BS S T W I A Ld Sv 6 3+ 3+ 4 5 4 4 3 8 3+	Points: 160 Composition: 1 Tallyman
Wargear Tallyman: Plasma Pistol Frag Grenades Krak Grenades	Options May take one C	Rules Tallyman: Independent Character Infantry Death Guard Mark of Nurgle Shock Assault Malicious Calculations – 6" Aura, this model and target unit gain WS-1 (Improves by 1).
Special Wargear:	Special Wargear Upgrades: C Pure Blessing of Nurgle +4 points	

Selection	Name	Range	S	AP	Rules
P	Plasma Pistol	12	7	2+	Pistol 1, Gets Hot!
G	Frag Grenades	8	3	-	Grenade 1, 3" Blast
G	Krak Grenades	8	6	4+	Grenade 1, Nonblast

Unique

Epidemius Epidemius	M WS BS S T W I A Ld Sv 6 2+ 5+ 5 8 4 4 8 -	Points: 233 Composition: 1 Epidemius
Wargear Epidemius: Balesword	Options	Rules Epidemius: Independent Character Monstrous Infantry Daemonic Mark of Nurgle Pure Blessing of Nurgle Deepstrike Fearless Disgustingly Resilient – Any Infantry models this model slays are returned as Pox Walkers per the Pox Walker Unending Horde rule. If Epidemius is not part of a Pox Walker unit, summon them within 6" of Epidemius instead, putting them in close combat if he still is at the end of the phase. Malicious Calculations – 6" Aura, this model and target unit gain WS-1 (Improves by 1).
Special Wargear:	Special Wargear Upgrades:	

Selection	Name	Range	S	AP	Rules
M	Balesword	Melee	User	4+	Poisoned (3+)

Hortculus Slimux Hortculus	M WS BS S T W I A Ld Sv 6 2+ 5+ 5 6 9 4 4 8 3+	Points: 496 Composition: 1 Hortculus
Wargear Hortculus: Lopping Shears Mulch	Options	Rules Hortculus: Independent Character Monster Daemonic Mark of Nurgle Pure Blessing of Nurgle Deepstrike Fearless Seed the Garden of Nurgle – At the end of each of your Movement Phases, you may place one Feculent Gnarlmau anywhere along the path this model moved.
Special Wargear:	Special Wargear Upgrades:	

Selection	Name	Range	S	AP	Rules
M	Lopping Shears	Melee	-1	2+	Poisoned (2+)
M	Mulch	Melee	+2	1+	Extra Attack 2, Auxiliary

Troops 2-6 Slots

Nurglings Nurglings	M WS BS S T W I A Ld Sv 6 4+ 5+ 2 3 3 3 3 7 -	Points: 39 Composition: 3-10 Nurglings
Wargear Nurglings: Tiny Teeth	Options May take up to 7 more Nurglings for +13 points each The entire unit may take one C	Rules Nurglings: Swarm Daemoniac Clog the Barrels Fearless Mark of Nurgle Fester – Models with Fester automatically fail Invulnerability Saves and Feel No Pains. In each of your command phases, roll 1d6 per model in the unit with Fester. On a 6+, spawn 1 additional like model with the same unit wide upgrades and place it in this model's unit, even if it exceeds its maximum size.
Special Wargear:	Special Wargear Upgrades: C Pure Blessing of Nurgle +2 points per model	

Selection	Name	Range	S	AP	Rules
M	Tiny Teeth	Melee	User	-	None

Pox Walkers Champion Pox Walker	M WS BS S T W I A Ld Sv 6 4+ 5+ 3 4 1 3 2 7 - 6 4+ 5+ 3 4 1 3 1 7 -	Points: 83 Composition: 1 Champion 9-29 Pox Walkers
Wargear Champion: Infested Blades Pox Walker: Infested Blades	Options May take up to 20 more Pox Walkers for +8 points each The entire unit may take one C	Rules Champion: Character Infantry Daemoniac Mark of Nurgle Fearless Fester – Models with Fester automatically fail Invulnerability Saves and Feel No Pains. In each of your command phases, roll 1d6 per

		<p>model in the unit with Fester. On a 6+, spawn 1 additional like model with the same unit wide upgrades and place it in this model's unit, even if it exceeds its maximum size.</p> <p>Unending Horde – For each Infantry model slain by this model, add 1 Pox Walker to this unit, even if it succeeds the original starting size or maximum size.</p> <p>Pox Walker: Infantry Daemonic Mark of Nurgle Fearless</p> <p>Fester – Models with Fester automatically fail</p> <p>Invulnerability Saves and Feel No Pains. In each of your command phases, roll 1d6 per model in the unit with Fester. On a 6+, spawn 1 additional like model with the same unit wide upgrades and place it in this model's unit, even if it exceeds its maximum size.</p> <p>Unending Horde – For each Infantry model slain by this model, add 1 Pox Walker to this unit, even if it succeeds the original starting size or maximum size.</p>
Special Wargear:	Special Wargear Upgrades: C Pure Blessing of Nurgle +2 points per model	

Selection	Name	Range	S	AP	Rules
M	Infested Blades	Melee	User	-	Poisoned (3+)

Elite 0-3 Slots

Beasts of Nurgle Beast	M WS BS S T W I A Ld Sv 4 3+ 5+ 5 7 7 4 d6+1 7 -	Points: 134 Composition: 1-3 Beasts
Wargear Beast: Toxic Tendrils	Options May take up to 2 more Beasts for +134 points each The entire unit may take one C	Rules Beast: Monster Daemonic Mark of Nurgle Deepstrike Fearless Steady Attention Seeker – Right After the enemy finishes Declaring their Charges and Resolving the movement for them, this unit must Declare a Charge against the closest enemy unit if it is in range. Regenerate – This unit heals 1 Wound in each of your Command Phases, even if it already Healed this turn. This is an exception to the normal Heal rules. Slime Trail – Charges against this model are always Disorganized.
Special Wargear:	Special Wargear Upgrades: C Pure Blessing of Nurgle +4 points per model	

Selection	Name	Range	S	AP	Rules
M	Toxic Tendrils	Melee	User	-	Poisoned (3+)

Blightlord Terminators Champion Terminator	M WS BS S T W I A Ld Sv 4 3+ 3+ 4 5 4 4 3 9 3+ 4 3+ 3+ 4 5 4 4 2 8 3+	Points: 450 Composition: 1 Champion 4-9 Terminators
Wargear Champion: Stormbolter Flail of Corruption Terminator Honours Marine: Stormbolter Flail of Corruption Terminator Honours	Options May take up to 5 more Terminators for +89 points each Any model may swap Stormbolter for R Up to 2 Terminators may swap Stormbolter for S or H Any model may swap Flail of Corruption for M The entire unit may take one C	Rules Champion: Character Monstrous Infantry Malicious Volleys Mark of Nurgle Fearless Shock Assault Steady Very Bulky Marine: Monstrous Infantry Malicious Volleys Mark of Nurgle Fearless Shock Assault Steady Very Bulky
Special Wargear: Terminator Honours – 5+ Invulnerability Save.	Special Wargear Upgrades: C Pure Blessing of Nurgle +4 points per model	

Selection	Name	Range	S	AP	Rules
R	Stormbolter	24	4	5+	Rapid Fire 2, Bolter
R +3 points	Combi Flamer	Flame Or 24	4 Or 4	5+ Or 5+	Assault 1 Or Rapid Fire 1, Bolter
R +5 points	Combi Plasma	24 Or 24	7 Or 4	2+ Or 5+	Rapid Fire 1, Gets Hot! Or Rapid Fire 1, Bolter
R +20 points	Combi Melta	12 Or 24	8 Or 4	1+ Or 5+	Assault 1, Melta, (Monsterbane) Or Rapid Fire 1, Bolter
S +3 points	Blight Launcher	24	6	4+	Assault 2
S +17 points	Plague Spewer	Flame	6	4+	Assault 1
H +17 points	Reaper Autocannon	48	7	4+	Heavy 4, Monsterbane
M	Flail of Corruption	Melee	User	-	Extra Attack 1, Poisoned (3+)
M +3 point	Balesword	Melee	User	4+	Poisoned (3+)
M +4 points	Bubotic Axe	Melee	User	3+	Slow, Poisoned (2+)

Deathshroud Terminators Champion Terminator	M WS BS S T W I A Ld Sv 4 2+ 5+ 4 5 3 4 4 9 3+ 4 2+ 5+ 4 5 3 4 3 8 3+	Points: 588 Composition: 1 Champion 4-9 Terminators
Wargear Champion: Handflamer Manreaper Terminator Honours Terminator: Handflamer Manreaper Terminator Honours	Options May take up to 5 more Terminators for +116 points each Champion may swap Bolt Pistol for P Champion may swap Plague Knife for M Up to 2 Marines may swap Boltgun for S The entire unit may take one C	Rules Champion: Character Monstrous Infantry Mark of Nurgle Bodyguard Deepstrike Fearless Shock Assault Steady Very Bulky Terminator: Monstrous Infantry Mark of Nurgle Bodyguard Deepstrike Fearless Shock Assault Steady Very Bulky
Special Wargear: Terminator Honours – 5+ Invulnerability Save	Special Wargear Upgrades: C Pure Blessing of Nurgle +4 points per model	

Selection	Name	Range	S	AP	Rules
P	Handflamer	Flame	3	6+	Pistol 1
M	Manreaper	Melee	+3	2+	None

Plague Bearers of Nurgle Champion Bearer	M WS BS S T W I A Ld Sv 6 3+ 5+ 3 5 2 3 3 7 - 6 3+ 5+ 3 5 2 3 2 7 -	Points: 138 Composition: 1 Champion 4-20 Bearers
Wargear Champion: Plague Knife Bearer: Plague Knife	Options May take up to 15 more Bearers for +27 points each The entire unit may take one C	Rules Champion: Character Infantry Daemonic Mark of Nurgle Deepstrike Fearless Bearers: Infantry Daemonic Mark of Nurgle Deepstrike Fearless
Special Wargear:	Special Wargear Upgrades: C Pure Blessing of Nurgle +2 points per model	

Selection	Name	Range	S	AP	Rules
M	Plague Knife	Melee	User	6+	Poisoned (3+)

Plague Marines Champion Marine	M WS BS S T W I A Ld Sv 6 3+ 3+ 4 5 2 4 2 9 3+ 6 3+ 3+ 4 5 2 4 1 8 3+	Points: 193 Composition: 1 Champion 4-19 Marines
Wargear Champion: Bolt Pistol Plague Knife Frag Grenades Krak Grenades Marine: Boltgun Plague Knife Frag Grenades Krak Grenades	Options May take up to 15 more Marines for +38 points each Champion may swap Bolt Pistol for P Champion may swap Plague Knife for M Up to 2 Marines may swap Boltgun for S The entire unit may take one C	Rules Champion: Character Infantry Malicious Volleys Mark of Nurgle Fearless Shock Assault Marine: Infantry Malicious Volleys Mark of Nurgle Fearless Shock Assault
Special Wargear:	Special Wargear Upgrades: C Pure Blessing of Nurgle +2 points per model	

Selection	Name	Range	S	AP	Rules
P	Bolt Pistol	12	4	5+	Pistol 1
P +1 point	Boltgun	24	4	5+	Rapid Fire 1, Bolter
P +7 points	Plasma Pistol	12	7	2+	Pistol 1, Gets Hot!
M	Plague Knife	Melee	User	6+	Poisoned (3+)
M +0 points	Chain Sword	Melee	User	6+	Rending
M +0 points	Chain Axe	Melee	User	-	Rending
M +3 points	Power Sword	Melee	+1	3+	None
M +4 points	Power Axe	Melee	+2	4+	None
M +10 points	Powerfist	Melee	X2	2+	Slow, Monsterbane
M +11 points	Daemonic Blade	Melee	+1	2+	Extra Attack d+, Daemonic Thirst
R	Boltgun	24	4	5+	Rapid Fire 1, Bolter
S +4 points	Flamer	Flame	4	5+	Assault 1
S +6 points	Blight Launcher	24	6	4+	Assault 2
S +6 points	Plasma Pistol	12	7	2+	Pistol 1, Gets Hot!
S +6 points	Plasma Gun	24	7	2+	Rapid Fire 1, Gets Hot!
S +7 points	Heavy Flamer	Flame	5	4+	Assault 1
S +21 points	Meltagun	12	8	1+	Assault 1, Melta, (Monsterbane)
G	Frag Grenades	8	3	-	Grenade 1, 3" Blast
G	Krak Grenades	8	6	4+	Grenade 1, Nonblast

Fast Attack 0-3 Slots

Foetid Bloat Drones Foetid Bloat Drone	M WS BS S FA SA RA W I A Ld Sv 10 5+ 3+ 6 11 11 10 9 1 3 7 3+	Points: 143 Composition: 1-3 Bloat Drones
Wargear Bloat Drone: Fleshmower Greater Plague Probe	Options May add up to 2 more Bloat Drones for +143 points each Any model may swap Fleshmower for H The entire unit may take one C	Rules Bloat Drone: Vehicle Tank Daemonic Engine Mark of Nurgle Deepstrike Fearless Flying Night Vision
Special Wargear:	Special Wargear Upgrades: C Pure Blessing of Nurgle +4 points	

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Selection	Name	Range	S	AP	Rules
M	Fleshmower	Melee	+1	3+	Extra Attack 3, Auxiliary, Accurate, Primary
H +2 points	Heavy Blight Launcher	36	6	2+	Assault 4, Hull, Primary
H +14 points	2 Linked Plague Spitters	Flame	6	4+	Assault 1 x2, Hull, Primary
M	Greater Plague Probe	Melee	User	3+	Accurate, Primary

Greater Blight Drones Blight Drone	M WS BS S FA SA RA W I A Ld Sv 12 5+ 3+ 6 12 12 10 9 1 3 7 3+	Points: 164 Composition: 1-3 Blight Drones
Wargear Blight Drone: Blight Reaper Cannon Bile Maw Greater Plague Probe	Options May add up to 2 more Blight Drones for +164 points each The entire unit may take one C	Rules Blight Drone: Vehicle Tank Daemonic Engine Mark of Nurgle Deepstrike Fearless Flying Night Vision
Special Wargear:	Special Wargear Upgrades: C Pure Blessing of Nurgle +4 points per model	

Selection	Name	Range	S	AP	Rules
H	Blight Reaper Cannon	36	7	4+	Heavy 4, Monsterbane, Hull, Primary
H	Bile Maw	Flame	3	3+	Assault 1, Hull, Primary
M	Greater Plague Probe	Melee	User	3+	Accurate, Primary

Myphetic Blight Hauler Blight Hauler	M WS BS S FA SA RA W I A Ld Sv 10 5+ 3+ 6 12 12 10 9 1 3 7 3+	Points: 172 Composition: 1-3 Blight Haulers
Wargear Blight Hauler: Multimelta Missile Launcher Bile Spurt Gnashing Maw	Options May add up to 2 more Blight Haulers for +172 points each The entire unit may take one C	Rules Blight Hauler: Vehicle Tank Daemonic Engine Mark of Nurgle Fearless Night Vision Foul Stench – Enemy models suffer -1 To Hit this model in Melee.
Special Wargear:	Special Wargear Upgrades: C Pure Blessing of Nurgle +4 points per model	

Selection	Name	Range	S	AP	Rules
H	Multimelta	24	8	1+	Heavy 2, Melta, (Monsterbane), Hull, Primary
H	Missile Launcher	48 Or 48	8 Or 4	3+ Or 6+	Heavy 1, Monsterbane, Hull, Primary Or Heavy 1, 3" Blast, Hull, Primary
H	Bile Spurt	12	6	5+	Assault 1, 3" Blast, Hull, Primary
M	Gnashing Maw	Melee	User	3+	Accurate, Primary

Plague Drones of Nurgle Champion Drone	M WS BS S T W I A Ld Sv 12 3+ 3+ 3 5 3 3 2 7 - 12 3+ 3+ 3 5 3 3 1 7 -	Points: 129 Composition: 1 Champion 2-7 Drones
Wargear Champion: Death's Head Plaguesword Prehensile Proboscis Drone: Death's Head Plaguesword Prehensile Proboscis	Options May take up to 7 more Drones for +42 points each The entire unit may take one C	Rules Champion: Character Infantry Steed Daemonic Mark of Nurgle Deepstrike Fearless Flying Drone: Infantry Steed Daemonic Mark of Nurgle Deepstrike Fearless Flying
Special Wargear:	Special Wargear Upgrades: C Pure Blessing of Nurgle +2 points per model	

Selection	Name	Range	S	AP	Rules
R	Death's Head	12	3	-	Assault 2, Poisoned (3+)
M	Plaguesword	Melee	User	-	Poisoned (3+)
M	Prehensile Proboscis	Melee	User	-	Extra Attack 2, Auxiliary, Poisoned (3+)

Plague Toads of Nurgle Toad	M WS BS S T W I A Ld Sv 6 3+ 3+ 3 5 3 3 2 7 -	Points: 174 Composition: 3-10 Toads
Wargear Toad: Grasping Tongue Yawning Maw	Options May take up to 7 more Toads for +58 points each Any model may take one B The entire unit may take one C	Rules Toad: Monstrous Infantry Steed Daemonic Mark of Nurgle Infiltrate Fearless
Special Wargear:	Special Wargear Upgrades: B Rider +7 points	W+1, Gain one Plaguesword

	C Pure Blessing of Nurgle +4 points per model	
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Selection	Name	Range	S	AP	Rules
R	Grasping Tongue	6	3	-	Assault 1, Poisoned (3+)
M	Yawning Maw	Melee	User	4+	Poisoned (3+)
M	Plaguesword	Melee	User	-	Auxiliary, Poisoned (3+)

Heavy Support 0-3 Slots

Plagueburst Crawler Crawler	M WS BS S FA SA RA W I A Ld Sv 8 5+ 3+ 7 13 11 10 12 13 7 3+	Points: 207 Composition: 1-3 Crawlers
Wargear Crawler: Plagueburst Mortar Rothail Volley Gun 2 Plague Spitters Siege Shield	Options May add up to 2 more Crawlers for +207 points each Any model may swap Rothail Volley Gun for H The entire unit may take one C	Rules Crawler: Vehicle Tank Daemonic Engine Mark of Nurgle Fearless Night Vision
Special Wargear:	Special Wargear Upgrades: E Siege Shield C Pure Blessing of Nurgle +4 points per model	Reroll Dangerous Terrain Tests and failed Move Through Cover Tests.

Selection	Name	Range	S	AP	Rules
T	Plagueburst Mortar	12-48	8	3+	Heavy 1, 5" Blast, Ordnance, Monsterbane, Indirect Fire, Hull, Primary
H	Rothail Volley Gun	24	6	5+	Rapid Fire 3, Hull, Primary
H +2 points	Heavy Slugger	36	5	4+	Heavy 4, Hull, Primary
S	2 Plague Spitters	Flame	6	4+	Assault 1 x2, Hull
S +6 points	2 Entropy Cannons	36	8	1+	Heavy 1 x2, Monsterbane, Hull
M	Siege Shield	Melee	+3	4+	Accurate, Siege Shield

Lord of War 0-1 Slots

Great Unclean Ones Unclean One	M WS BS S T W I A Ld Sv 6 2+ 2+ 7 8 18 4 5 10 -	Points: 425 Composition: 1-3 Unclean Ones
Wargear Unclean One: 2 Bileswords	Options May take up to 2 more Unclean Ones for +425 points each Any model may swap one Bilesword for R Any model may swap one Bilesword for M The entire unit may take one C	Rules Unclean One: Monster Daemonic Mark of Nurgle Deepstrike Fearless Psychic Mastery Level 3 Shock Assault Summoning Bell – 6" Aura, a model with a Summoning Bell may add d3+1 Pox Walkers to an existing Pox Walker unit, even if it exceeds its starting size.
Special Wargear:	Special Wargear Upgrades: C Pure Blessing of Nurgle +4 points per model	

Selection	Name	Range	S	AP	Rules
M	Bilesword	Melee	User	2+	Poisoned (2+)
R +5 points	Plague Flail	6	7	2+	Assault 5
M +85 points	Doomsday Bell	Melee	+1	3+	Summoning Bell

Plaguereaper of Nurgle Plaguereaper	M WS BS S FA SA RA W I A Ld Sv 6 5+ 3+ 9 14 13 12 26 1 9 7 3+	Points: 685 Composition: 1 Plaguereaper
Wargear Plaguereaper: Pox Cannon Demolisher Cannon 2 Linked Heavy Bolters 2 Sets of 2 Linked Heavy Bolters 2 Lascannons Nurgling Hordes	Options May take one P May take one C	Rules Plaguereaper: Titanic Vehicle Tank Malicious Volleys Mark of Nurgle Fearless Tide of Nurglings – If this model explodes, it does not Hit any model with the Mark of Nurgle.
Special Wargear:	Special Wargear Upgrades: C Pure Blessing of Nurgle +10 points per model	

Selection	Name	Range	S	AP	Rules
T	Pox Cannon	Hell Storm	7	3+	Assault 1, Turret, Primary
H	Demolisher Cannon	24	10	2+	Heavy 1, 5" Blast, Ordnance, Monsterbane, Hull, Primary
H	2 Linked Heavy Bolters	36	5	4+	Heavy 3 x2, Hull, Primary
S	2 Sets of 2 Linked Heavy Bolters	36	5	4+	Heavy 3 x2 (x2), Sponson, Primary
T	2 Lascannons	48	9	2+	Heavy 1 x2, Monsterbane, Turret, Primary
M	Nurgling Hordes	Melee	2	-	Extra Attack 2d6, Auxiliary, Accurate, Primary
P +7 points	Stormbolter	24	4	5+	Rapid Fire 2, Bolter, Turret, Primary
P +8 points	Combi Flamer	Flame Or 24	4 Or 4	5+ Or 5+	Assault 1, Turret, Primary Or Rapid Fire 1, Bolter, Turret, Primary
P +12 points	Havoc Launcher	48	5	5+	Heavy 1, 3" Blast, Turret, Primary
P +13 points	Combi Plasma	24 Or 24	7 Or 4	2+ Or 5+	Rapid Fire 1, Gets Hot!, Turret, Primary Or Rapid Fire 1, Bolter, Turret, Primary
P +28 points	Combi Melta	12 Or 24	8 Or 4	1+ Or 5+	Assault 1, Melta, (Monsterbane), Turret, Primary Or Rapid Fire 1, Bolter, Turret, Primary

Scabeiathrax the Bloated Scabeiathrax	M WS BS S T W I A Ld Sv 6 2+ 2+ 8 8 24 4 6 10 -	Points: 835 Composition: 1 Scabeiathrax
Wargear Scabeiathrax: Toxic Discharge Blade of Decay	Options	Rules Scabeiathrax: Independent Character Titanic Monster Unique Daemonic Mark of Nurgle Pure Blessing of Nurgle Deepstrike Fearless Psychic Mastery Level 3 Shock Assault Exhalation of the Plague Pits – 6" Aura, target unit suffers -1 To Hit. Putrid Demise – This model explodes on a 4+ with S8 AP2+ in a 2d6" radius.
Special Wargear:	Special Wargear Upgrades:	

Selection	Name	Range	S	AP	Rules
S	Toxic Discharge	Hell Storm	6	3+	Assault 1
M	Blade of Decay	Melee	User	2+	Poisoned (2+)

Fortification 0-1/1000 points

Feculent Gnarlmau Gnarlmau	M WS BS S T W I A Ld Sv - 3+ - 5 6 6 4 3 7 -	Points: 101 Composition: 1 Gnarlmau
Wargear Gnarlmau:	Options May take one C	Rules Gnarlmau: Monster Daemonic Mark of Nurgle Fearless Objective Secured Gulp – When a Gulp weapon successfully Hits on a 6, you may pick the target of the attack. If all Saves fail, swallow the target! The model is Embarked on the Gulp model and may only make Snap Shots on Ranged and Melee attacks. In each of your Command Phases, the model suffers a Mortal Wound. If the Gulp model is slain, all Embarked units Disembark upon its demise.
Special Wargear:	Special Wargear Upgrades: C Pure Blessing of Nurgle +4 points	

Selection	Name	Range	S	AP	Rules
M	Gaping Maw	Melee	User	2+	Gulp

Miasmatic Malignifier Main Chimney Pox Furnace	M WS BS S T W I A Ld Sv - - - - 7 10 - - - - - - - - 7 6 - - - -	Points: 210 Composition: 1 Main Chimney 1 Pox Furnace
Wargear Main Chimney: None Pox Furnace: None	Options May take one C	Rules Main Chimney: Building Daemonic Mark of Nurgle Choking Smog – 6” Aura, target unit counts as half models for Contesting Objective Markers. Immense Pressure – This model explodes on a 4+. Pox Furnace: Building Daemonic Mark of Nurgle Invigorating Fumes – 6” Aura, target unit counts as double the models for Contesting Objective Markers. Immense Pressure – This model explodes on a 4+.
Special Wargear:	Special Wargear Upgrades: C Pure Blessing of Nurgle +4 points	

Selection	Name	Range	S	AP	Rules
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